

# iCanScript Release Notes



## 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*.
- **[IMPROVED]** 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.