

iCanScript Release Notes



iCanScript v1.1.1 (Beta #20)

April 11th, 2014

iCanScript v1.1.1 is Unity Asset Store submission release. It includes some minor bug fixes and embellishments.

Features & Improvements

- **Automatic Layout of Bindings:** Pressing the '**L**' key automatically relayout the bindings connected to the *selected* port.

Bug Fixes

- **Inspector Refresh:** The inspector window is now immediately refreshed when selecting a node or port.
- **Display Root Position:** Resolve problem were display root node position changes in the parent node when display root child nodes are moved or folded/unfolded/iconized.
- **Navigation & Undo/Redo:** The Undo/Redo will not always change the Visual Editor viewport to display root node of the Undo/Redo. Note that the Undo/Redo is functional and not affected by this problem.

Known Bugs

- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Demos & Tutorials

- No change in this release.

iCanScript v1.1.0 (Beta #19)

April 2nd, 2014

iCanScript v1.1.0 resolve the Undo/Redo problems and adds the Visual Script navigation feature.

Important Notice!

The correction of a serious bug related to Undo/Redo forced a significant change in the way iCanScript stores its visual script. Consequently, version v1.1.0 of iCanScript is not backwards compatible. Please contact support if you need help porting existing visual scripts to this new version.

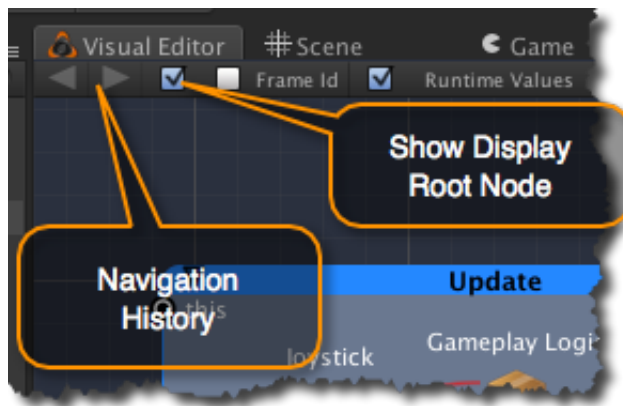
P.S. iCanScript now includes a *textual* Export/Import feature to avoid future data incompatibilities.

Features & Improvements

- **Visual Script Navigation:** It is now possible to navigate the visual scripts by changing the root node to be displayed in the visual editor viewport:
 - **Ctrl-Double Click** (or Ctrl-Enter) on a child node to set the new display root node;
 - **Ctrl-Double Click** (or Ctrl-Enter) on the display root node reverts to the previous display root node.
 - Changing the display root node is also possible from the contextual menu.
- **Navigation History:** Backward and Forward navigation of display root nodes is available.
 - Press **[** to move back in the history;
 - press **]** to move forward in the history;
 - Navigation arrows are also available in the visual editor toolbar.
- **Show Display Root Node:** The display of the root node can be controlled using the left most *'checkbox'* in the visual editor toolbar. (Note that the display of the

child nodes is not affected by this configuration.)

- Disable the display of the root node for increased freedom when editing the nested visual script;
- Enable the display of the root node to create a public interface for the root node (i.e. publish ports to the root node).
- **Export/Import:** The visual script can now be exported and reimported using a JSON textual representation.



Visual Editor Toolbar – Navigation History

Bug Fixes

- **Undo/Redo:** The Undo/Redo functionality is now fully operational. It is compatible with all versions of Unity.

Known Bugs

- **Navigation & Undo/Redo:** The Undo/Redo will not always change the Visual Editor viewport to display root node of the Undo/Redo. Note that the Undo/Redo is functional and not affected by this problem.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Demos & Tutorials

- No change in this release.

iCanScript v1.0.4 (Beta #18)

March 10th, 2014

iCanScript v1.0.4 improves detection of errors/warnings when compiling the visual scripts.

