



Components

For HORROR FPS KIT

Changelog

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v0.4.2

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **DM Menu** - Updated references (i.e for compatibility use)
- **Hit Receiver** - Changed namespace from **DizzyMedia.HFPS_Components** to **DizzyMedia.Shared**
- **Hit Receiver** - Added using **DizzyMedia.HFPS_Components** reference
- **Hit Receiver** - Wrapped destroyable value in **COMPONENTS_PRESENT** check
- **Hit Receiver Editor** - Changed namespace from **DizzyMedia.HFPS_Components** to **DizzyMedia.Shared**
- **Hit Receiver Editor** - Wrapped **general options** in **COMPONENTS_PRESENT** check
- **Script Editor** - Added image display to edit action feedback (i.e update scripts > status)
- **Utility Skin** - Added **Check Icon** layout design (i.e for edit action feedback)

2. Fixes

- **Durability Compatibility** - Fixed import compatibility issue with Durability for Horror FPS Kit (i.e hit receiver)

3. Misc

- Updated **Documentation**
- Updated **Extensions > Script Editor (i.e v0.3.2)**
- Updated **Editor Skin (i.e Utility Skin)**

v0.4.1

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

1. New Additions

- **Localization** - Added **Vendor** reference
(i.e for compatibility with Vendor for HFPS)

2. Updates (Script Edits)

- **Candle Item (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)
- **Flashlight Item (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)
- **Flashlight Item OLD (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)
- **Inventory (Script Edit)** - Updated **Custom Lock State** edit
(i.e for compatibility with Durability for HFPS)
- **Item Switcher (Script Edit)** - Updated **Deselect Item Forced Add** edit
(i.e for compatibility with Durability for HFPS)

- **Lantern Item (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)
- **Lantern Item New (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)
- **Melee Controller (Script Edit)** - Updated **Switcher Deselect Forced Add** edit
(i.e for compatibility with Durability for HFPS)
- **Switcher Behaviour (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)
- **Weapon Controller (Script Edit)** - Updated **Switcher Deselect Forced Add**
(i.e for compatibility with Durability for HFPS)

3. Updates (Folders)

- **Dizzy Media > _Utilities Folder** - Moved to **_Shared** folder
(i.e _Shared > _Utilities)
- **Dizzy Media > Editor Folder** - Moved to **_Shared** folder
(i.e _Shared > Scripts > Editor)

4. Updates (Scripts)

- **Components Database (Removed)** - Moved to **CompForHFPS_Integ_DialSys** asset pack (i.e import from Components Welcome > Integrations > Third Party > Dialogue System tab)
- **Components Welcome** - Added **Import Dialogue System Pack** button to Integrations > Third Party > Dialogue System tab (i.e imports Dialogue System > Components database)
- **Components Welcome (Localization)** - Updated **localization** for new changes
- **Components Welcome** - Updated **Gizmos_Move** action (i.e fixed gizmos remove action)

- **Character Action** - Moved to **_Shared > Scripts > Components > World > Player** (i.e for shared use across HFPS Add On assets)
- **Character Action** - Added namespace **DizzyMedia.HFPS_Puzzler** (i.e for compatibility with Puzzler)
- **Character Action** - Added **Interact Type** to Interaction Options (i.e disable or re-enable interaction)
- **Character Action** - Added **Delay Actions End** options to Move Options (i.e uses delay before calling to action bar, sub actions, etc.)
- **Character Action** - Added **Use Display Set** option to UI Options (i.e hides / shows display set assigned on UI Controller)
- **Character Action** - Added **Bench Settings** to Extensions Options (i.e for use with Durability)
- **Character Action** - Added **Vendor Settings** to Extensions Options (i.e for use with Vendor)
- **Character Action** - Updated all actions (i.e for new additions / changes)
- **Character Action** - Updated header icon (i.e uses new icon instead of components icon)

- **DM Menu** - Updated for new compatibility use
(i.e define symbols wraps)

- **Lighter Item** - Updated **OnSwitcherDeselect_Forced** action
(i.e removed isSelected check)
- **Lighter Item** - Updated #if wraps for **OnSwitcherDeselect_Forced** action
(i.e added Durability check)

- **References** - Moved to **_Shared > Scripts > Components > Player**
(i.e for shared use across HFPS Add On assets)
- **References** - Updated **Components script references**
(i.e now wrapped in COMPONENTS_PRESENT check)
- **References** - Updated **References_Catch** action
(i.e Components scripts catch is now wrapped in a COMPONENTS_PRESENT check)

- **Ragdoll Creator** - Updated **GrabHumanoidParts** action
(i.e for feet creation fix, more info below)

- **References Editor** - Updated header icon
(i.e uses new icon instead of components icon)

- **Scare Handler** - Updated **Scare_Start** and **FXnShake_Buff**
(i.e for Disable Arms Lock fix, more info below)

- **Simple Fade** - Moved to **_Shared > Scripts > Components > UI > Display**
(i.e for shared use across HFPS Add On Assets)
- **Simple Fade** - Updated header icon
(i.e uses new icon instead of components icon)

- **UI Controller** - Moved to **_Shared > Scripts > Components > UI > Menu**
(i.e for shared use across HFPS Add On assets)

- **UI Controller** - Added **Display Sets** options
(i.e hide / show specific UI objects instead of entire Game UI)
- **UI Controller** - Added **DisplaySet_State** action
(i.e hides / shows specific display set based on bool state and string name)
- **UI Controller** - Updated all actions for new changes
(i.e actions / values wrapped in symbols checks)

5. Fixes

- **Character Action** - Fixed Interaction object not enabling when using Enter Object and NOT using action bar
- **Character Action** - Fixed Action Bar showing before action has finished
(i.e on Enter Object, etc.)
- **Character Action** - Fixed compatibility issue with **Puzzler for HFPS**
(i.e namespace reference)
- **Lighter Item** - Fixed issue with lighter not hiding when Force Hide is called
(i.e when showing lighter while interacting with Character Action, etc.)
- **Ragdoll Creator** - Fixed issue with **Feet Creation > Character Joint > Connected Body** being assigned to the wrong leg
(i.e right foot was assigned to left leg, left foot was assigned to right leg)
- **Scare Handler** - Fixed **Disable Arms Lock** not working correctly
(i.e missing COMPONENTS_PRESENT reference)

