



Changelog

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v0.2.3

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Updates

- **Puzzler Support** - Added Unity 2019 support (i.e HFPS 1.6+)
(Separate asset pack, requires minimum Unity 2019.4)

2. Misc

- **Updated documentation** (fixed missing documentation, i.e changelog, etc.)

v0.2.2

1. Updates

- **Puzzler Handler** - Updated **Solo_Check** for "item use type > keep" fix (more info below)
- **Puzzler Handler** - Updated "**StartInit**" for "empty and select text" fix (more info below)
- **Puzzler Handler** - Updated "**ItemCheck**" for "item use type > keep" fix (more info below)

2. Fixes

- **Puzzler Handler** - Open Inventory > Keep (was removing one item on item select even if "item use type" was set to "keep")
- **Puzzler Handler** - Sequential and Rotate > require item (was not updating empty or select text)
- **Puzzler Handler** - Sequential, Rotate & Weight > Auto (was not showing automatic values for temp item count, empty text and select text)

v0.2.1

1. Updates

- **Script Editor** - Improved "**File Find**" actions search functionality (now only returns script objects and searches through them to find specific file names)
- **Script Editor** - Updated version

2. Fixes

- **Script Editor** - Fixed "**File Find**" action (was not returning the correct file if multiple files shared a similar name)

v0.2

1. New Additions

- **Extension > Script Editor** - Allows you to make quick edits to existing scripts by using pre-defined templates / libraries
- **Scriptables > DM_ScriptEdit_Library** - Stores edit names and templates, for use with Script Editor
- **Scriptables > DM_ScriptEdit_Template** - Stores script edit data, for use with Script Editor Libraries

2. Updates

- **Puzzler Welcome** - Added "**Launch_ScriptEditor**" action (opens Script Editor)
- **Puzzler Welcome** - Added "**Gizmos_Move**" action (moves gizmos files to the gizmos folder)
- **Puzzler Welcome** - Updated **Setup** tab (i.e changed text and buttons, etc.)

3. Misc

- Moved **Info icons** to main Resources folder
- Removed unnecessary **Info icons** (i.e duplicates)
- Moved **DM Welcome** window content to "Welcome" folder in resources (i.e icons, images, etc.)
- Added localization data for **Script Editor**
- Removed **Code Snippets** file (no longer needed)
- **Updated documentation**
- **Updated welcome screen**

v0.1.1

1. Updates

- **Puzzler Handler** - Updated "**Objective_Update**" action for new symbol usage (i.e **PUZZLER_PRESENT**)
- **Puzzler Welcome** - Re-worked layout (i.e text, buttons, etc.)
- **Puzzler Welcome** - Updated **Welcome & Setup** tabs (i.e changed text and buttons, etc.)
- **Puzzler Welcome** - Added progress bar for Activating Puzzler
- **Top Menus** - Moved to "**Tools**" bar

2. Demo Scene

- **Light Puzzle** - Fixed missing script issue (i.e scare handler)

3. Misc

- **Added changelog**
- **Updated documentation**
- **Updated demo scene**
- **Updated welcome screen**
- **Removed asset packs (i.e edits, gizmos, etc.)**

Thank You

Thanks a lot for purchasing this asset and I really hope that it helps you out with your project, I hope this documentation has helped explain the systems functions and intended use.

If you have any questions feel free to send me an email at:
dizzymediainc@gmail.com

If you like this asset and want to see more like it, please help me out by rating the product on the product page. Ratings let me know people like the products, encourage others to use them as well and increase our business overall, leading to more updates, expansions and new products.

Thanks again!

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