

## Release Notes

### Version 1.1.1 Changes:

- Joined all of the prototype style demo scenes into the clean scene
- Improved the strafe animations
- Added an ImageFader UI component
- Renamed GroundAcceleration to GroundSpeed on the RigidbodyCharacterController
- Renamed AirAcceleration to AirSpeed on the RigidbodyCharacterController
- Respawner.Spawn is now public
- ItemMonitor can specify left or right hand
- Replaced the exposed variable comments with the tooltip attribute
- No root motion should take into account speed changes
- Cover will automatically move between standing and crouching cover when no standing cover exists
- Fixed not being able to vault with an item
- Fixed the touchpad virtual controller from repositioning
- Fixed dual wielding from being confused when switching items
- Fixed the shield from not having its BoxCollider enabled
- Remapped the water sources to prevent import conflicts if the standard assets folder already exists
- Fixed concurrent abilities from not checking if an ability can be started
- Fixed the character from sliding when moving horizontally along a slope
- Prevent the character from being able to pop out when there is a wall in front of the pop position
- Fixed the Swim ability from not starting correctly when jumping into the water
- Fixed Push from incorrectly using root motion

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### Version 1.1 Changes:

- Added mocap animations (idle, walk, run, strafe, backwards, jump, crouch, crawl – more will be added in the next release)
- Added a clean scene and a new character
- Added the ability to dual wield items
- Added the swim ability
- Added a shield
- Added a left arm and right arm Animator Controller layer
- Added a Double Press ability input start type
- Added a StaticItem component
- Added a DualWieldItemType
- Added a double jump option to the Jump ability

- Added a minimum height that can prevent the fall ability from starting
- Improved the handling of slopes and steps
- Footstep sounds are now handled by triggers instead of animation events
- Improved climbing to be able to vine climb at different angles and is no longer restricted to a BoxCollider
- Aiming is now controlled by the ControllerHandler
- Improved the camera positioning when obstructed by another object
- Simplified the handling of when the ShootableWeapon stops firing
- ItemUsed event uses an int value of 0 to indicate the PrimaryItemType and 1 to indicate the SecondaryItemType. DualWieldItemType uses a value of 2
- Fixed the climb ability from not always mounting in the correct position
- Fixed the controller from using the wrong direction when determining which way to move while in the air
- Fixed the incorrect Use State from playing with a MeleeWeapon
- Fixed melee weapon from not always having the character transform reference
- Fixed the character from not always being able to aim
- Fixed the character from respawning to an idle animation when he has an item
- Fixed SpeedChange from requesting AnimatorController
- Updated the sample scenes for all of the integration assets
- Added integration with the following assets:
  - Final IK
  - UMA

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### Version 1.0.3 Changes:

- Added a point and click demo
- Many input improvements:
  - Added the Opsive.ThirdPersonController.Input namespace
  - Refactored the input classes
  - Moved button names to a constants file
  - Added Rewired integration
  - Added Control Freak integration
  - Fixed VirtualButton from not using the correct position
- Moved the ID from InteractableTarget into Interactable
- Added climbable object gizmos
- Fixed burst mode from not stopping when the burst limit has been reached
- Stop the item from being used if AllowGameplayInput is disallowed
- Stop the SpeedChange ability when the stamina runs out
- Fixed fall damage from not calculating the peak fall damage
- Fixed the ObjectPool.Destroy function from being called multiple times on the same object on the network

- Fixed auto reload from not always working while on the network
  - Fixed the unequipped item from not being able to be used while on the network
  - Added a minimum fall height to the fall ability
  - Fixed the item from not being able to be used when the mouse button is held down continuously not stopping its aim after an empty clip
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#### **Version 1.0.2 Changes:**

- Added a RPG and 2.5D character and camera modes
  - Added a new ability which will play an animation when the character gets hit
  - Added per-object effects (audio, decal, dust, spark)
  - Added blood to the shooter and shooter AI demos
  - Added a mobile joystick
  - Added the ability to drop items upon death
  - Added item switching with the scroll wheel
  - Added camera zooming with the scroll wheel
  - Added constraints to restrict the character's position to a specified area
  - Added plyGame integration
  - Improved the lower body IK
  - Improved the pistol and knife idle/fall animations
  - Switched the default camera anchor to be the base of the character
  - Climb ability can move relative to the look direction
  - Can specify an idle or moving animation state per item
  - Added the OnAllowInventoryInput event which allows you to disable inventory input
  - Removed Standing Aim Idle and Standing Aim Movement states
  - Renamed Standing Idle to Idle and Standing Movement to Movement
  - Replaced the shooter run with walk and sprint with run animations
  - Fixed Top Down not rotating correct with non-root motion forces
  - Fixed the item from not stopping its aim after an empty clip
  - Set the correct rocket prefab reference for Network Doug
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#### **Version 1.0.1 Changes:**