Known Bugs

- **Undo / Redo:** Unity version 4.3.2f1 has a nasty bug with its Undo feature. The operations that are affected by this bug are those that involves mouse drag (in fact any operations that generates multiple internal UI events). Beware that we are following the evolution of this bug and will make any necessary adjustments once Unity has corrected the issue.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Bug Fixes

- **Compilation:** Errors generated while compiling now aborts the execution of the script.
- **Compilation:** An error is now raised when the code for a node can't be generated due to removing a library or changing type name.

Features & Improvements

- No change in this release.

Demos & Tutorials

- No change in this release.

iCanScript v1.0.3 (Beta #17)

March 1st, 2014

iCanScript v1.0.3 corrects a major issue when running the included Playground demo scenes.

Known Bugs

- **Undo / Redo:** Unity version 4.3.2f1 has a nasty bug with its Undo feature. The operations that are affected by this bug are those that involves mouse drag (in fact any operations that generates multiple internal UI events). Beware that we are following the evolution of this bug and will make any necessary adjustments once Unity has corrected the issue.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Bug Fixes

- **Playground Demo:** Playground demo is now playable.
- **Visual Editor:** Embedded nodes are now displayed when performing Copy-Drag (Ctrl+drag).
- **General:** Remove extraneous display logs when dragging nodes.

Features & Improvements

- No change in this release.

Demos & Tutorials

- **Playground Demo:** Fix warnings & errors when executing the playground demo.

iCanScript v1.0.2 (Beta #16)

Feb 5th, 2014

iCanScript v1.0.2 includes a full review of the visual editor animations and several corrections in its Undo / Redo features. In addition, this version adds the following two cool features:

- Multi-Selection and;
- Contextual Menu for Port Drag & Release.

Read-on for additional details.

Enjoy !!!

