

## **RELEASE NOTES**

### **v1.2.1**

- Major fix that was causing game build issues
- Added support for prefabs
- Ability to set platforms as children of a parent GameObject

### **v1.2.2**

- Fix for the Add Point and Add Mid Point(s) buttons from an individual point. The issue was specific to platforms that were children of another GameObject.
- Ability to set multiple materials on the foliage overhang.