Theta Mix Patch Notes Wednesday 07/04/2018

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>

**Collisions**

Collisions have been changed slightly. This will not break mixes collisions.

There are now two options – onCollision and onTrigger. On collision will mean the objects will hit each other and move each other. On trigger means they will not physically interact, but you will still get notified when they hit so you can perform an event.

The function you give to these now receives both objects in the collision – the source (the one you added the event to), and the hitObj like before. This allows for more flexibility in handling events.



