onAirVR Server
Release Note

VERSION 1.2.1

onAirVR Server for Unity

- Changes
    - "onAirVR Server for Unity" is available on Unity Asset Store now.
    - The policy on license file is changed.
        - You can find *noncommercial.license* in *Assets/onAirVRServer/Editor/Misc*.
        - In editor, the above noncommercial license file is used always.
        - The license file path for a built executable can be overridden by AirVRServerInitParams.

onAirVR Server for Unreal Engine 4

- Changes
    - "onAirVR Server for Unreal Engine 4" is available on UE4 Marketplace now.
    - The sample project is not distributed with the plugin. Download the sample project from the product website (http://www.onairvr.net). You need to install the plugin first, however.
    - The policy on license file is changed.
        - You can find *noncommercial.license* in *Plugins/onAirVRServer/Resources*.
        - In editor, the above noncommercial license file is used always.
        - The license file path for a built executable can be overridden in Project Settings.

VERSION 1.2.0

onAirVR Server for Unity

- Improvements
    - Input : GearVR Controller supported
    - Input : supports all controls for Xbox Controller instead of Samsung Gamepad specific ones.
    - Audio : can send raw audio data directly using AirVRServer.SendAudioFrame().
    - onAirVR event system added (experimental). Please see "B. Event System" sample scene for how to use in detail.

- Changes
    - Unity 5.6.x or higher required
    - Core : maxBitRate and defaultBitRate in AirVRServerInitParams are deprecated. Use videoBitrate instead.
    - Input : AirVRInput method names are changed.
    - Sample scenes are modified :
        - A. Basic : the most basic example with one AirVRCameraRig
        - B. Event System (experimental) : an example of how to use onAirVR event system with onAirVR pointers
        - C. Multiplayer : an advanced example with two AirVRCameraRig and an audio mixer which includes onAirVR audio plugins.

onAirVR Server for Unreal Engine 4

- Improvements
    - *onAirVRServer* module now acts as a VR HMD module, so can use most common VR methods in UE4 like in any other VR plugins.
    - Supports audio using the new audio mixer feature of UE 4.16 (experimental):
        - SubmixEffectSubmixAirVRServerAudioSend submix effect sends audio data passing through it to clients.
        - You can also use UAirVRServerFunctionLibrary.SendAudioFrame() to send your own raw audio directly.

- Changes
    - Unreal Engine 4.16.x or higher required
    - The overall API design is changed :
        - Local player is bound to a session instead of UAirVRCameraRigComponent.
        - onAirVR server events are deprecated. Instead you can query the states of each player : "bound" and "activated"
        - All classes except UAirVRClientConfig are deprecated.
    - Input : each key of input devices of onAirVR client app is bound to an appropriate UE4 input key, so use the common ways of UE4 to handle the values of input devices of each player.
    - Sample project is modified :
        - A_Basic : the most basic example with one local player
        - B_Multiplayer : a multiplayer example with two local player
        - C_Pointer (experimental) : an example of interaction with UE4 UMG using onAirVR pointers

VERSION 1.1.2

onAirVR Server for Unity

- Changes
    - Add RecenterPose method on AirVRCameraRig

onAirVR Server for Unreal Engine 4 (Beta)

- Changes
    - Add RecenterPose method on UAirVRCameraRigComponent

VERSION 1.1.1

onAirVR Server for Unreal Engine 4 (Beta)

- Fixed
    - The transforms of eye cameras are correctly calculated according to WorldToMeters setting.

VERSION 1.1.0

onAirVR Server for Unity

- Changes
    - The overall API design is changed :
        - AirVRCameraRig can be instantiated per scene. The connection between a client and AirVRCameraRig is not disconnected during switching among scenes.
        - AirVRClient is obsoleted.
        - AirVRServer is instantiated dynamically. Use AirVRServerInitParams to override server configuration.
        - License file path is specified using AirVRServerInitParams instead of AirVRServer.EventHandler.
    - The dependent libraries are changed :
        - CUDA Toolkit updated to 8.0
        - Visual C++ 2013 redistribution is not needed anymore.

onAirVR Server for Unreal Engine 4 (Beta)

- Support GearVR only as a mobile VR device
- Video
    - stereoscopic video streaming
- Audio is not supported yet.
- Input
    - GearVR Touchpad, Gamepad support

VERSION 1.0.0

onAirVR Server for Unity

- Changes
    - AirVRServer.EventHandler interface is modified.
    - AirVRServer notifies events when a user puts on or takes off the HMD.
- Fixed
    - several minor bugs

VERSION 0.9.2

onAirVR Server for Unity

- Support GearVR only as a mobile VR device
- Video
    - stereoscopic video streaming
- Audio
    - stereo audio support
    - audio plugin for Unity's AudioMixer
- Input
    - GearVR Touchpad, Gamepad support