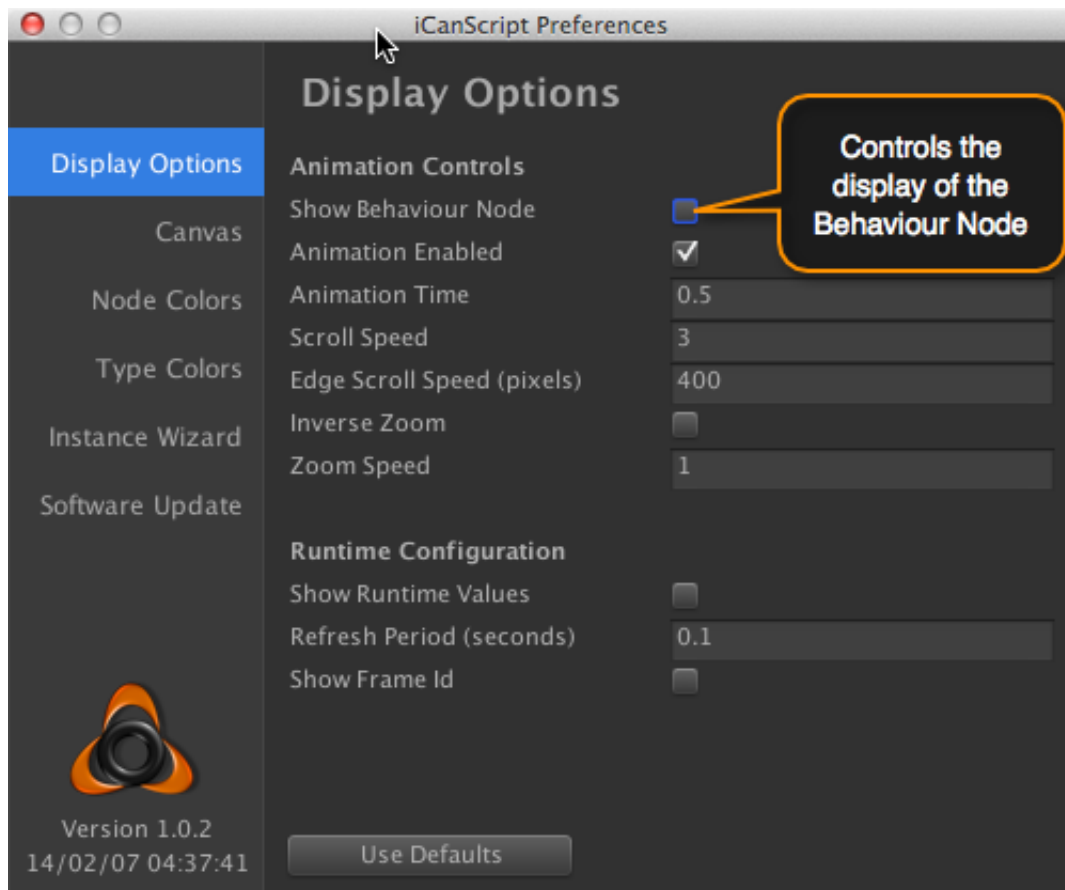
Known Bugs

- **Undo / Redo:** Unity version 4.3.2f1 has a nasty bug with its Undo feature. The operations that are affected by this bug are those that involves mouse drag (in fact any operations that generates multiple internal UI events). Beware that we are following the evolution of this bug and will make any necessary adjustments once Unity has corrected the issue.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

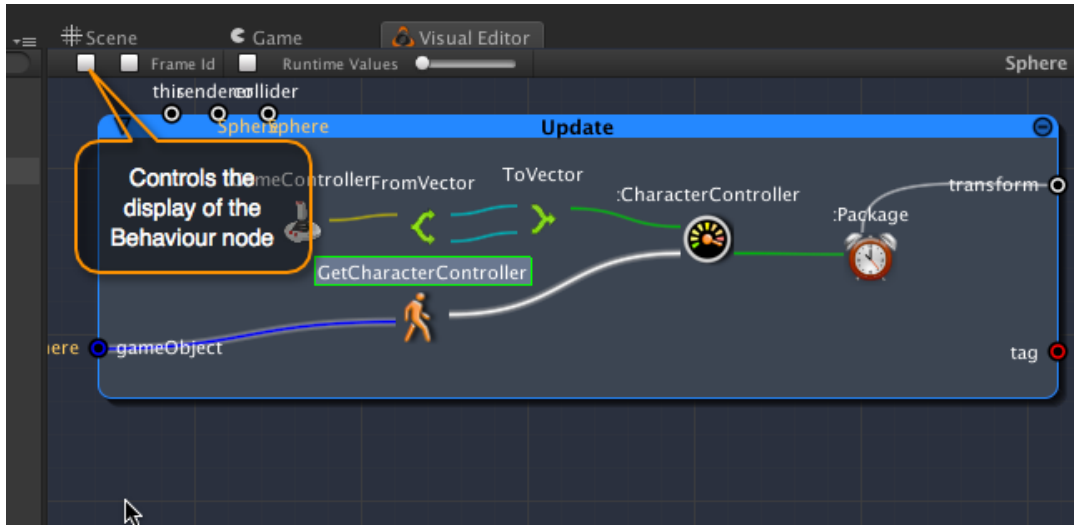
Features & Improvements

- **Multi-Selection:** Hold down the Command/Windows key to select multiple nodes & ports. Multi-Selection can be used to:
 - Delete a group of nodes / ports;
 - Warp a selection in a package;
 - Drag multiple nodes to a new location.

- **Contextual Menu for Port Drag & Release:** A contextual menu is available when you drag and release a data or control port in an empty area of a package node. The menu gives you the ability to create nodes and automatically bind them to the dragged port.
- **Node Library:** All “FromVector” and “ToVector” have be relocated under a new iCanScript Library named “From <-> To”.
- **Wrap in Package:** You can now wrap the selected node(s) in a package using the contextual menu or using the ‘W’ key shortcut.
- **Delete Package Keep Children:** You can now delete a package and promote the children nodes to the parent package.
- **Display of Behaviour Node:** The display of the Behaviour node can now be disabled using the Preferences Panel or the checkbox on the left of the visual editor toolbar.



Behaviour display option - Preferences Panel



Behaviour display option - Visual Editor

Bug Fixes:

- **Message Node:** Fix message handler warnings/errors when playing the game.
- **Port Relocation:** Fix problem where dragging port on edge of same parent would cause an illegal circular connection.
- **Contextual Menu for OnEntry, OnUpdate, OnExit:** A contextual menu is now available for the state node *OnEntry*, *OnUpdate*, and *OnExit* packages.
- **Undo/Redo:** All undo/redo were revised and corrected. (see known bug above for details).

