iCanScript Release Notes

iCanScript v1.1.0 (Beta #19)

April 2nd, 2014

iCanScript v1.1.0 resolve the Undo/Redo problems and adds the Visual Script navigation feature.

Important Notice!

The correction of a serious bug related to Undo/Redo forced a significant change in the way iCanScript stores its visual script. Consequently, version v1.1.0 of iCanScript is not backwards compatible. Please contact support if you need help porting existing visual scripts to this new version.

P.S. iCanScript now includes a *textual* Export/Import feature to avoid future data incompatibilities.

Features & Improvements

- **Visual Script Navigation:** It is now possible to navigate the visual scripts by changing the root node to be displayed in the visual editor viewport:
  - *Ctrl-Double Click* (or Ctrl-Enter) on a child node to set the new display root node;
  - *Ctrl-Double Click* (or Ctrl-Enter) on the display root node reverts to the previous display root node.
  - Changing the display root node is also possible from the contextual menu.
- **Navigation History:** Backward and Forward navigation of display root nodes is available.
  - Press *'['* to move back in the history;
  - press *']'* to move forward in the history;
  - Navigation arrows are also available in the visual editor toolbar.
- **Show Display Root Node:** The display of the root node can be controlled using the left most *'checkbox'* in the visual editor toolbar. (Note that the display of the

child nodes is not affected by this configuration.)

- Disable the display of the root node for increased freedom when editing the nested visual script;
- Enable the display of the root node to create a public interface for the root node (i.e. publish ports to the root node).

- **Export/Import:** The visual script can now be exported and reimported using a JSON textual representation.
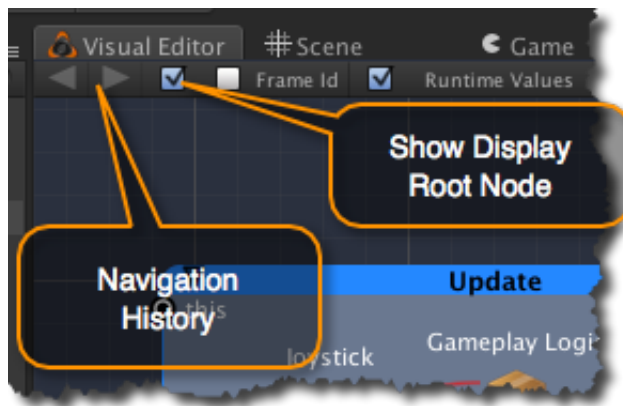
Visual Editor Toolbar – Navigation History

Bug Fixes

- **Undo/Redo:** The Undo/Redo functionality is now fully operational. It is compatible with all versions of Unity.

Known Bugs

- **Navigation & Undo/Redo:** The Undo/Redo will not always change the Visual Editor viewport to display root node of the Undo/Redo. Note that the Undo/Redo is functional and note affected by this problem.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Demos & Tutorials

- No change in this release.

iCanScript v1.0.4 (Beta #18)

March 10th, 2014

iCanScript v1.0.4 improves detection of errors/warnings when compiling the visual scripts.

Known Bugs

- **Undo / Redo:** Unity version 4.3.2f1 has a nasty bug with its Undo feature. The operations that are affected by this bug are those that involves mouse drag (in fact any operations that generates multiple internal UI events). Beware that we are following the evolution of this bug and will make any necessary adjustments once Unity has corrected the issue.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Bug Fixes

- **Compilation:** Errors generated while compiling now aborts the execution of the script.
- **Compilation:** An error is now raised when the code for a node can't be generated due to removing a library or changing type name.

Features & Improvements

- No change in this release.

Demos & Tutorials

- No change in this release.

iCanScript v1.0.3 (Beta #17)

March 1st, 2014

iCanScript v1.0.3 corrects a major issue when running the included Playground demo scenes.

Known Bugs

- **Undo / Redo:** Unity version 4.3.2f1 has a nasty bug with its Undo feature. The operations that are affected by this bug are those that involves mouse drag (in fact any operations that generates multiple internal UI events). Beware that we are following the evolution of this bug and will make any necessary adjustments once Unity has corrected the issue.
- **Performance Glitches:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glitches. Please fold the *Transform* if you find that the execution is jerky.