- Improved walking, running, and sprinting animations
- Moved ItemName from the ItemType to the Item component
- Added ShootableWeapon.FireType to specify how to fire (instant, charge and fire, or charge and hold)
- Fixed the character from going to the same spot on a second push for the PushableObject
- Fixed the climb ability from not being able to activate when the character is extremely close

- Speed Change ability will affect horizontal speed as well
- Added Inventory.SetItemCount
- Added a randomness to the Muzzle Flash Fade Speed
- Health.Damage will apply forces to the rigidbody
- Added a reload sound effect
- Changed the shootable and melee weapon sound effects to an array to be able to chosen randomly
- Added an option to destroy objects upon death
- Moved the Objects/Items folder to Items
- CharacterBuilder will ensure the character model is set to humanoid

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### **Version 1.0 Changes:**

- Added the adventure scene (requires Unity 5)
- Added the following Items:
  - Axe
  - Bow
  - Crossbow
  - Dagger
  - Katana
  - Slingshot
- Added the following abilities:
  - Climb
    - Ladder
    - Pipe
    - Vine
  - Crawl
  - Ledge Strafe
  - Push
- Renamed the following abilities:
  - Crouch to Height Change
  - Sprint to Speed Change
- Added a CameraMonitor component – the CameraController component is no longer required
- Added a Scene Setup option within the Start Window
- Simplified the Character and Item Builder windows
- Added an option to not use root motion, used by the Platformer demo
- Each Item can have its own Aim, Use, Reload, Equip, and Unequip state
- Multiple Interactable abilities can be added, specify the target by ID
- Moved the PrimaryItemType UI, IK, and Animator fields to the Item component
- Add the option of having multiple types of Aim and Use States
- Renamed the Animator Controller Vertical Input parameter to Forward Input

- Ability.StartAbility and Ability.StopAbility is no longer virtual – use AbilityStarted and AbilityStopped instead
  - Previous Unity networking bugs have been fixed, networking scene requires Unity 5.1.2+
  - Improved the Vault ability
  - Various bug fixes and other minor improvements
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#### **Version 0.90 Changes:**

- Non-networked characters can be created with the CharacterBuilder without the NetworkIdentity component from being added
  - Added the ENABLE\_MULTIPLAYER platform symbol – must be set for multiplayer to work
  - Fixed crouch from not being able to stop while moving
  - Fixed the controller from not recognizing that it can step within Unity 5
  - Fixed adventure mode from only moving forward when aiming
  - Fixed the camera from staying at a static height when the character rolls off of a ledge
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#### **Version 0.89 Changes:**

- Added support for Unity 5 networking
- Items can be added to the dominant or non-dominant hand
- Added an invincibility time after spawn
- Object builders can reference objects within the project instead of requiring the object to be dragged into the scene
- ThrowableItem no longer needs the throw point - the item can be placed in either hand
- Added max step height/speed to the character controller
- Added a max slope to the character controller
- Added a workaround for getting Unity Remote to work
- Added IDs to all of the ItemTypes
- Added speed multipliers to root motion and the animator
- DecalManager, ObjectPool, and Scheduler will create themselves if not already created (editor only)
- Pickup objects can play a pickup sound
- Crouch will use the Float Curve Data to determine the collider height
- Crouch will not stop if there is an object obstructing the standing position
- Can toggle between Combat and Adventure movement types
- Camera smoothing improvements
- Compatibility with Windows Store
- Renamed Quick Use Item to Secondary Item
- Relocated shooter animation directory

- Stop the character from moving when about to run into a wall
  - Fix dive animation length
  - Improved the variable reset when the character respawns
  - ShootableWeapon's projectile will ignore the character's colliders to prevent that projectile from colliding with the player
  - Fixed the Rigidbody jerking after death
  - Fixed ShootableWeapon from firing after switching back to the item
  - Fixed the character from stopping the jump when running into a wall
  - Fixed adventure mode from not being able to shoot
  - Fixed a race condition when the item is being switched and readied at the same time
  - Fixed a race condition which prevented the character from being able to shoot after picking up a weapon
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#### **Version 0.88 Changes:**

- Exposed the Animator input dampening speed to the inspector
  - Reworked the CameraController character options to allow the camera to follow a dynamically spawned character
  - Fixed the jump ability from stopping while the character is moving forward in a wall
  - Fixed the knife from not always attacking
  - Replaced the BoxCollider with a MeshCollider in the prototype scene to work around Unity 5 not correctly reporting a SphereCast
  - Fixed StartAim has no receiver error – replaced the StartAim animation event with ExecuteEventNoUpperTransition
  - Fixed the weapon wheel from not being selectable within a web player build
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#### **Version 0.87 Changes:**