6. Scenes

- **Components Demo** - Updated all **Teleport Character Actions**
(i.e for new action end wait option)
- **Components Demo** - Updated all **Hide Character Actions (Locker)**
(i.e for new action end wait option)
- **Components Demo** - Updated **Jill** enemy ragdoll (i.e fixed feet / legs)
- **Components Hide Demo** - Updated all **Character Actions**
(i.e for new action end wait option)
- **Components Hide Demo** - Updated **Jill** enemy ragdoll (i.e fixed feet / legs)
- **Components Objectives Demo Scenes (All)** - Updated all **Character Actions**
(i.e for new action end wait option)

7. Misc

- Added **Asset Pack**
(i.e CompForHFPS_Integ_DialSys > Dialogue System Integration Data)
- Updated **Documentation**
- Updated **Demo Scenes**
- Updated **Extensions > Ragdoll Creator (i.e v0.1.3)**
- Updated **Folders (i.e structure)**
- Updated **Prefabs (i.e actions, boss, etc.)**

v0.4

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

1. New Additions

- **GameLoadManager (Script Edit)** - Added new **namespaces** edit (i.e HFPS_Components, etc.)
- **InteractManager (Script Edit)** - Added new **namespaces** edit (i.e Utility, etc.)
- **SaveGameHandler (Script Edit)** - Added new **namespaces** edit (i.e HFPS_Components, etc.)

2. Updates

- **Actions** - Added namespace **DizzyMedia.HFPS_Components**
- **Actions Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Audio Fader** - Added namespace **DizzyMedia.HFPS_Components**
- **Audio Fader Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Audio Fader Connect** - Added namespace **DizzyMedia.HFPS_Components**
- **Character Action** - Added namespace **DizzyMedia.HFPS_Components**
- **Character Action Editor** - Added namespace **DizzyMedia.HFPS_Components**

- **Components Menu** - Added namespace **DizzyMedia.HFPS_Components**
- **Complex Notifications** - Added namespace **DizzyMedia.HFPS_Components**
- **Complex Notifications Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Complex Notifications Connect** - Added namespace **DizzyMedia.HFPS_Components**
- **Components Save** - Added namespace **DizzyMedia.HFPS_Components**
- **Components Save** - Added **DizzyMedia.Version** reference
- **Components Save Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Components Save Connect** - Added namespace **DizzyMedia.HFPS_Components**
- **Components Save Loader** - Added namespace **DizzyMedia.HFPS_Components**
- **Components System Check** - Added namespace **DizzyMedia.Extension**
- **Components System Check** - Added **DizzyMedia.HFPS_Components** and **DizzyMedia.Version** reference
- **Components System Check** - Updated to **v0.1.1**
- **Components Trigger** - Added namespace **DizzyMedia.HFPS_Components**
- **Components Trigger Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Components Welcome** - Added namespace **DizzyMedia.Welcome**
- **Components Welcome** - Added **DizzyMedia.Extension** and **DizzyMedia.Version** reference
- **Components Welcome** - Added **Tutorials** button
(i.e links to youtube videos)

- **Components Welcome** - Updated **Gizmos_Move** for file check addition
- **Components Welcome (Localization)** - Updated **localization** for new changes

- **Destroyable** - Added namespace **DizzyMedia.HFPS_Components**
- **Destroyable Editor** - Added namespace **DizzyMedia.HFPS_Components**

- **DM Action Bar** - Added namespace **DizzyMedia.Shared**
- **DM Action Bar Editor** - Added namespace **DizzyMedia.Shared**

- **DM Languages Editor** - Added **DizzyMedia.Extension** reference
- **DM Menu** - Added **DizzyMedia.Utility** reference
- **DM Menu** - Updated for compatibility with all **HFPS add ons**

- **DM Version** - Added namespace **DizzyMedia.Version**

- **Dual Wield** - Added namespace **DizzyMedia.HFPS_Components**
- **Dual Wield Editor** - Added namespace **DizzyMedia.HFPS_Components**

- **Enemy Creator** - Added namespace **DizzyMedia.Extension**
- **Enemy Creator** - Added **using DizzyMedia.Version** reference
- **Enemy Creator** - Updated to **v0.1.4**
- **Enemy Creator Template** - Added namespace **DizzyMedia.Extension**

- **Enemies Add To** - Added namespace **DizzyMedia.HFPS_Components**
- **Enemies Holder** - Added namespace **DizzyMedia.HFPS_Components**

- **FOV Manager** - Added namespace **DizzyMedia.HFPS_Components**
- **FOV Manager Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **FOV Manager Connect** - Added namespace **DizzyMedia.HFPS_Components**

- **Health Spot** - Added namespace **DizzyMedia.HFPS_Components**

- **Health Spot Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Hit Receiver** - Added namespace **DizzyMedia.HFPS_Components**
- **Hit Receiver Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Ignitable** - Added namespace **DizzyMedia.HFPS_Components**
- **Ignitable Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Ignite Handler** - Added namespace **DizzyMedia.HFPS_Components**
- **Ignite Handler Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Input Action** - Added namespace **DizzyMedia.HFPS_Components**
- **Localization** - Updated **Durability** reference
(i.e fixed all languages text that are non english)
- **Localization** - Updated all **HFPS add on** references
(i.e for latest updates)
- **Material Controller** - Added namespace **DizzyMedia.HFPS_Components**
- **Material Controller Editor** - Added namespace
DizzyMedia.HFPS_Components
- **Material Controller Connect** - Added namespace
DizzyMedia.HFPS_Components
- **Objective Push** - Added namespace **DizzyMedia.HFPS_Components**
- **Player Attention** - Added namespace **DizzyMedia.HFPS_Components**
- **Player Attention Editor** - Added namespace
DizzyMedia.HFPS_Components
- **Player Creator** - Added namespace **DizzyMedia.Extension**
- **Player Creator** - Added using **DizzyMedia.Version** reference