Demos & Tutorials:

- No change in this release.

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iCanScript v1.0.1 (Beta #15)

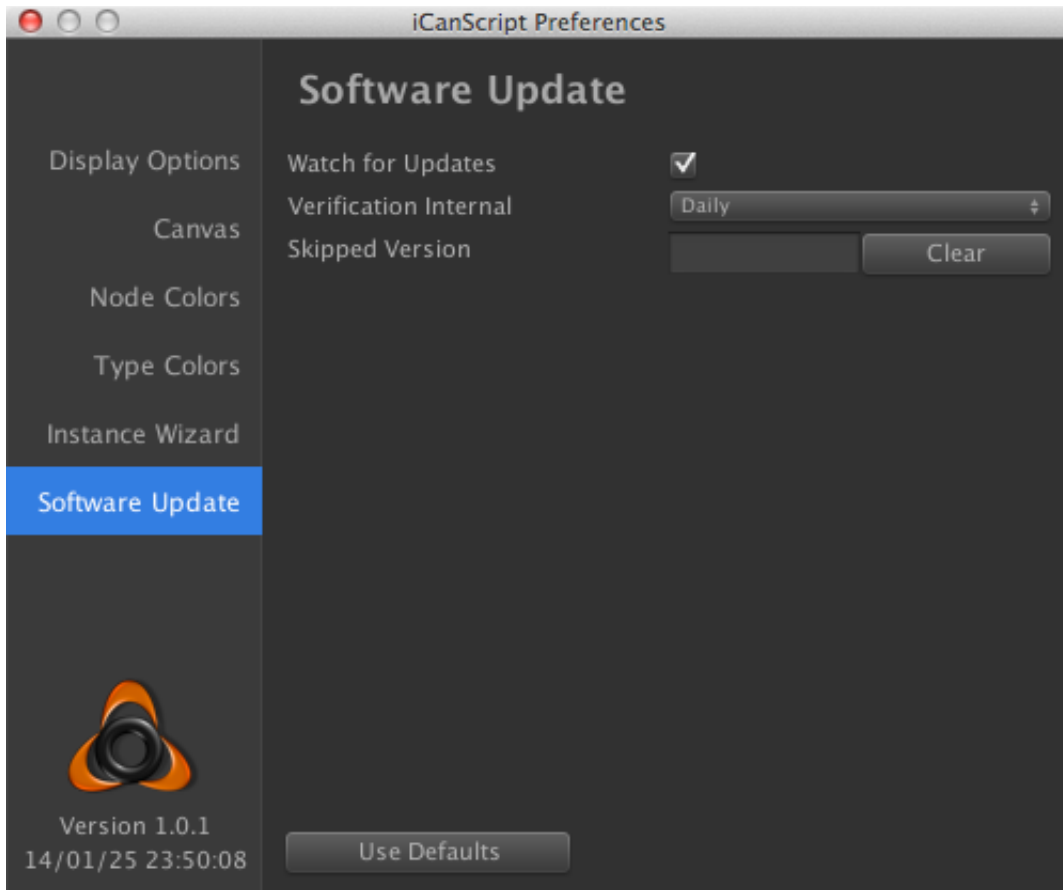
Feb 3rd, 2014

iCanScript v1.0.1 is the 2nd release in preparation for submission to the Unity Asset Store. This release includes corrections for critical bug in editing state charts and code generation. The software upgrade feature as also been improved.

Enjoy !!!

Features & Improvements:

- **Build Date:** The build date is displayed below the version information in the Preferences Panel.
- **Property Port Name:** Property output port is now named with the property name.
- **Periodic Check for Update:**
 - Periodically verifies for newer versions of iCanScript.
 - The interval can be adjusted from the *Preferences Panel*.



Software Update Preferences

Bug Fixes:

- **State Chart:** Fixes crash when binding the *“Transition Package trigger port”* while it is already bounded.
- **Re-parenting Node:** Fix broken binding when re-parenting a node with a circular connection (output port connected to an inout port) and a connection to another node from the same output port.
- **Code Generation:** Fix *Package* code generation issue resulting in ports not being created with the proper internal *“index”*.
- **Transition Node:** The name of *Transition Node* can now be edited.

