

iCanScript Release Notes



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.