Theta Mix Patch Notes Wednesday 06/28/2018

To use these features, you must have the latest version of Theta Mix for Windows or Mac.

Download here:

https://github.com/Franimal/theta-ar-scripts/raw/master/Builds/ThetaMix_OSX.app.zip

https://github.com/Franimal/theta-ar-scripts/raw/master/Builds/ThetaMix_Windows.zip

Named Events

You can now listen and trigger events be name. Before, you could call set events like this:

```
trigger(GameEvent.Win);
```

You can now do it like this as well and make your own events too.

```
triggerByName("Win");
```

Drone

We now have a drone/spaceship model built-in that you can use.

```
const invader = drone();
```

Custom Scripts

As we add more unique functionality to Theta MIX, we need to allow for you to include custom scripts on your objects. We don't have many added currently, but you can now do this (taken from our space invaders script):

```
customScript(invader, "SpaceInvadersAI");
```

Materials

We have started a material library, where we will put a bunch of premade materials. For now this is all we've added, for our space invaders example, but here is how you do put a material on an object:

```
material(shield, "shield");
```

Invisible colliders

You can now create invisible colliders. This is a sort of invisible wall that objects can interact with but that you cannot see.

```
//                          center      size     isTrigger
var leftEdge = boxCollider(-5, 0, 0, 10, 1, 1000, true);
```

Space Invaders

We've created a new space invaders game, currently compatible with the Desktop version of Theta MIX, and partially compatible with iOS. Check it out and remix it here!

https://theta-mix.azurewebsites.net/app/viewscript/adc86d18-86e6-4f06-aac2-f00b231821f3