

Migrating from SQUID 1.03 to 1.04

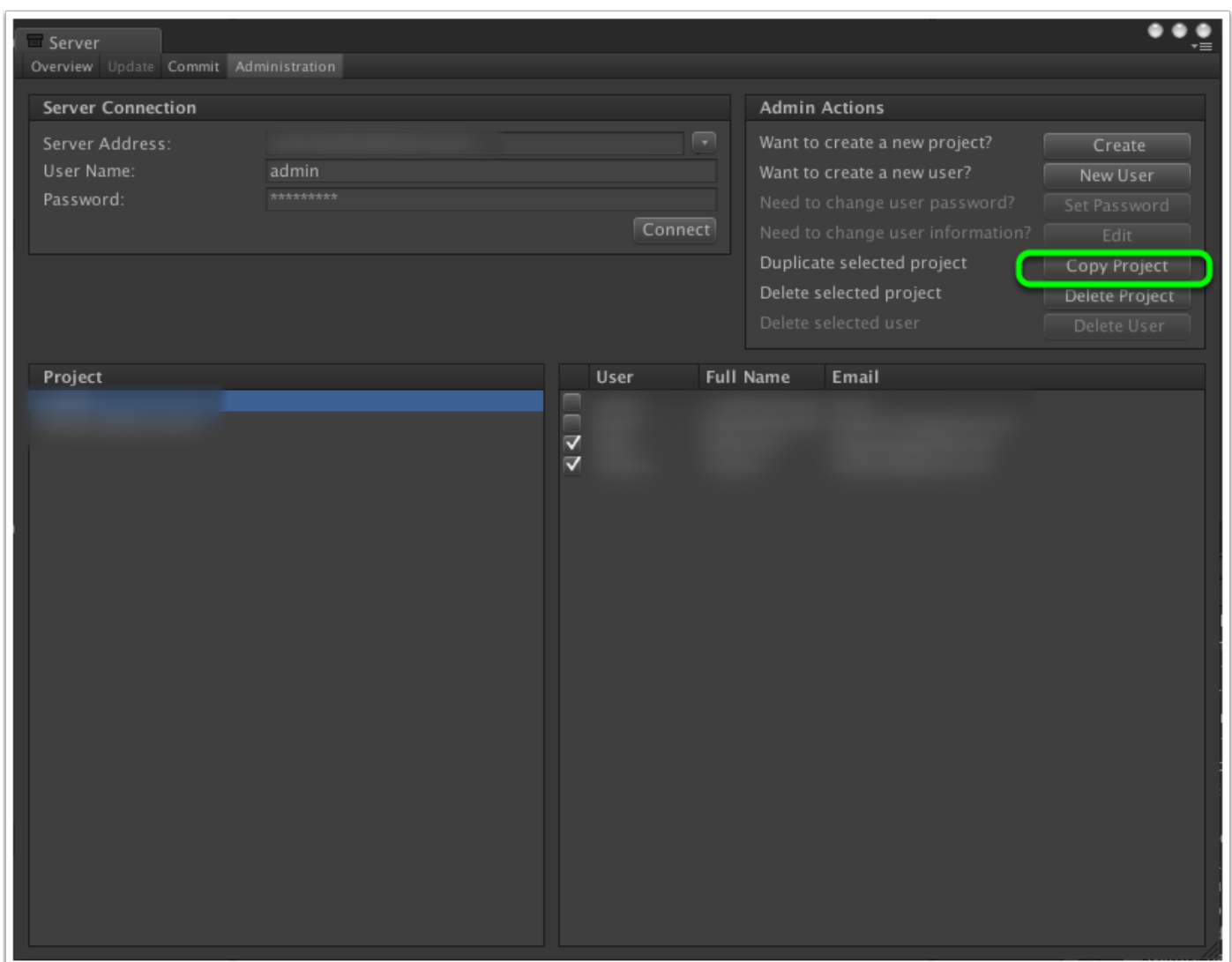
Steps before migration

1. Take a backup of all source files (which uses Squid)
2. Take a backup of all Squid Assets and Squid Skins.

Preferably, backup your whole project if you are not using Version Control or Unity3d Asset Server

