

iCanScript Release Notes



iCanScript v2.0.3

April 16, 2015

V2.0.3 is a development release of iCanScript2.

V2.0.3 introduces the concept of the script *Owner* which is used to configure input ports to designate the game object on which the script is installed.

List of Changes

- **[NEW]** Default *Target* port value to script *Owner* if not connected and of type *Transform* or *GameObject*.
- **[IMPROVED]** Prefix all constructors with the keyword *New* in the library.
- **[FIXED]** Opening the port/node editor now requires a double click.
- **[FIXED]** Remove generation of extra function parameters when input port is connected to a variable defined outside of the

function.

- **[FIXED]** Generate upcast when the *Target* port when needed.
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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.