- **Player Creator** - Updated to **v0.1.4**
- **Player Manager** - Added namespace **DizzyMedia.HFPS_Components**
- **Player Manager Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Possessed** - Added namespace **DizzyMedia.HFPS_Components**
- **Possessed Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Radial Detect** - Added namespace **DizzyMedia.HFPS_Components**
- **Radial Detect Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Ragdoll Creator** - Added namespace **DizzyMedia.Extension**
- **Ragdoll Creator** - Added **DizzyMedia.Version** reference
- **Ragdoll Creator** - Updated to **Version 0.1.1**
- **References** - Added namespace **DizzyMedia.HFPS_Components**
- **References Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Scene Action** - Added namespace **DizzyMedia.HFPS_Components**
- **Scene Action Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Scenes Updater** - Added namespace **DizzyMedia.Extension**
- **Scenes Updater** - Added **DizzyMedia.Version** reference
- **Scenes Updater** - Updated to **v0.1.2**
- **Scenes Updater Template** - Added namespace **DizzyMedia.Extension**
- **Screen Events** - Added namespace **DizzyMedia.HFPS_Components**
- **Screen Events Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Script Editor** - Added namespace **DizzyMedia.Extension**

- **Script Editor** - Updated to **v0.3.1**
- **Script Editor Library** - Added namespace **DizzyMedia.Extension**
- **Script Editor Template** - Added namespace **DizzyMedia.Extension**
- **Simple Fade** - Added namespace **DizzyMedia.HFPS_Components**
- **Simple Fade Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Simple Widescreen** - Added namespace **DizzyMedia.HFPS_Components**
- **Simple Widescreen Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Simple Widescreen Connect** - Added namespace **DizzyMedia.HFPS_Components**
- **Sound Library** - Added namespace **DizzyMedia.HFPS_Components**
- **Start Items** - Added namespace **DizzyMedia.HFPS_Components**
- **Start Items Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Sub Action** - Added namespace **DizzyMedia.HFPS_Components**
- **Sub Action Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Sub Actions Handler** - Added namespace **DizzyMedia.HFPS_Components**
- **Sub Actions Handler Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Sub Actions UI** - Added namespace **DizzyMedia.HFPS_Components**
- **Sub Actions UI Editor** - Added namespace **DizzyMedia.HFPS_Components**
- **Transfer Action** - Added namespace **DizzyMedia.HFPS_Components**

- **UI Controller** - Added namespace **DizzyMedia.HFPS_Components**
- **Version Detect** - Added namespace **DizzyMedia.Extension**
- **Version Detect** - Added **using DizzyMedia.Version** reference
- **Version Detect** - Updated to **v0.1.1**
- **Version Detect Library** - Added namespace **DizzyMedia.Extension**
- **Version Detect Template** - Added namespace **DizzyMedia.Extension**
- **Weapon Creator** - Added namespace **DizzyMedia.Extension**
- **Weapon Creator** - Added **using DizzyMedia.Version** reference
- **Weapon Creator** - Updated to **v0.1.2**
- **Weapon Creator Template** - Added namespace **DizzyMedia.Extension**
- **Weapon Creator Template Editor** - Added namespace **DizzyMedia.Extension**
- **Welcome Screen** - Changed script name to **DM_WelcomeScreen**
- **Welcome Screen** - Added namespace **DizzyMedia.Welcome**
- **Debug Log Push** - Added namespace **DizzyMedia.Utility**
- **Dissolve Controller** - Added namespace **DizzyMedia.Utility**
- **Forward Detect** - namespace **DizzyMedia.Utility**
- **HFPS Mini Audio** - Added namespace **DizzyMedia.Utility**
- **Input Hold Handler** - Added namespace **DizzyMedia.Utility**
- **Simple Icon** - Added namespace **DizzyMedia.Utility**
- **Simple Instantiate** - Added namespace **DizzyMedia.Utility**
- **Simple Pulse** - Added namespace **DizzyMedia.Utility**
- **Transform Forward** - Added namespace **DizzyMedia.Utility**
- **Transform Indicator** - Added namespace **DizzyMedia.Utility**

3. Misc

- Updated **Helpers > Components System Check** (i.e v0.1.1)
- Updated **Extensions > Enemy Creator** (i.e v0.1.4)
- Updated **Extensions > Player Creator** (i.e v0.1.4)
- Updated **Extensions > Ragdoll Creator** (i.e v0.1.2)
- Updated **Extensions > Scenes Updater** (i.e v0.1.2)
- Updated **Extensions > Script Editor** (i.e v0.3.1)
- Updated **Extensions > Version Detect** (i.e v0.1.1)
- Updated **Extensions > Weapon Creator** (i.e v0.1.2)
- Updated **Documentation**

v0.3.7

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Components Resources** - Moved **Videos** content / folder to **CompForHFPS_wExtras** asset pack *i.e requires import* (i.e due to unity asset pack submission issue)
- **Dissolve (Materials)** - Updated **dissolve texture reference** (i.e JPG > PNG)
- **Dissolve (Texture)** - Updated texture from **JPG > PNG**
- **Localization** - Added **Mobile Controls** reference (i.e for compatibility with Mobile Controls for HFPS)
- **Localization** - Added **Durability** reference (i.e for compatibility with Durability for HFPS)
- **Script Editor** - Updated to v0.3
- **Script Editor (Localization)** - Updated for v0.3 changes

2. Misc

- Updated **CompForHFPS_wExtras** asset pack contents (i.e added videos)
- Updated **Extensions > Script Editor (i.e v0.3)**
- Updated **Documentation**

v0.3.6

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. New Additions

- **Script Edit (Candle Item)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Flashlight Item)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Flashlight Item Old)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Lantern Item New)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Switcher Behaviour)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)

- **Weapon Creator Prefabs** - Added new **Knife** and **Uzi** weapon prefabs
(i.e for use with weapon creator)
- **Weapon Creator Templates** - Added new **Knife** and **Uzi** weapon templates
(i.e for use with weapon creator)

2. Updates

- **Character Action** - Updated **Items_Update** action
(i.e changed DeselectItems > DeselectItems_Forced for new forced item/
weapon hide)
- **Character Action** - Updated **Items_Update** action
(i.e moved inventory custom lock outside of item switcher check)
- **Player Attention** - Updated **AttentionStop_Buff** action
(i.e for item input fix, more info below)
- **Player Attention** - Updated **Items_Update** action
(i.e changed DeselectItems > DeselectItems_Forced for new forced item/
weapon hide)
- **Player Attention** - Updated **Items_Update** action
(i.e moved inventory custom lock outside of item switcher check)
- **Player Attention** - Updated **Player_LockState** action
(i.e removed inventory custom lock update, redundant)
- **Script Edit (Item Switcher)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Lantern Item)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Melee Controller)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)
- **Script Edit (Weapon Controller)** - Added **Switcher Deselect Forced** action
(i.e force hides item / weapon, not dependent on animation playing)