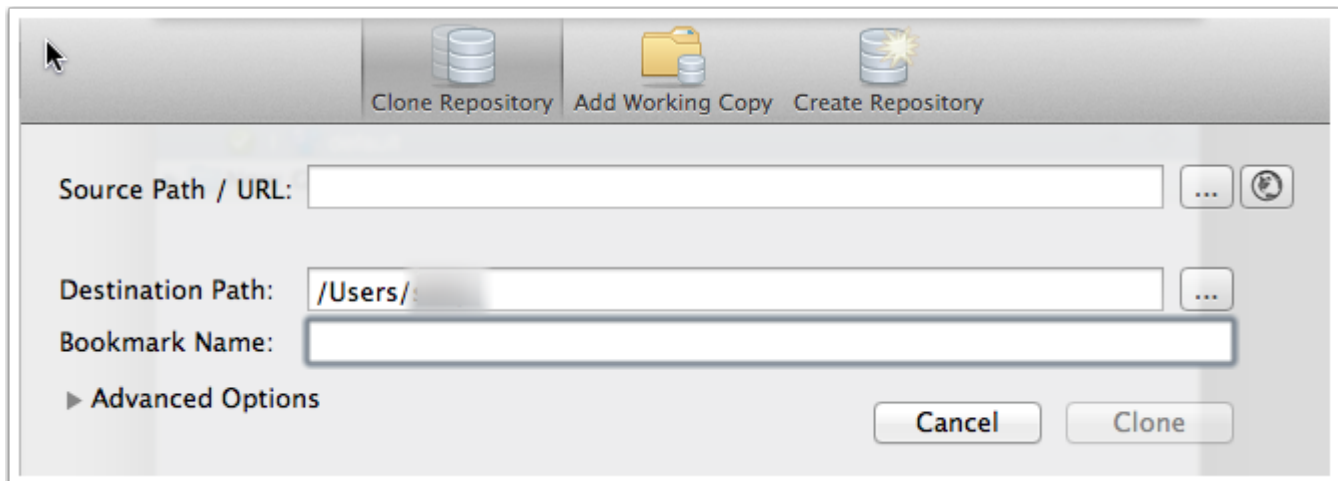
Steps for Unity3D Asset Server

If you are using Unity3d Asset server, you can Copy your existing Project to another project



