



# Transform Colours Change Log

## Summary

### Contributors

Jonathan Carter

### Last Updated

24/10/2021

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## Update 1.2.0

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Added support for custom colours via an editor window

### Store Listing Changes

- Added an additional feature image to showcase the new custom colour support feature.

### Asset Changes

- Added support for custom colours to be set via an editor window.
- Cleaned up some of the backend of the asset.
- Updated documentation

## Update 1.1.6

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Added support for the changes to the transform component in 2021.2 or higher.

### Store Listing Changes

- Updated the store description to better explain the asset and its usage.
- Updated the store graphics to fit the new style we have made for our assets.

### Asset Changes

- Added support for the 2021.2 scale constrain toggle with a scripting define.
- Made some minor changes to the asset backend.
- Updated documentation & changelog to match the new style.

## Update 1.1.5

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October 2020 asset audit, updates and general improvements to the existing codebase.

### Store Listing Changes

- Updated the asset title to remove the "(CG)" characters after the asset name. This has been replaced with "| CG" instead to look a little neater.
- Updated the main asset description to explain more about the asset and its features.
- Updated all links to be correct for the asset.
- Updated to key images to all be the same size as the main key image.
- Updated documentation links.

### Asset Changes

- Updated the header comment on the script.
- Updated the layout of the code to be cleaner.
- Added a menu item to show a "2D" view, which just reduced the opacity of the transform elements commonly not used in 2D game development.

## Update 1.1.4

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Bug fix update.

### Asset Changes

- Updated the discord invite, as it was broken, to be our redirect so it doesn't need updating again.

### Bugs Fixed

- Fixed an issue where the rotation values would not go further than 90/270, instead altering other rotational values.
- Fixed an issue where GameObjects could not be renamed when using the asset. (Reported by a user on the Carter Games Community Discord Server).
- Fixed an issue where rotations on children objects are reset by the inspector without any user input. (Reported by a user on the Carter Games Community Discord Server).

## Update 1.1.3 and older, no logs saved...

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We sadly don't have any records of these updates to populate this area of the assets history.

## Update 1.0.0

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Original release.