- **Weapon Creator > Weapon Create** - Fixed issues with **weapon creation** (i.e Gun, etc., more info below)
- **Weapon Creator > Weapon Create** - Fixed issues with **template save / load** (i.e Lantern, etc., more info below)
- **Weapon Creator > Gun Prefabs** - Updated **Gun Prefabs** (i.e pistol, shogun, etc.), added new child transforms (i.e flash holder, light holder, barrel end, etc.)
- **Weapon Creator > Weapon Create Template** - Added **Animation Sound Events List** (i.e for flashlight, gun, etc.)

3. Fixes

- **Player Attention** - Fixed **item input** (i.e shortcut input) being unlocked before player input was unlocked on Attention Stop.
- **Weapon Creator > Weapon Create** - Fixed **Melee** animation names not being assigned on weapon create (i.e draw, attack, etc.)
- **Weapon Creator > Weapon Create** - Fixed issue if animation clips are not set, null reference will throw on weapon create
- **Weapon Creator > Weapon Create** - Fixed **Gun > Shotgun** not adding **Animation Events** on weapon create (i.e eject, etc.)
- **Weapon Creator > Weapon Create** - Fixed **Gun** not adding **Animation Sound Events** on weapon create (i.e mag out, mag in, etc.)
- **Weapon Creator > Weapon Create Template** - Fixed **Arms Prefab** not showing on weapon creator templates
- **Weapon Creator > Weapon Create Template** - Fixed issue with saving / loading **Lantern > Hinge** settings on weapon creator templates, from the Weapon Creator editor window.

4. Demo Scenes

- **All Demo Scenes** - Updated References on Player Manager (i.e weapons) (i.e fixes knife and uzi weapons not being locked during character action / player attention calls)

5. Misc

- Added new **Weapon Creator > Prefabs and Templates** (i.e Knife and Uzi)
- Updated **Weapon Creator > Gun Prefabs** (i.e pistol, shogun, etc.)
- Updated **Player Prefabs** (i.e Custom, 1.6.3c, etc.)
- Updated **Extensions > Weapon Creator (i.e v0.1.1)**

v0.3.5

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. New Additions

- **Dual Wield Demo Scene** - Added new demo scene to show off Dual Wield with various item switcher types (i.e flashlight, lighter, pistol, etc.)
- **Script Edit (Lantern Item)** - Added new script edit for flame mesh material catch update (i.e uses flame mesh reference, for use with Weapon Creator)
- **Weapons** - Added **Knife** and **Uzi** setups to player
- **Weapon Prefabs** - Added new weapon prefabs (i.e lighter, knife, uzi, etc.)
- **Weapon Sounds** - Added new **Uzi** sound effects
- **Weapon Creator** - Create player weapons on the fly (comes with 7 default templates)

2. Updates

- **Components Welcome** - Added activated HFPS version notification to Welcome and Setup tabs (i.e HFPS 1.6.3a Active, etc)
- **Components Welcome** - Added **Version Symbols** button to Setup tab (i.e for use with Weapon Creator)
- **Enemy Creator** - Updated **Animator > Pelvis** check (i.e fix for non humanoid objects)

- **Localization** - Added **Extensions** reference
(i.e for compatibility with Extensions for HFPS)
- **Player Creator** - Added **Generic** option to Create options
(i.e create generic HFPS player)
- **Player Creator** - Updated Player Create action (i.e for generic option)
- **Player Creator** - Updated all actions and display back end code
(i.e for new COMPONENTS_PRESENT requirement)

3. Demo Scenes

- **Components Demo** - Added **Uzi Weapon + Uzi Ammo** in first boss room
(i.e replaces Shotgun)

4. Misc

- Added new **Player Prefabs (i.e generic)**
- Added **Extensions > Weapon Creator**
- Added **Script Edits (i.e Lantern Item)**
- Updated **Extensions > Enemy Creator Version (i.e v0.1.3)**
- Updated **Extension > Player Creator Version (i.e v0.1.3)**

v0.3.4

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Dizzy Media Welcome Screen** - Updated links for buttons
(i.e facebook, youtube, etc.)
- **Player Creator** - Updated **Player_Update > Screen Events** action
(i.e now uses screen events prefab from resources to create new screen events if not already present)
- **Player Creator** - Updated **Player_Update > Sub Actions** action
(i.e now uses sub actions prefab from resources to create new sub actions if not already present)
- **Player Creator** - Updated **Player_Update > Sub Action Input** action
(i.e now checks if sub action inputs set in player creator are present or not)
- **HFPS Audio Fader** - Updated **Fade_Start** action
(i.e for new immediate option, i.e triggers audio switch immediately, ignores fade)
- **HFPS Character Action** - Added **Link Complete State** options to General Options (i.e for use with Puzzler)
- **HFPS Character Action** - Added **Camera Controller Settings** and **Item Viewer Settings** to **Extensions** class (i.e for use with Puzzler)
- **HFPS Character Action** - Added **Immediate** option to **Audio Options**
(i.e triggers audio switch immediately, ignores fade)

- **HFPS Character Action** - Updated **Action_Start** and **Action_End** actions
(i.e for new Puzzler integration options, i.e camera controller, item viewer, etc.)
- **HFPS Character Action** - Updated **Action_End** action
(i.e for new Puzzler options, i.e link complete state, etc.)
- **HFPS Character Action** - Updated **Audio_State** action
(i.e for new immediate option)