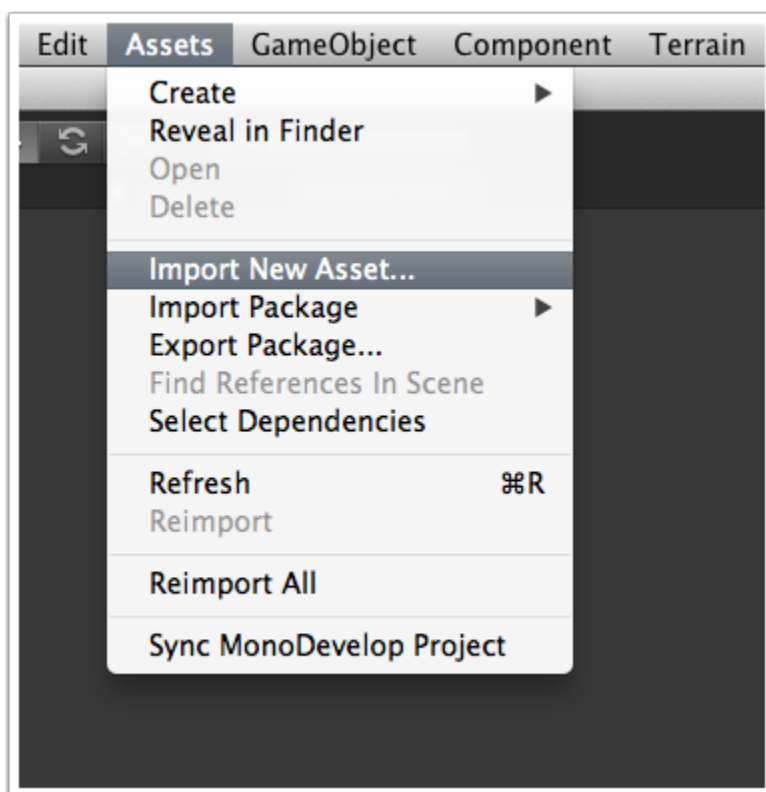
Steps for GIT Users

If you are using GIT, HG, you can clone a repository



Import Squid 1.04, Part 1

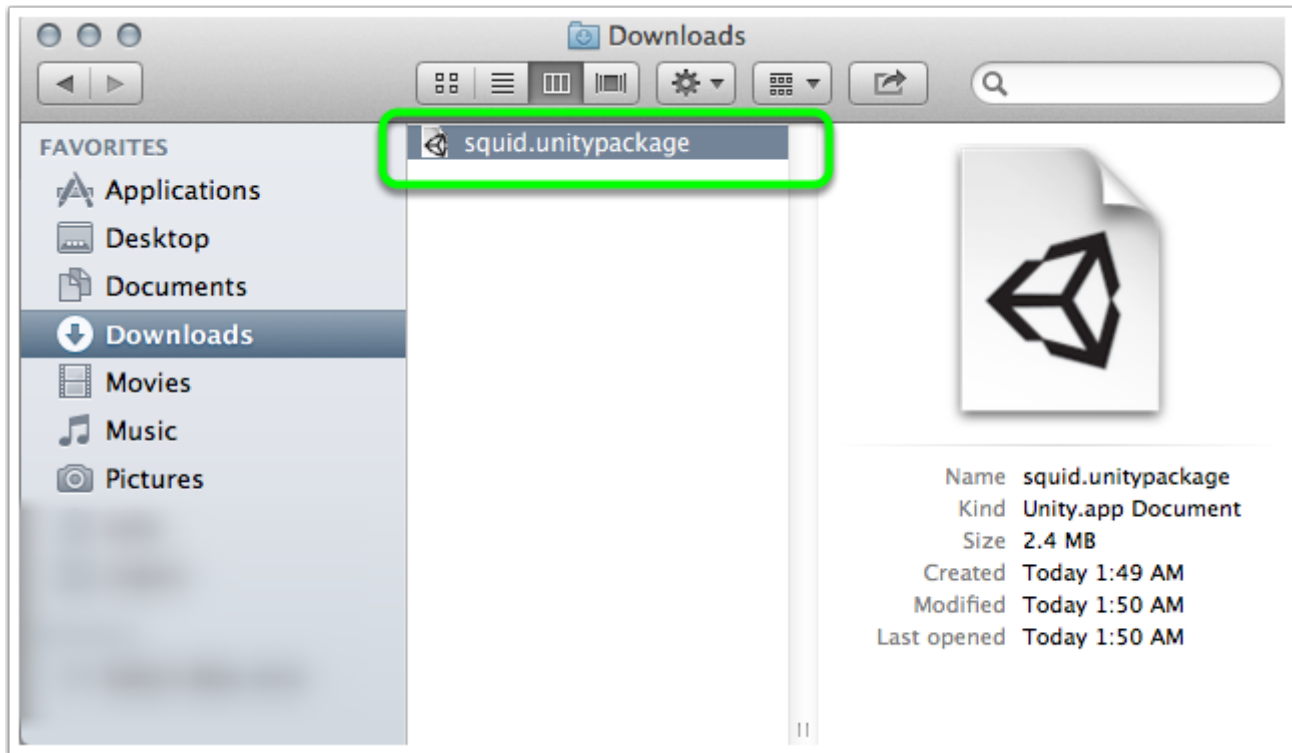
Import Squid 1.04 to your package.
Go to Unity3D > Assets > Import New Asset...