Bug Fixes

- **Playground Demo:** Playground demo is now playable.
- **Visual Editor:** Embedded nodes are now displayed when performing Copy-Drag (Ctrl+drag).
- **General:** Remove extraneous display logs when dragging nodes.

Features & Improvements

- No change in this release.

Demos & Tutorials

- **Playground Demo:** Fix warnings & errors when executing the playground demo.

iCanScript v1.0.2 (Beta #16)

Feb 5th, 2014

iCanScript v1.0.2 includes a full review of the visual editor animations and several corrections in its Undo / Redo features. In addition, this version adds the following two cool features:

- Multi-Selection and;
- Contextual Menu for Port Drag & Release.

Read-on for aditional details.

Enjoy !!!

Known Bugs

- **Undo / Redo:** Unity version 4.3.2f1 has a nasty bug with its Undo feature. The operations that are affected by this bug are those that invloves mouse drag (in fact any operations that generates multiple internal UI events). Beware that we are following the evolution of this bug and will make any necessary adjustments once Unity has corrected the issue.
- **Performance Glishes:** Having the *Transform* displayed in the inspector when playing a visual script can cause some performance glishes. Please fold the *Transform* if you find that the execution is jerky.

Features & Improvements

- **Multi-Selection:** Hold down the Command/Windows key to select multiple nodes & ports. Multi-Selection can be used to:
  - Delete a group of nodes / ports;
  - Warp a selection in a package;
  - Drag multipple nodes to a new location.

