Components

For HORROR FPS KIT

Changelog

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v0.5.6

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

1. Updates (Script Edits)

- **Game Load Manager** – Updated script edits for use with new Components Save changes (i.e cur level check, etc.)

- **Save Game Handler** – Updated script edits for use with new Components Save changes (i.e cur level check, etc.)

2. Updates (Scripts)

- **Character Action** – Added **Save Time** option
  (i.e action attribute > teleport > teleport type > level)
  (i.e sets when the save will occur, i.e action start, action start end, etc.)
- **Character Action** – Added **Pre Load Scene** option
  (i.e action attribute > teleport > teleport type > level)
  (i.e saves data to be pre loaded into the next scene, i.e inventory, objectives, player state, etc.)
- **Character Action** – Updated **Action_Start** action
  (i.e for new pre load save and save options)

- **Components Level Data** – Added **Cur Level** value
  (i.e used for comparing load files, to determine the correct file to load,
  i.e core HFPS file or Components file)

- **Component Trigger** – Added **IsInside_Get** & **IsInside_State** actions
  (i.e returns and sets is inside value)
- **Component Trigger** – Updated **OnTriggerEnter** action
  (i.e updated Trigger Type > Save reaction, i.e checks single use)
- **Component Trigger** – Updated **OnTriggerEnter, OnTriggerStay** and
  OnTriggerExit actions (i.e for new action usages, i.e IsInside_Get, etc.)
- **Component Trigger** – Updated **OnLoad** action
  (i.e if locked reaction)

- **Components Save** – Added **IsCurLevel_Check** action
  (i.e checks if active scene is the same as current cur level)
- **Components Save** – Added **CurLevel_Set** action
  (i.e sets current level value)
- **Components Save** – Added **Get_CurLevel** action
  (i.e returns cur level value)
- **Components Save** – Updated **Data_Save** action
  (i.e added new cur level set action)

- **Components Save Loader** – Added **IsCurLevel_Check** action
  (i.e checks if active scene is the same as cur level value)
- **Components Save Loader** – Updated **StartInit** and **Start_Buff** actions
  (i.e for new cur level check)

- **Lighter Item** – Updated **Start** action
  (i.e added missing animation speed updates)

3. Fixes

- **Components Save** - Fixed an issue with the latest inventory items and objectives save, loading in no matter what save file is used
(i.e oldest, latest, etc.)
- **Components Save** – Fixed an issue where pre-load save files were being loaded instead of core HFPS save files
(i.e player position, inventory, objectives, etc.)

4. Scenes

- **Components Objectives Demo Scenes (All)** - Updated **Character Action** values (i.e teleport options > save time & pre load)
- **Components Demo Scene (Main Demo & Action Transfer)** - Updated **Character Action** values (i.e teleport options > save time & pre load)

5. Misc

- Updated **Documentation**

v0.5.5

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Player Creator** – Added **New Template** (i.e for HFPS 1.6.3c usage, i.e glock > pistol name change on player manager > weapons reference)

- **Sub Action** – Updated **Attribute_Init** action (i.e for COMPONENTS_PRESENT check)

2. Fixes

- **Sub Action** - Fixed an issue with error on import (i.e wasn't checking define symbol, i.e COMPONENTS_PRESENT)

3. Misc

- Updated **Documentation**

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UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

1. Updates

- **Character Action** – Added **Teleport_Level** action
  (i.e creates level transition via string)
- **Character Action** – Updated **SubActions_Update** action
  (i.e for new require item options and display fixes)
- **Character Action** – Updated **Action_Start** action
  (i.e added last look and mouse look updates, more info below)

- **Player Creator** - Fixed issue with **Lists** not working correctly in Unity 2021+
- **Player Creator** – Updated **Action Inputs** usage
  (i.e changed to Action Input Types)