Import Squid 1.04, Part 2

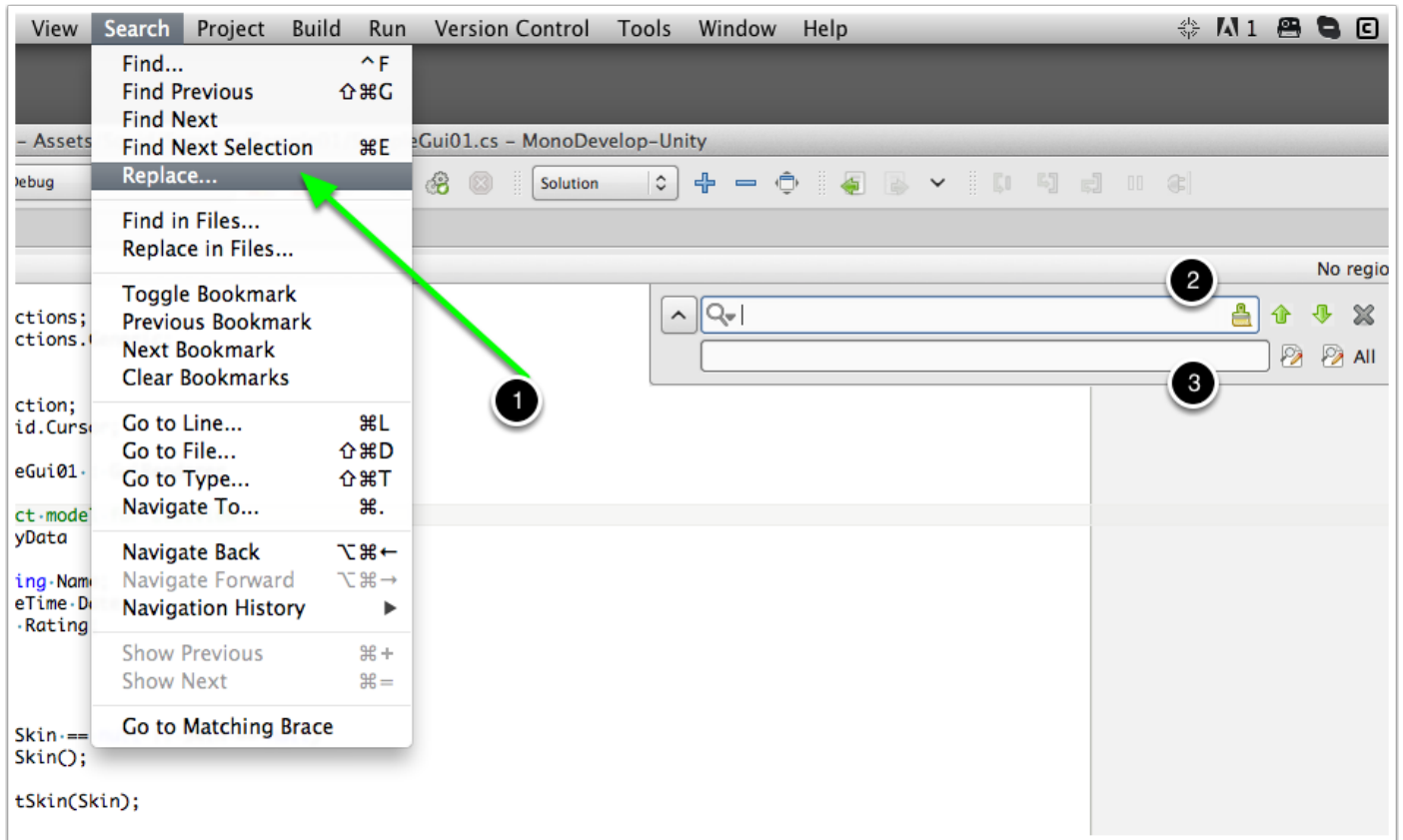
Download the latest Squid 1.04 package and Import Squid 1.04 to your package. This can be done by double-click on the UnityPackage when your project is open.

