

Special Update Notes:

1.6.7: Save System rework:

This update reworks the current save system and includes V2 saving option. A migration function is implemented and it will automatically upgrade the save system when you open the scene inside the Editor.

Therefore all projects upgrading the asset to 1.6.7 or higher have to open every Scene inside the editor and then save the scene.

The V2 save system is significantly faster than V1

Also due to the refactoring, the folder structure of the asset has changed. Therefore it is important to do a clean import. (Delete Fraktalia folder and freshly import the asset)

