

# iCanScript Release Notes



## iCanScript v2.0.18

May 25, 2015

V2.0.18 is a minor bug fix and code generation optimization release.

### List of Changes

- **[NEW]** Added support for *operator +{string, Object}* in the C# primitive namespace.
- **[IMPROVED]** The length of the generated comments have been readjusted to match the forum post width.
- **[IMPROVED]** Removed unnecessary *"using CSharp.Primitives;"* generated for each file.
- **[IMPROVED]** Code generation optimization when target port of a function is connected to the output of a property or field.
- **[FIXED]** Invalid generated code for the *Get* of a *Field* variable.

## iCanScript v2.0.17

May 20, 2015

V2.0.17 adds the operators for simple primitive types such as Boolean, Int, and Float.

**[WARNING]** The library *iCanScript.Logic.Boolean* has been replaced by *CSharp.Primitives.Bool*. Note that you may have to regenerate the source code from the visual script if you see errors after you upgrade.

### List of Changes

- **[NEW]** Added support for C# primitive variable operators. The new operators can be access from the library under namespace: *CSharp.Primitives*. The primitive types that are affected are:
  - *Bool, Int, and Float*.
- **[NEW]** An option to *Show / Hide the Unity Editor library* has been added to the library toolbar.
- **[IMPROVED]** Properly indent the generated code for the first line of the class declaration.
- **[IMPROVED]** The Unity event handlers in the dynamic menu are now sorted.
- **[IMPROVED]** The library options *Show Inherited* is now preserved after a recompile or a restart of Unity.
- **[CHANGED]** The library options *Show Protected* has been removed from the library toolbar.
- **[REMOVED]** The library node *iCanScript.Logic.Boolean* has been removed. Use *CSharp.Primitives.Bool* instead.

## iCanScript v2.0.16

May 20, 2015

V2.0.16 is a code generation bug fix release.

### List of Changes

- **[NEW]** Support code generation for function definition input parameters.
  - **NOTE:** Output parameters and return value is not yet supported.

## iCanScript v2.0.15

May 15, 2015

V2.0.15 is a library database bug fix release.

### List of Changes

- **[IMPROVED]** Don't show the inherited members by default in the library window.
- **[IMPROVED]** Rename library branches for element without a namespace to *"– no namespace –"* instead of *<empty>*.

## iCanScript v2.0.14

May 15, 2015

V2.0.14 is a critical bug fix release.

### List of Changes

- **[FIXED]** Fix issue introduced in v2.0.12 where new visual script could not be created.
- **[FIXED]** Fix "Unable to find suitable parent" error message when drawing from the library.

## iCanScript v2.0.13

May 15, 2015

V2.0.13 was rejected due to critical bugs found.

## 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 *"< Iterater"* 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.