You will overwrite the files from your existing package.



Changes needed

1. Go to MonoDevelop, Search > Replace...
2. Enter the texts to search
3. Enter the texts to replace



Changes required

Changes are:

Property:

MiddleCenter ---> Center,

Events:

OnMouseClicked ---> MouseClick

OnKeyPress ---> KeyPress

OnMouse ---> Mouse

OnKey ---> Key

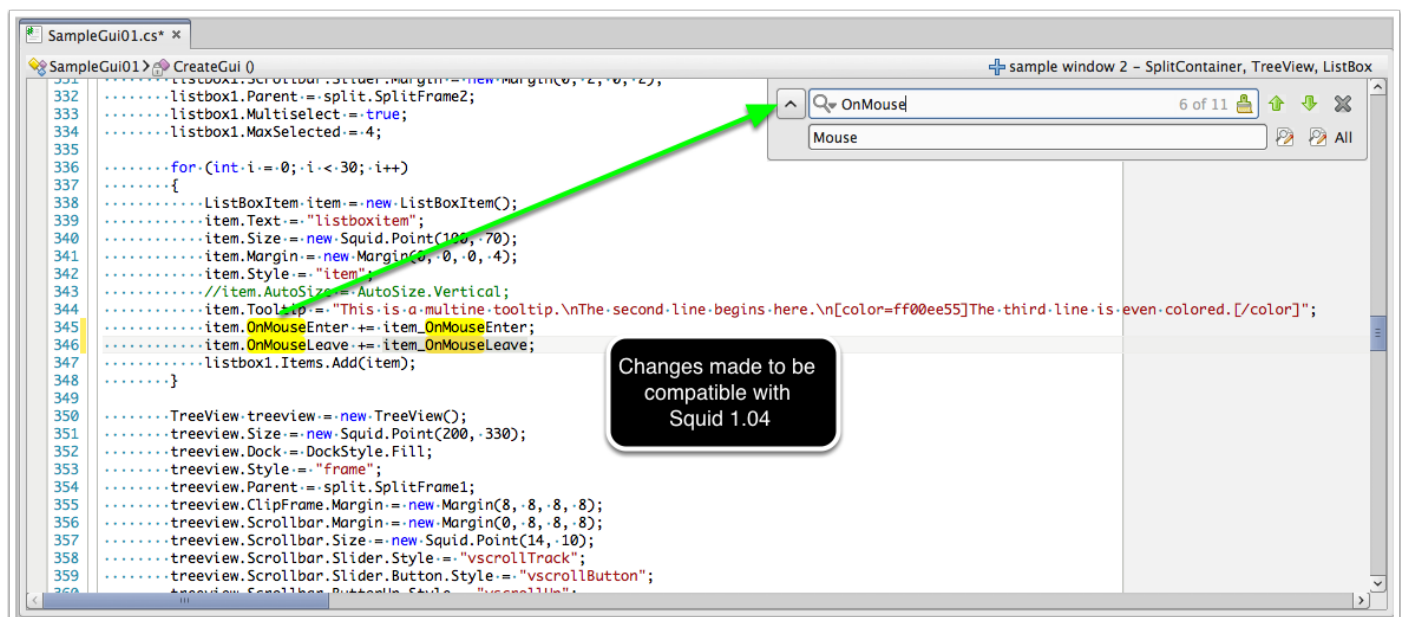
Code:

FindControls ---> GetControls

Result:

