Changelist

Version 1.0.1

- Lock on is now either a toggle or a hold button

- Switching between full rotation and limited rotation algorithms has a smoother transition

- project settings have been included (needed for the input manager button/joystick setup)

- assigned buttons have been changed, you can still change them yourself

- Bugfix: switching between full rotation and limited rotation algorithms no longer slows down half way through

Version 1.0

- First Version