- **HFPS Ignitable** - Added **Ignite_Type** enum
(i.e trigger or manual)
- **HFPS Ignitable** - Added **Interact_Type** enum
(i.e open inventory or auto detect, i.e used with ignite type > manual > item options > require item)
- **HFPS Ignitable** - Added **Item_Type** enum
(i.e regular or Switcher, i.e used with ignite type > manual > item options > require item)
- **HFPS Ignitable** - Added **ItemUse_Type** enum
(i.e keep or remove, , i.e used with ignite type > manual > item options > require item)
- **HFPS Ignitable** - Added **Awake** action
(i.e catches references used)
- **HFPS Ignitable** - Added **StartInit** action
(i.e IF interact type > manual, catches item name, applies to text for popus)
- **HFPS Ignitable** - Added **Interaction_Init** action
(i.e handles interaction start for manual interaction)
- **HFPS Ignitable** - Added **ItemData_Catch** action
(i.e catches item data prior to action starting)
- **HFPS Ignitable** - Added **OnItemSelect** action
(i.e action that invokes after item is selected from the inventory)
- **HFPS Ignitable** - Added **ItemCheck** action
(i.e checks current selected item or auto detects item in inventory)

- **HFPS Ignitable** - Added **Item_AddDelayed** action
(i.e adds back removed items after inventory select)
- **HFPS Ignitable** - Added Trigger / Collider reference
(i.e disables after Ignite is called)
- **HFPS Ignitable** - Added **Item Options** (i.e require item, itemID, etc.)
- **HFPS Ignitable** - Added **Interaction Options**
(i.e options that handle how interaction will occur)
- **HFPS Ignitable** - Added **Ignite Options**
(i.e Show On Lit Object List, i.e objects that show when Ignite is called)
- **HFPS Ignitable** - Added **Sound Options**
(i.e use lit sound, i.e plays sound when Ignite is called)
- **HFPS Ignitable** - Added **Ignite_Load** action
(i.e is called on scene load instead of Ignite)
- **HFPS Ignitable** - Added **On Lit Load** event
(i.e fires on scene load IF ignitable was lit)
- **HFPS Ignitable** - Updated **Ignite** action
(i.e for new options)
- **HFPS Ignitable** - Updated **OnLoad** action
(i.e for new Ignite_Load action use)

- **HFPS Ignite Handler** - Added **Ignite** action
(i.e ignites any temporary ignitable assigned)
- **HFPS Ignite Handler** - Updated **OnTriggerEnter** and **OnTriggerExit**
(i.e for new **Ignite_Type** check on Ignitables)

- **HFPS References** - Added **References_Catch** action
(i.e auto catches all references used)
- **HFPS References** - Added **Helpers** Tab
(i.e editor helpers to catch reference, etc.)

2. Demo Scene

- **All Demo Scenes** - Updated **Fade Multiplier** for **Audio Fader** on player (i.e faster fade)
- **Components Demo** - Updated **Ignitables** for new options (i.e trigger reference, show on lit objects, etc.)
- **Components Demo** - Remove **Ambience** reference for audio switch on **Player Attention** triggers (i.e replaced with Audio Fader Connect calls)

3. Misc

- Updated **Extension > Player Creator Version (i.e v0.1.2)**
- Updated **Ignitable Prefabs**

v0.3.3

PREVIOUS COMPONENTS SAVE FILES WILL NOT WORK WITH THIS VERSION

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. New Additions

- **Components Object References 1.6.3c** - Added new references scriptable for use with HFPS 1.6.3c (i.e more details below in fixes)
- **Script Edit (Inventory)** - Added new script edits for inventory fixes (i.e AddItemToSlotCustom, ShortcutBindCustom, GetItemSlotID state, etc.)
- **Script Edit (SaveGameHandlerEditor)** - Added new script edit for **FindSaveables_Start** action (i.e for use with Helpers > Scene actions)

2. Updates

- **Components Save** - Updated **Items_Catch** and **Items_Update** (i.e for inventory slot fix, more details below)
- **Comp_InventoryData** - Added **Shortcut** value
- **Script Edit(InteractiveItem)** - Updated script Using Events Add edit (duplication fix)
- **Components_Menu** - Added **SceneUpdate_163aNb** & **SceneUpdate_163c** actions (Updates scene from top menu, i.e Helpers > Scene)

3. Fixes

- **Components Object References Scriptable** - Fixed issue with components object references scriptable breaking in HFPS 1.6.3c (i.e added new 1.6.3c object references scriptable)
- **Components Save** - Fixed issue when saving / loading scenes, after changing inventory item slots (i.e slot 1 > slot 4, etc.)
- **Components Save** - Fixed issue with items losing shortcut reference if item slot was changed prior to loading a new scene

4. Misc

- Updated **Documentation**
- Updated **Top Menu (i.e Components_Menu)**
- Updated **Script Edits**
(i.e Inventory, InteractableItem and SaveGameHandlerEditor)

v0.3.2

PREVIOUS COMPONENTS SAVE FILES WILL NOT WORK WITH THIS VERSION

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Start Items** - Added "**Add Shortcut**" to items options
- **Start Items** - Added **Custom Data** options to items and weapons (i.e custom data for each item / weapon)
- **Components Save** - Updated **Items_Catch** action (i.e for custom data fix)
- **Components Save** - Updated **Items_Update** action (i.e for custom data fix)
- **Components Inventory Data** - Added **Custom Data** values (i.e for custom data fix)

2. Fixes

- **Components Save** - Fixed issue with **Custom Data** not being transferred on items / weapons saved / loaded by Components across scenes.
- **Components Save** - Fixed **build issue** (i.e Reset_Saves editor check)
- **Script Edit (ItemSwitcher > Switch Item)** - Fixed issue where player could use all shortcut weapons / items at once **IF dual wield is not present** on any shortcut items / weapons (i.e item switcher > dual wields list count = 0)

3. Misc

- Updated **Components Main Menu** scene (i.e example scenes > replaced Components Demo with Player Hide Demo)
- Updated **Script Edits** (i.e ItemSwitcher)
- Updated **All Demo Scenes** (i.e fixed Store / Shortcut context menu display)

v0.3.1

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Player Creator** - Updated to v0.1.1
- **Player Creator** - Added **Destroy Options** to Create > Custom options
- **Player Creator** - Added **Type Options** to Create > Components Generic options (i.e HFPS Version > A or B, C, etc.)
- **Player Creator** - Updated **Player_Create** action (i.e for new options)

- **Scenes Updater** - Updated to v0.1.1
- **Scenes Updater** - Updated **Scenes_Save** action (i.e for save fix)
- **Scenes Updater** - Updated **Scenes_Load** action (i.e for load fix)

