CHANGELOG

Chronos follows semantic versioning. Given a version number `Major.Minor.Patch`, the:

- Major version indicates incompatible API changes,

- Minor version indicates added functionality in a backwards-compatible manner, and

- Patch version indicates backwards-compatible bug fixes.

Version 2.0.1

Release date: July 11, 2015

- Fixed prefab GlobalClock bug by reverting to string-based key

- Added GlobalClockAttribute: apply to string fields to display a nice editor popup with global clock names

- Used Ludiq.Controls for complex popup handling

- Added loop-limiter to particle simulation under Timekeeper (temporary performance hotfix)

> ⚠️ Global Clock references will be reset. We apologize for the inconvenience.

Version 2.0

Release date: June 25, 2015

Note: `*` indicates a backwards-incompatible change. See upgrade notes for more details.

NEW

- Animator rewind support

- State properties and methods on particle systems

- Custom property drawer for global clocks*

- PlayMaker example scene

- PlayMaker actions for global clocks

IMPROVEMENTS

- Consolidated component-timeline organization*
- Shared recording properties for all recorders on timeline*
- Automatic transform / physics recording without recorders*
- Component documentation links in inspector

FIXES

- Fixed bug where time scale of children clocks wasn't updated
- Fixed bug where angular velocities weren't affected by time scale

UPGRADE NOTES

Chronos 2.0 is a big release packed with new features, a massive restructuration and various bugfixes. While we tried our best to cause as little change to your projects as possible, there are still areas you will need to manually edit when upgrading.

GLOBAL CLOCKS

All Global Clock property drawers have been reset. You will need to manually relink all your clocks' `Parent` properties, as well as all your timelines' `GlobalClock` property, if they were in global mode.

On the plus side, you can now directly refer to global clocks with a simple `public GlobalClock clock;` in your custom scripts.

BUILT-IN COMPONENTS

All parts of Chronos where timelines changed properties of built-in Unity components (e.g. animation speed, audio source pitch, etc.) have been reorganized. Instead of using `Timeline.(component)Speed`, you should now user `Timeline.(component).(property)`.

For example, `Timeline.audioSpeed` becomes `Timeline.audioSource.pitch`. For the full list of changes, have a look at the Migration page.

PHYSICSTIMER / TRANSFORMRECORDER

PhysicsTimers and TransformRecorders have been merged with the Timeline component. You no longer need to add them to your GameObjects, and all the ones that were there will have missing scripts. You can safely remove the missing script references. Afterwards, check the Timeline and make sure the `Record Transform` property is checked and adjust the recording properties.

Version 1.2

Release date: May 12, 2015

- Added example scene
- Improved time scale cascade stability / readability
- Locked recorder interval and duration in inspector at runtime
- Fixed bug when rewinding PhysicsTimers with custom FixedUpdates
- Fixed bug with time scale cascade
- Fixed bug where restarting after a rewind lacked precision
- Fixed bug that editing parent in inspector did not update at runtime

Version 1.1

Release date: May 3, 2015

- Particle System rewind support
- PlayMaker integration

Version 1.0

Release date: April 9, 2015

- Initial release