- **Contextual Menu for Port Drag & Release:** A contextual menu is available when you drag and release a data or control port in an empty area of a package node. The menu gives you the ability to create nodes and automatically bind them to the dragged port.
- **Node Library:** All *"FromVector"* and *"ToVector"* have be relocated under a new iCanScript Library named *"From <-> To"*.
- **Wrap in Package:** You can now wrap the selected node(s) in a package using the contextual menu or using the 'W' key shortcut.
- **Delete Package Keep Children:** You can now delete a package and promote the children nodes to the parent package.
- **Display of Behaviour Node:** The display of the Behaviour node can now be disabled using the Preferences Panel or the checkbox on the left of the visual editor toolbar.
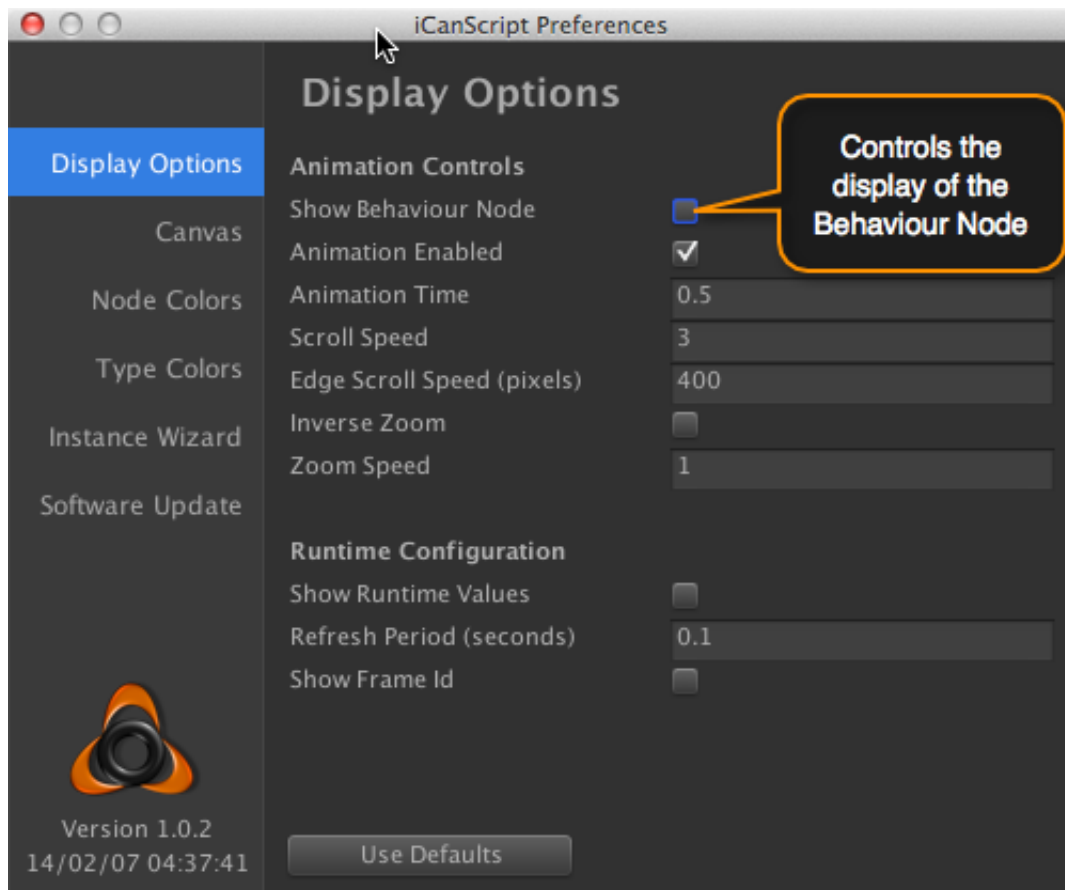
Behaviour display option - Preferences Panel
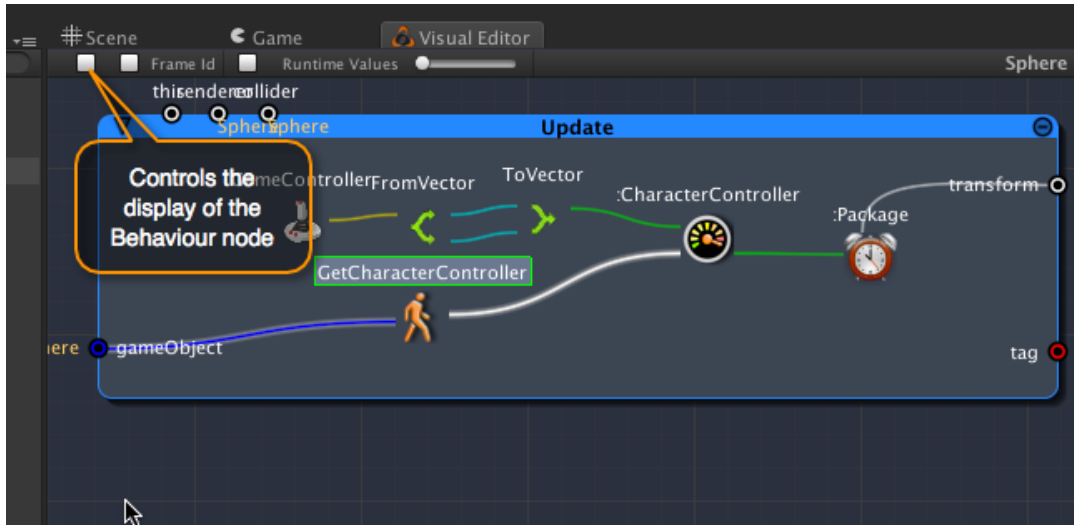
Behaviour display option - Visual Editor

Bug Fixes:

- **Message Node:** Fix message handler warnings/errors when playing the game.
- **Port Relocation:** Fix problem where dragging port on edge of same parent would cause an illegal circular connection.
- **Contextual Menu for OnEntry, OnUpdate, OnExit:** A contextual menu is now available for the state node *OnEntry*, *OnUpdate*, and *OnExit* packages.
- **Undo/Redo:** All undo/redo were revised and corrected. (see known bug above for details).

Demos & Tutorials:

- No change in this release.

Back to top

iCanScript v1.0.1 (Beta #15)

Feb 3rd, 2014

iCanScript v1.0.1 is the 2nd release in preparation for submission to the Unity Asset Store. This release includes corrections for critical bug in editing state charts and code generation. The software upgrade feature as also been improved.

Enjoy !!!

Features & Improvements:

- **Build Date:** The build date is displayed below the version information in the Preferences Panel.
- **Property Port Name:** Property output port is now named with the property name.
- **Periodic Check for Update:**
    - Periodically verifies for newer versions of iCanScript.
    - The interval can be adjusted from the *Preferences Panel*.