Demos & Tutorials:

- **Playground:** A mini-playground demo has been added to the Demo_Scenes folder. This demo consists of a rolling ball that can be controlled by user input.

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iCanScript v1.0.0 (Beta #14)

Jan 23, 2014

iCanScript v1.0.0 (Beta #14) is the first release that complies with the Unity Asset Store requirements. It includes:

- menu re-organization;
- documentation distribution;
- a Quick Start demo scene; and...
- bug fixes.

Unity Asset Store Required Changes

- **Menus:** The items in the top-level *iCanScript* menu were relocated as follows:

Menus Items (before v1.0.0)	Relocated Menu Items (v1.0.0)
<i>iCanScript->Create Visual Script</i>	<i>Edit->iCanScript->Create Visual Script</i>
<i>iCanScript->Center Visual Script</i>	<i>Edit->iCanScript->Center Visual Script</i>
<i>iCanScript->Center on Selected</i>	<i>Edit->iCanScript->Center on Selected</i>
<i>iCanScript->Home Page</i>	<i>Help->iCanScript->Home Page</i>
<i>iCanScript->User Guide</i>	<i>Help->iCanScript->User Guide</i>
<i>iCanScript->Release Notes</i>	<i>Help->iCanScript->Release Notes</i>
<i>iCanScript->Customer Request</i>	<i>Help->iCanScript->Customer Request</i>
<i>iCanScript->Check for Updates...</i>	<i>Help->iCanScript->Check for Updates...</i>

- **Documentations:** The following documentation files can be found in the top-level folder of iCanScript:
 - Readme.pdf

- Release Notes.pdf
- **Demo Scenes:** iCanScript now includes a *Demo_Scenes* folder. This folder includes the *Quick Start Tutorial* scene. Please refer to the User Guide for detailed explanation in building the Quick Start scene.

Features & Improvements:

- **State Chart:** The Transition Package as been significantly simplified. You can now create the guard condition directly under the transition module.
- **State Chart Icons:** New icons are provided for state *OnEntry*, *OnUpdate*, and *OnExit* packages.

Bug Fixes:

- **Engine :: State Chart:** The state chart execution could stall the engine due to improper deadlock resolution.
- **Engine :: State Chart:** The engine code for multiplexer ports on the edge of state chart was not generated causing those ports to stall their output value.

Known Bugs:

- **State Chart:** Binding the “*Transition Package trigger port*” while it is already bonded causes the Visual Editor to crash.
 - **Workaround:** Please remove the binding to the trigger port before making a new binding.
- **State Chart:** Multiplexer port on the edge of the chart chart may run out of sequence.
 - **Workaround:** Embed the State Chart inside a Package node and relocate the multiplexer port on the Package will assure proper execution sequence.

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iCanScript v0.9.7 (Beta #13)

Jan 10, 2014

iCanScript v0.9.7 (Beta #13) is a preparation release for submitting to the Unity Asset Store. It includes a small number of fixes and compatibility adjustment for Unity v4.3.x latest API.

Enjoy !!!

Bug Fixes:

- **Engine:** Enable Ports sourced from an uninitialized boolean port are enabled by default (they were disabled in the prior versions).

Features & Improvements:

- Compatibility with v4.3.x of Unity:
 - Support latest Undo API;
 - Support latest Inspector GUI.

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iCanScript v0.9.6 (Beta #12)

Nov 11, 2013

iCanScript v0.9.6 (Beta #12) is a critical bug fix release for the engine resolving several possible deadlocks for visual scripts with circular dependencies. It also include additional debug capabilities and a minimal node library.

Enjoy !!!