2. Fixes

- Compatibility with Dizzy Media **HFPS** add ons - Fixed compatibility with
 1. Audio Diaries v0.5
 2. Text Diaries v0.5
 3. Diaries Pack v05
 4. Puzzler v0.3.5

- **Scenes Updater** - Fixed issue with scenes list not updating if template was loaded and current scenes list count matched scenes count loaded (i.e 3 > 3, 4 > 4, etc.)
- **Scenes Updater** - Fixed issue with templates not being properly saved when saved through the editor window (i.e save template button)

3. Misc

- Updated **Menu Localization** (i.e Audio Diaries, Text Diaries, Diaries Pack, Puzzler, etc.)
- Added new **prefabs (i.e Prefabs > Player > 1.6.3c version)**

v0.3

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

PREVIOUS COMPONENTS SAVE FILES WILL NOT WORK WITH THIS VERSION

UPDATED TO WORK WITH HFPS 1.6.3a+

1. New Additions

- **Components Save Connect** - Connects calls to **Components Save**
- **Components Save Loader** - Handles loading saved items and objectives into new scenes (i.e with Components Save)
- **Components Inventory Data** - For use with **Components Save**
- **Components Objectives Data** - For use with **Components Save**
- **Extensions > Scenes Updater** - Catch scenes, save / load templates and apply to the Build Settings.
- **Extensions > Player Creator** - Create or update HFPS players
- **Extensions > Player Creator Template** - Saves player update options
- **Extension > Version Detect** - Detect version differences between assets by utilizing script libraries to check against.
- **Forward Detect** - Limits interaction detections to a specific forward direction range (per interaction)
- **Hallway Loader** - Shows different hallways based on slot set (i.e for demo use with Objectives demo)
- **Helper > Systems Checker** - Checks data / values across Components systems.
- **Input Action** - Allows you to trigger events based on input(s) indicated in the input list (i.e button / vector, press, hold, direction, etc.)

- **Objective Push** - Pushes objective text updates to show for multiple complete checks (i.e 1 out of 5, 2 out of 5, etc.)
- **Simple Puzzle** - Puzzle included in Objectives demo (i.e simple and for example usage)
- **Utility > Transform Forward** - Gizmo line which indicates forward direction
- **Utility > Debug Push** - Can call **Log_Show(int)** to display debug log for text in slot indicated, also has single fire option for single use.
- **Interactive Item (Edit)** - Added new **Events** (i.e OnExamine, OnPaperRead, etc.)

2. Updates

- **Components Welcome** - Removed **version symbol** functions (i.e no longer required)
- **Components Welcome** - Updated **layout, buttons, etc.** (i.e added remove gizmos, symbol, etc. buttons, etc.)
- **HFPS Actions** - Updated **auto** values (i.e moved to Auto class)
- **HFPS Actions** - Updated all **actions** for new updates (i.e auto, etc.)
- **HFPS Actions Editor** - Updated **Actions_Find** (i.e updated functionality and removed version symbol requirement)
- **HFPS Actions Editor** - Added **Action_Check** (i.e used with Actions_Find)
- **Active Handler** - Added **OnActiveLoadEvent** (i.e fires on load)
- **Active Handler** - Updated **OnSave & OnLoad** (i.e for new count check / active load event fire)
- **Character Action** - Added **Start Type** enum (i.e for use with start action)
- **Character Action** - Added **End Type** enum (i.e for use with Push Object)
- **Character Action** - Added **Start End Type** enum (i.e for use with start action)

- **Character Action** - Added **Game UI State** options (i.e enable, disable, etc.)
- **Character Action** - Added **Input Limit, Input_LimitVert and Input_LimitHoriz** enums (i.e for limiting player movement)
- **Character Action** - Added **Input Type** enum (i.e for use with checking type of input received)
- **Character Action** - Added **End Type** to User Options class (i.e for use with Push Object)
- **Character Action** - Add **Start Options** class (i.e holds values for start action, i.e Start Type, Start End Type, Start Delay, Start State, Start Position, etc.)
- **Character Action** - Added **Start Action Events** (i.e for use with start action)
- **Character Action** - Added **Start Action Locked** to Auto class (i.e saved/loaded with game saves/loads to lock start action after first use)
- **Character Action** - Added **xLimit, xLimitDirection, yLimit** and **yLimitDirection** to Player Options class (i.e for use with limiting player movement direction)
- **Character Action** - Added **Action Parent** and **End Trigger** to References class (i.e for use with Push Object)
- **Character Action** - Added **Show Mouse** to Player Options (i.e shows mouse if keyboard / mouse is in use)
- **Character Action** - Added **InputCheck_Type** action (i.e checks type of input)
- **Character Action** - Added **Parse_UseType** action (i.e updates use type)
- **Character Action** - Added **StartAction_Delay** and **StartAction_Init** actions for new Start Action options
- **Character Action** - Added **Sprint Lock** options (i.e lock, keep locked, etc.)
- **Character Action** - Updated **Action Type** (i.e added Push Object option)
- **Character Action** - Updated **StartInit** for new Start Action options
- **Character Action** - Updated **Action_Start** and **Action_End** for new options (i.e game ui state, etc.)
- **Character Action** - Updated **Items_Update** (i.e current item check / show)
- **Character Action** - Updated **OnSave** and **OnLoad** (i.e for new saved values)
- **Components Save** - Added **Saves_Clear** action (i.e clears HFPS saves)

- **Components Save** - Added **Clear Saves on Stop** option
(i.e clears HFPS save files on play stop if TRUE)
- **Components Save** - Added **Get_CurLevelSlot**
(i.e for cross checking active scene with stored / saved scenes)
- **Components Save** - Added **Items_SaveType** enum (i.e none, global, etc.)
- **Components Save** - Added **Objectives_SaveType**
(i.e none, global, per scene, etc.)
- **Components Save** - Added **Items_Catch** action
(i.e catches player inventory)
- **Components Save** - Added **Items_Update** action
(i.e updates player inventory)
- **Components Save** - Added **Item_Check** action (i.e cross checks old and new inventory list, returns present)
- **Components Save** - Added **Loading_State** (i.e sets scene loading state)
- **Components Save** - Added **Objectives_Catch** (i.e catches current active objectives to transfer to a new scene, used with Objectives Load)
- **Components Save** - Added **ObjectivesScene_Catch** (i.e catches objectives and stores them based on the active scene)
- **Components Save** - Added **Objectives_Update**
(i.e handles loading saved objectives into new scenes)
- **Components Save** - Added **ObjectivesUpdate_Delayed**
(i.e delays calling to Objectives_Update)
- **Components Save** - Updated **Comp_SaveData** values
(i.e added **objectivesData**, stores current active objectives)
- **Components Save** - Updated **Data_Save** for new save option
(i.e items, objectives, etc.)
- **Components Save Editor** - Added tabs to File Options area
(i.e components or HFPS)
- **Components Save Editor** - Added **Clear HFPS Saves** button
(i.e clears HFPS save files)

