

# iCanScript Release Notes

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## iCanScript v2.0.4

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*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 code generation.
- **[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*.
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## iCanScript v2.0.3

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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

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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

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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

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*March 20, 2015*

V2.0.0 is the initial development release of iCanScript2.