- Use IK for aiming instead of blending the aim animations
- Jumping polish
- Controller ground check polish
- Fixed the interact event from not always firing
- Improved the Character/Item Builder to display an error if the model is a prefab and not within the scene – the Character/Item Builder has to operate on scene objects
- Added VisualEffect to the Ground layer to prevent the character from detecting the ground from a visual effect
- Reset the IK when the character respawns
- Fixed the trail renderer from showing its trail when it changes positions within the object pool
- Initialize the UI Item Monitor when it is enabled

- Improved camera controller character collision detection
  - Inventory cleanup
  - Fixed the camera from continuing to move when the weapon wheel is opened
  - Removed StartAim animation event - replaced with a more generic ExecuteEventNoUpperTransition
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#### **Version 0.86 Changes:**

- Added a top down demo
  - Switched to using Unity's IK solution
  - Added colliders to Items to prevent clipping with walls
  - Added an idle Animator state
  - Added uGUI support
  - Added a sniper rifle
  - Restructured the Demo folder
  - Custom events can be called when an item does damage
  - Added Adventure Creator and PlayMaker integration
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#### **Version 0.85 Changes:**

- Abilities can prevent other abilities from starting with Ability.CanStartAbility(ability)
  - Added Ability.CanUseItem – allows an item to be reloaded but not used
  - Improved animation layer synching
  - Improved the cover and jumping ability
  - Improved the walking animation
  - Fixed the Character Builder from not adding the Animator Monitor
  - Fixed Always Aim from not aiming
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#### **Version 0.84 Changes:**

- New ability system allows for easy ability and animation creation. The following RigidbodyCharacterController features are now abilities:
  - o Jump
  - o Fall
  - o Sprint
  - o Crouch
- Added the following abilities:
  - o Roll

- Vault
- Added a Vault layer
- Reworked the Animator controller to go along with the new ability system
- Removed ID from the PrimaryItemType and added lower and upper states
- Added the GUI image to the PrimaryItemType and QuickUseItemType
- Added an option to add IK to the character within the Character Builder
- Improved the Unity 5 error when the input buttons are not mapped
- The active abilities will be shown as “Running” within the RigidbodyCharacterController inspector
- Added an option to the Item Builder to automatically add the ItemType to the Inventory’s Default Loadout

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#### **Version 0.83 Changes:**

- Added a VisualEffect layer for objects such as the shells. This layer will not collide with the character
- Reduced the lightmap resolution for a smaller file size
- Fixed the Interactable component causing a NullReferenceException when the character leaves the trigger
- The object builders will add the wrapper components in all cases instead of the non-wrapper component
- Fixed the SpawnSelection component from choosing an array element out of bounds
- Prevented the empty clip sound from playing if the player tries to shoot while the weapon is being reloaded

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#### **Version 0.82 Changes:**

- Added integration with the Behavior Designer Movement Pack
- Character Builder will add default AnimatorMonitor values
- Switched to use non-allocating raycasts
- Fixed not being able to strafe while in cover after popping and getting hit with an external force

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#### **Version 0.81 Changes:**

- Separated out the character abilities from the RigidbodyCharacterController – cover and interact are now in their own files
- Updated AnimatorMonitor to not have the state transitions hardcoded
- MovingPlatform uses waypoints instead of triggers



- Adding a mapping of the 1-5 keyboard keys to an Item
- Added laser sight and flashlight attachments
- Added an option to delay the deactivation on death within the Health component
- Added an option for the ShootableWeapon to overheat
- Added a HealthPickup
- Individual Items can have an infinite amount of ammo
- Clip sizes can be infinitely large
- Added icons that will appear on the GUI when an ability can be used
- Made more methods virtual
- Added more Health component events
- Smoothed the animation when transition between strafe and run
- Stop an Item use if the Item is empty
- Fixed the character from staying in the jump state when landing on an object above the initial jump point
- Fixed ShootableWeapon from not being able to be fired after quickly firing the weapon many times while not aiming
- Smoothed the cover animations
- Fixed the Inventory from not correctly unequipping the knife
- Animation transition timing improvements
- Moved the Animator controller layers up a level so the base layer is no longer empty

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**Version 0.8 Changes:**

- Lots of animation polish
- Added the ability to punch while unarmed
- Changes to make integration with Behavior Designer easier
- Added a right arm layer to the animator
- Improved cover handling
- Corrected footsteps animation event
- Don't aim when the camera isn't focused (zoomed)