DialogResult ---> Result

By using Find and Replace wildcard replace (e.g., OnMouse to Mouse) you replace multiple lines which will update many lines of code. This will save time and resolve errors found in multiple lines. An example is shown below

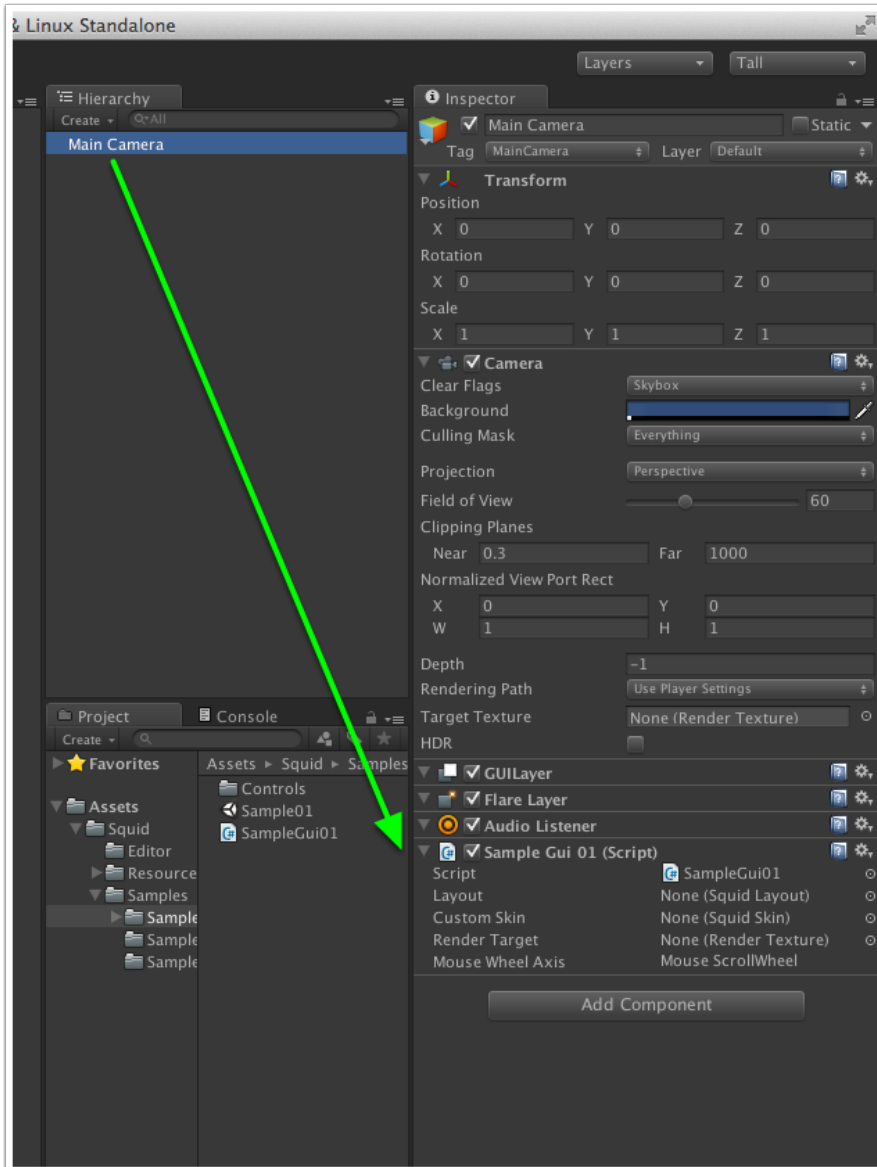


Camera Changes

You must now move the Script to the Camera instead of being stand-alone.

You can do this by copying the values from previous and pasting it to the Camera

If your script is not on a camera object, the Squid GUI may not appear when going to Play the Game.



Camera Changes, Part 2

If you have an existing script not in a camera, you can use Unity3D's right-click menu to copy the existing object and later paste it to the Camera object.