Bug Fixes:

- **Engine:** Fix deadlock when running with circular dependancies;
- **Engine:** Fix multiplexer port selection when involved in circular dependencies;
- **Library Tree:** Clicking the X icon clear the search string field;

Features & Improvements:

- **New Nodes in base package:**
 - Accumulators;
 - Boolean Logic;
 - Comparaisons;
 - Choice (selection from 2 inputs);
 - Math (Add, Sub, Mul, Div, Random, FromVector, ToVector).
- **New Debug Capabilities:**
 - Frame Id and Frame Rate shown in visual editor toolbar;
 - Frame Id shown on each node when running (configurable);
 - Display of Frame Id on nodes can be enabled/disabled from Preference Panel and Visual Editor Toolbar.
- **New Package Icons:** A package icon is displayed for utility types (static classes).
- **Automatic Object Creation:** A variable of the proper type is created for nodes that require an object instance (i.e. This) but does not have one defined.

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iCanScript v0.9.5 (Beta #11)

iCanScript v0.9.5 (Beta #11) is a bug fix release.

Enjoy !!!

Bug Fixes:

- **Visual Editor:** Data ports do not disappear anymore when creating a binding;
- **Running:** Resolve hang when running with one or more bindings between two or more behaviour message nodes;
- **Running:** Resolve exceptions when compiling/running nodes with a trigger port;
- **Running:** Resolve exceptions when compiling/running nodes with enable port(s);
- **Running:** Resolve exceptions when compiling/running nodes with multiplexer port(s);
- **Running:** Enable ports are now functional when running engine;
- **Running:** Trigger ports are now functional when running engine;
- **Running:** Multiplexer ports are now function when running engine.

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iCanScript v0.9.4 (Beta #10)

iCanScript v0.9.4 (Beta #10) is a bug fix release moving iCanScript closer and closer to stability for the first official release...

Enjoy !!!

New Features:

Custom Node Installer: Decouple the user node installer from the default iCanScript installer (see User Guide for details).

Bug Fixes:

iCanScript Menus: Web reference for User Guide and Release Notes are now functional.

Unity 4.2.1 Project Conversion Issue: This release was compiled using v4.2.1 and can be installed on Unity 4.2.x if you find that Unity crashes when converting your projects.

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iCanScript v0.9.3 (Beta #9)

iCanScript v0.9.3 (Beta #9) is the first feature complete release. It includes several new features needed to create game scripts notably support for all Unity Behaviour (MonoBehaviour) messages such as OnTriggerEnter(...), OnCollision(...). RC #1.0a is the base for the upcoming V1.0 release. It departs from the previous release and may not be compatible with project created with previous releases.

Enjoy !!!

New Features:

- **All:** Supports all Unity Behaviour Messages.
- **All:** Supports for conditional execution using “Enable” & “Trigger” ports.
- **All:** Support for an output “this” port that can be used on instance nodes to control the execution sequence.
- **Visual Editor:** Support for multiplexer input & output port to merge the data when using conditional execution.
- **Visual Editor:** Display name of game object being edited in the window toolbar.
- **Visual Editor:** Edition of previous visual script when new selected scene object does not include a visual script.
- **Visual Editor:** Ports are now classified has either an end port or a relay port.
- **Visual Editor:** Different icons for input and output ports (in preparation for port on any edge feature).
- **Library Editor:** Icons have been updated to reflect company logos and package grouping.
- **Hierarchy Editor:** Icons are not synchronized with the user defined icons of the nodes.
- **Preference Editor:** Added configurable option for code engineering.
- ... and much much more ...

Bug Fixes:

- **Library Panel:** Now include public fields, properties, and functions of base classes using the BaseVisibility=true option of the iCS_Class attribute.
- **Visual Editor:** Resolve null exception when starting / stopping game engine.

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iCanScript v0.9.2 (Beta #8)

Release 0.9.2 (Beta #8) of iCanScript is a bug fix release. This release is compatible with projects created in v0.9.1.

Enjoy !!!

New Features:

- **Visual Editor:** Check for updates menu item added.

Bug Fixes:

- **Visual Editor:** Fix crash when performing Undo/Redo of newly created nodes.
- **Visual Editor:** Connections are now properly recreated after relocating a node.
- **Visual Editor:** State transition module can no longer be dragged outside transition root parent.

Improvements:

- **Examples:** A simple light switch example is available (optional).
- **Nodes:** Basic node library is relocated into an optional unity package.

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