- **Component Trigger** - Added **Unlock_Type** enum
(i.e for use with unlocking trigger)
- **Component Trigger** - Added **Is Inside** bool to Auto
(i.e checks if object is within the trigger area)
- **Component Trigger** - Added **onManualTrigger** event
(i.e for use with Manual use type)
- **Component Trigger** - Added **Manual_Trigger** action (i.e for use with Only Events trigger type, manually call to action to trigger event)
- **Component Trigger** - Updated **OnTriggerEnter**, **OnTriggerStay** and **OnTriggerExit** for new options
- **Component Trigger** - Updated **OnSave** and **OnLoad**
(i.e for new saved values)
- **DM_DissolveCont** - Completely re-worked to be more flexible for various uses (i.e multiple meshes, multiple dissolves, etc.)
- **DM_InternEnums** - Added **Korean** to Language Enum
- **Hit Receiver** - Added **Messages** options (i.e list of names for actions / functions to broadcast when hit)
- **Hit Receiver** - Added **Broadcast_Messages (Raycast hit)** action
(i.e broadcasts messages in list by action / function name to hit object)
- **Hit Receiver** - Added **Broadcast_Messages()** action
(i.e broadcast messages in list by action / function name to the object holding hit receiver)
- **Player Attention** - Added **Input Type** enum
(i.e for use with checking type of input received)
- **Player Attention** - Added **Show Mouse** to Player Options
(i.e shows mouse if keyboard / mouse is in use)
- **Player Attention** - Added **Jump**, **Sprint** and **State** input lock state options
- **Player Attention** - Added **Game UI State** options (i.e enable, disable, etc.)

- **Player Attention** - Added **InputCheck_Type** action (i.e checks type of input)
- **Player Attention** - Updated **Attention_Start** and **Attention_Stop** for new options (i.e game ui state, player options, etc.)
- **Player Manager** - Added **LimitMoveX_State**, **LimitMoveX_Set**, **LimitMoveY_State** and **LimitMoveY_Set** actions
(i.e for use with limiting player movement direction detection)
- **Ragdoll Creator** - Updated to **Version 0.1.1**
- **Ragdoll Creator** - Added **Enabled State** to Ragdoll Options
- **Ragdoll Creator** - Updated **CreateRagdoll** action for new ragdoll options
(i.e enabled state, etc.)
- **Script Editor (Extension)** - Updated to **Version 0.2**
- **Script Editor (Extension)** - Updated library **info draw**
(i.e COMPONENTS ASSIGNED), now displays **Version** value
- **Script Editor (Extension)** - Added **Remove Edits** action / button
(i.e removes script edits made by the Script Editor extension)
- **Script Editor (Extension)** - Updated all **editor actions** for new features
(i.e remove edits)
- **Script Editor Library** - Added new Version value
(i.e holds what version of the asset the library is for)
- **Start Items** - Updated **Items_Init** check for **randomAmount**
(i.e if **false**, uses value on right, i.e max)

3. Fixes

- **Demo Scene / Prefab** - Fixed cage light breakable, break particle position / rotation (i.e sparks)
- **Enemy Creator** - Fixed **localization** not updating correctly when switching languages
- **HFPS Actions Editor** - Fixed **Actions_Find** error when using HFPS 1.6.3c
- **Character Action** - Fixed **Action_Start** triggering Dynamic Object (if assigned) even if Action Type is not set to General or Enter Object
- **Component Trigger** - Fixed **events** not firing if trigger object was not player
- **Components Save** - Fixed **Awake** and **OnDestroy** (i.e for Reset On Play Stop option)
- **Scene Loader (Edit)** - Fixed issue with having custom background active but not using a custom background object for all levels

4. Misc

- Added new **Hide demo scene**
- Added new **Objectives demo scenes**
- Added new **Integrations demo scenes** (i.e Dialogue System)
- Updated **Components Demo scenes** (i.e for new additions / changes)
- Added new **script edits** (i.e ExamineManager, InteractableItem, InteractableItemEditor, etc.)
- Updated **Menu Localization** (i.e added Korean)
- Updated existing **script edits** (i.e ItemSwitcher, SaveGameHandler, etc.)
- Updated **prefabs**

v0.2

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

UPDATED TO WORK WITH HFPS 1.6.3a+

1. New Additions

- **Components Save** - Saves scene & save data for custom save / load (i.e load previous scenes saved data, etc.)
- **HFPS Actions** - Contains references to **Character Actions** in the scene (i.e used for transferring actions when using Transfer Type > Action To Level)
- **HFPS Transfer Action** - Automatically created script during teleport that holds action data for transferring actions between scenes / levels (i.e Transfer Type > Action To Level)
- **FOV Manager** - Controls custom **FOV** (i.e field of view) updates via camera states / integer calls
- **FOV Manager Connect** - Connects action calls to **FOV Manager**
- **Save Game Handler (script edit)** - Added new **Limit Saves** options (i.e 3, 10, 15, etc.)
- **Save Game Handler (script edit)** - Added new **Save Type** options (i.e regular or components)
- **Scene Loader (script edit)** - Added new **Level Music** options (i.e audio clip per level, etc.)
- **Scene Loader (script edit)** - Added new **Background** options (i.e custom video, animation, etc.)

