

iCanScript Release Notes



iCanScript v2.0.13

May 15, 2015

V2.0.13 is a critical bug fix release.

List of Changes

- **[FIXED]** Fix issue created in v2.0.12 where new visual script could not be created.
-

iCanScript v2.0.12

May 13, 2015

V2.0.12 introduces a redesigned library capable of supporting all features of an object-oriented programming language (ex: C# or C++).

The new library component automatically imports any library added to the project and therefore includes all functionality available in the Unity Engine, Unity Editor, and .NET libraries.

WARNING: The option to display in the library the functions with a protected accessibility scope is not functional in this release.

List of Changes

- **[NEW]** The library database and its selection window has been fully designed to support all features of an object-oriented language (C# or C++).
 - **[NEW]** Imports all public libraries and source code available in the Unity project;
 - **[NEW]** Library database hierarchy is structured based on the namespaces and types imported from the libraries.
 - **[NEW]** Three search fields allow to filter the library database content based on the **namespace**, the **type**, and the **member (field / property / function)** names.
 - **[CHANGED]** The iCanScript nodes were relocated under the iCanScript namespace to conform with the new library database structure. A data upgrade will be performed the first a scene created with an earlier version of iCanScript.
 - **[REMOVED]** The ability to programatically import external libraries into the iCanScript library database has been removed (since all libraries are automatically imported).
 - **[REMOVED]** The option to include/exclude the Unity editor library using the *Global Configuration panel* has been removed (the Unity Editor library is always imported).
-

iCanScript v2.0.11

May 8, 2015

V2.0.11 was rejected and therefore not released.

iCanScript v2.0.10

May 1st, 2015

V2.0.10 was rejected and therefore not released.

iCanScript v2.0.9

April 24, 2015

V2.0.9 is a development release of iCanScript2.

List of Changes

- **[NEW]** The **Type Name** of the visual script can now be configured in the *Visual Script Configuration* panel.
 - **[NEW]** iCanScript2 can now be used to create *Editor Scripts*.
 - Enable/Disable the *Editor Script* option in the *Visual Script Configuration* to switch between engine and editor scripts.
 - The *Unity Editor Library* must be enabled to create *Editor Visual Scripts*.
 - **[NEW]** An option to include the **Unity Editor Library** is now available in the *Code Generation* section of the *Global Preferences*.
 - **NOTE:** A restart is required for this option to take effect.
 - **[NEW]** The user can now customize the **code generation folders** for the *Editor* and *Engine* visual scripts from the *Global Preferences*.
 - **[NEW]** The user can now customize the **namespace** for code generation:
 - **[NEW]** Separate *Namespaces* for *Editor* & *Engine* code generation can be customized from the *Global Preferences*;
 - **[NEW]** The *Namespace* can be overridden on a visual script basis using the *Visual Script Configuration Panel*.
 - **[IMPROVED]** The “**Add Unity Event Handler**” menu item is no longer displayed if the script does not inherit from *MonoBehaviour*.
 - **[IMPROVED]** Warning provided to help simplify situation where data and control flow overlap.
 - **[FIXED]** The name of the type can now be configured when a port required a Type value. The type name format is: “*namespace.type*”.
 - **[FIXED]** Invalid code generated for static functions of “*GameObject*” and “*Transform*”.
-

iCanScript v2.0.8

April 22, 2015

V2.0.8 is a development release of iCanScript2.

List of Changes

- **[NEW]** Added a *Visual Script Configuration Panel* accessible from the visual script toolbar.
 - **[NEW]** The user can now configure the **base type (inheritance)** for the type defined by the visual script.
 - **[NEW]** The global *Base Type* can be configured in the *Global Preferences*;
 - **[NEW]** The *Base Type* can be overridden for each visual script in the new *Visual Script Configuration Panel*.
 - **[FIXED]** Null exception when attempting to import a field with its value set *null*.
 - **[FIXED]** Fields defined in a base class not properly imported in derived classes resulting in a type not found error.
-

iCanScript v2.0.7

April 20, 2015

V2.0.7 resolves two major issues introduced in release v2.0.6. Sorry for the inconvenience.

List of Changes

- **[FIXED]** Enumeration null exception on data upgrade of visual script.
 - **[FIXED]** Invalid error generated on *get* accessor of fields.
-

iCanScript v2.0.6

April 20, 2015

V2.0.6 is a development release of iCanScript2.

List of Changes

- **[IMPROVED]** Add the 'Self' port on all function nodes.
 - **[FIXED]** Disabled nodes are now displayed with half intensity in editor mode.
-

iCanScript v2.0.5

April 19, 2015

V2.0.5 is a development release of iCanScript2.

List of Changes

- **[IMPROVED]** Automatically generated type-cast now uses the most specialized type instead of the common base type.
 - **[FIXED]** Fix code generation when multiple enables exists on a single node.
-

iCanScript v2.0.4

April 17, 2015

V2.0.4 is a development release of iCanScript2.

List of Changes

- **[IMPROVED]** Performance of panning canvas.
 - **[IMPROVED]** Improve name of trigger port in generated code.
 - **[IMPROVED]** Restructuring of the dynamic menu for future support of variable & nested type creation.
 - **[IMPROVED]** Remove illegal option to add *enable/trigger* ports on a Unity event handler.
 - **[IMPROVED]** Remove unused menu item *+ Iterator* from contextual menu.
 - **[FIXED]** Fix code generation when *Target* port is connected to a package input port that is initialized to *Owner*.
-

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.
-

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.
-

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.

iCanScript v2.0.0

March 20, 2015

V2.0.0 is the initial development release of iCanScript2.