

iCanScript Release Notes



iCanScript v2.0.2

April 15, 2015

V2.0.2 is a development release of iCanScript2.

List of Changes

- **[NEW]** Error display when a function node cannot find its runtime code.
- **[IMPROVED]** In the contextual menu, rename menu item “+ *Out Instance Port*” to “+ *Add Self Port*”.
- **[IMPROVED]** In the contextual menu, rename menu item “+ *Enable Port*” to “+ *Add Enable Port*”.

- **[IMPROVED]** In the contextual menu, rename menu item “+ *Trigger Port*” to “+ *Add Trigger Port*”.
 - **[FIXED]** Prepend namespace to generated type names when type exists in more than one namespace.
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iCanScript v2.0.1

April 14, 2015

V2.0.1 is a development release of iCanScript2.

List of Changes

- **[FIXED]** Generation of the “*using*” directive is now dependent on the content of the visual script.
 - **[IMPROVED]** Addition of the Unity “*Awake()*” event handler in the dynamic menu.
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iCanScript v2.0.0

March 20, 2015

V2.0.0 is the initial development release of iCanScript2.