2. Updates

- **Action Bar & Action Bar Editor** - Moved to **_Shared** folder
- **Action Bar** - Renamed to **DM_ActionBar**
- **Action Bar Editor** - Renamed to **DM_ActionBarEditor**
- **Action Bar** - Completely reworked for more flexibility

- **Components Menu** - Removed **Action Bar** (moved)

- **Character Action** - Added **Teleport Type** option (i.e local or level)
- **Character Action** - Added **Transfer Type** option (i.e none or action to level)
Only usable with Teleport Type > Level
- **Character Action** - Added **Level Name** string
(i.e name of level to transfer to)
- **Character Action** - Added **Action** class (i.e for use with action bar)
- **Character Action** - Added **ActionBar_EventInvoke** action
(i.e for use with action bar)
- **Character Action** - Added **Pause State** start and end options
(i.e disable / enable pause input)
- **Character Action** - Added **Inventory State** start and end options
(i.e disable / enable inventory input)
- **Character Action** - Added **Load State** start and end options
(i.e disable / enable load button in pause UI)
- **Character Action** - Updated **Action_Start** and **Action_End** actions
(i.e for new teleport and state options)
- **Character Action** - Updated all **ActionBar_Comp** references to **DM_ActionBar**
- **Character Action** - Updated **ActionBarSettings** class for new Action Bar changes
- **Character Action** - Updated **ActionBar_Update** for new Action Bar changes
- **Character Action** - Updated **Save_State** enum to **Action_State**

- **Component Trigger** - Added **Save** to Trigger Type
(i.e calls save when trigger entered)
- **Component Trigger** - Added **Pause State** enter and exit options
(i.e disable / enable pause input)
- **Component Trigger** - Added **Inventory State** enter and exit options
(i.e disable / enable inventory input)
- **Component Trigger** - Added **Load State** enter and exit options
(i.e disable / enable load button in pause UI)
- **Component Trigger** - Updated **OnTriggerEnter** and **OnTriggerExit** actions
(i.e for new save and state options)
- **Component Trigger** - Updated **Save_State** enum to **Action_State**

- **DM Menu** - Added **Action Bar** (i.e shared)

- **Player Attention** - Added **Action** class (i.e for use with action bar)
- **Player Attention** - Added **ActionBar_EventInvoke** action
(i.e for use with action bar)
- **Player Attention** - Added **Pause State** start and end options
(i.e disable / enable pause input)
- **Player Attention** - Added **Inventory State** start and end options
(i.e disable / enable inventory input)
- **Player Attention** - Added **Load State** start and end options
(i.e disable / enable load button in pause UI)
- **Player Attention** - Updated **Attention_Start** and **AttentionStop_Buff** actions (i.e for new state options)
- **Player Attention** - Updated all **ActionBar_Comp** references to **DM_ActionBar**
- **Player Attention** - Updated **ActionBarSettings** class for new Action Bar changes
- **Player Attention** - Updated **ActionBar_Update** for new Action Bar changes
- **Player Attention** - Updated **Save_State** enum to **Action_State**

- **Start Items** - Added **Clear Inventory** option (i.e clears entire player inventory on start, useful for specific levels / areas, etc.)
 - **Start Items** - Updated **Items** class to **Weapons** class (i.e for only weapon items add)
 - **Start Items** - Changed **Items** class (i.e not the same as weapons)
 - **Start Items** - Added **Random Amount** options to Items (i.e uses min / max values to randomly add item amounts for items in list)
 - **Start Items** - Added new **Items Remove** class (i.e removes all items included in list, on start)
This feature is skipped if Clear Inventory is TRUE
 - **Start Items** - Updated **Items_Init** action for new changes
 - **Start Items** - Added **Items_Clear** action (i.e for use with Clear Inventory)
 - **Start Items Editor** - Updated **Items Options** display (i.e add / remove items, etc.)
-
- **UI Controller** - Added new **HFPS Game Manager** reference
 - **UI Controller** - Added new **Save Game Handler** reference
 - **UI Controller** - Added new **Load Button** reference
 - **UI Controller** - Added new **PauseLock_State** action (i.e handles pause input lock state)
 - **UI Controller** - Added new **InventoryLock_State** action (i.e handles inventory input lock state)
 - **UI Controller** - Added new **Load_State** action (i.e handles load game button active state)
 - **UI Controller** - Added new **Save_Init** action (i.e for calling save at any time)

3. Fixes

- **Character Action** - Fixed **Action End** events not being invoked
- **Components Welcome Screen** - Fixed **Activate Components** and **Import Gizmos** disable (now properly disables when values are present)
- **Lighter Item** - Fixed candle item being auto added to player inventory when hiding lighter (i.e **Blow Out Event** reference)
- **Lighter Item** - Fixed lighter light not turning off when lighter is blown out

4. Misc

- Added new **script edits** (i.e HFPS Game Manager, Player Functions, Save Game Handler, Scene Loader, etc.)
- Added new **demo scenes** (i.e Action Transfer Demo, Scene Loader, etc.)
- Updated **Components Inventory** (i.e removed Combine options for Candle)
- Updated **Components Welcome Screen**
(i.e Setup > Instructions, Gizmos Check, etc., i.e Integrations, etc.)
- Updated **demo scenes** (i.e Components Demo, etc.)
- Updated **prefabs**
- Updated **documentation**

v0.1.2

1. Updates

- **Demo Scene** - Updated **Action Crawl**, **Destroyable Barrel** and **Destroyable Lock** (i.e changed parents, rotations, sizes, etc)

2. Misc

- Updated **demo scene**
- Updated **prefabs**
- Updated **documentation**

v0.1.1

1. Updates

- **Mini Audio GUID** - Fixed **GUID** to match Audio / Text diaries GUID (i.e integration functionality)
- **Demo Scene** - Updated all **Character Action > Sit** actions (i.e updated Mini Audio script references)

2. Misc

- Updated **demo scene**
- Updated **prefabs (i.e Actions > Sit)**
- Added **changelog**
- Updated **documentation**

Thank You

Thanks a lot for purchasing this asset and I really hope that it helps you out with your project, I hope this documentation has helped explain the systems functions and intended use.

If you have any questions feel free to send me an email at:
dizzymediainc@gmail.com

If you like this asset and want to see more like it, please help me out by rating the product on the product page. Ratings let me know people like the products, encourage others to use them as well and increase our business overall, leading to more updates, expansions and new products.

Thanks again!

Tsuyoi Raion
Dizzy Media