- **Sub Action** – Added **Auto** class (i.e moved all auto values to this class)
- **Sub Action** – Added **Action Type** enum and option (i.e basic, etc.)
- **Sub Action** – Added **Action Display** enum and option (i.e none or custom)
- **Sub Action** – Added **Attribute Type** enum and option
  (i.e none, heal, item, etc.)
- **Sub Action** – Added **Attribute Trigger** enum and option (i.e auto or manual)
- **Sub Action** – Added **Delay Display** options
  (i.e controls custom display delay)
- **Sub Action** – Added **Action Types** options
  (i.e for custom display option)

- **Sub Action** – Added **SubAction_Types** class
  (i.e for use with custom actions)
- **Sub Action** – Added **HFPS.Systems** reference (i.e for inventory checks)
- **Sub Action** – Added **UnityEngine.Events** reference
  (i.e for use with Unity Events)
- **Sub Action** – Added **Require Item** option
  (i.e requires a specific item to be in players inventory before the sub action can be used)
- **Sub Action** – Added **Use Item** option
  (i.e uses the required item when sub action is activated)
- **Sub Action** – Added **Item ID** option
  (i.e the ID of the item used in require item / use item options)
- **Sub Action** – Added **SubAction_EndBuffInit** and **SubAction_EndBuff** actions
  (i.e delays SubAction_End call)
- **Sub Action** – Added **CustomActionsCreate_Buff, CustomActions_Create, CustomActionsReset_Buff** and **CustomActions_Reset** actions
  (i.e controls custom actions handling)
- **Sub Action** – Added **SoundSlot_Set** and **SoundSlot_Reset** actions
  (i.e sets and resets sound slot)
- **Sub Action** - Added **Locked_State** action
  (i.e sets locked state via bool)
- **Sub Action** – Updated **StartInit** action
  (i.e for new references check)
- **Sub Action** – Updated **SubAction_Init** action
  (i.e for new custom action and attribute options)
- **Sub Action** – Updated **SubAction_End** action
  (i.e for new custom action options)
- **Sub Action** – Updated **SubAction_Sound** action
  (i.e for new auto values reference)

- **Sub Actions Handler** – Added **Create Instance** option
  (i.e general options > use instance, i.e creates instance on start)

- **Sub Actions Handler** – Added **CustomActions_Set** and **CustomActions_Reset** actions (i.e controls custom actions)
- **Sub Actions Handler** – Added **UnityEngine.Events** reference (i.e for use with Unity Events)
- **Sub Actions Handler** – Added **Auto** class (i.e moved all auto values to this class)
- **Sub Actions Handler** – Added **Awake** action (i.e creates instance on awake)
- **Sub Actions Handler** – Added **InputsFull_Check** action (i.e checks full state on input)
- **Sub Actions Handler** – Added **Interact_Type** enum (i.e button or auto)
- **Sub Actions Handler** – Added **Input_Direction** enum (i.e up, down, etc.)
- **Sub Actions Handler** – Added **Get_ActionSlot** action (i.e returns the slot of the referenced action)
- **Sub Actions Handler** – Added **Get_CurrentAction** action (i.e returns current action value)
- **Sub Action Handler** – Added **Get_PlayerInput** action (i.e returns current player input enum)
- **Sub Action Handler** – Added **Get_PlayerInput_Int** action (i.e returns current player input integer)
- **Sub Actions Handler** – Updated **Action_Input** class values (i.e added new auto values and input values)
- **Sub Actions Handler** – Updated **StartInit** action (i.e for new auto values reference)
- **Sub Actions Handler** – Updated **Update** action (i.e for new custom action options, fill reduction features and input checks)
- **Sub Actions Handler** – Updated **UIFade_Buff** action (i.e for new require item check and pause fix)
- **Sub Actions Handler** – Updated **InputCheck_Type** action (i.e for new auto values reference)

- **Sub Actions Handler** – Updated **Locked_State, LockDelay_Update, LockState_Delayed** and **LockStateDelay_Buff** actions
(i.e for new auto values reference)
- **Sub Actions Handler** – Replaced **Sub Action Activate** actions with **Sub Action Init** actions (i.e for new actions handling)

- **Sub Actions UI** – Added **HFPS.Systems** reference
- **Sub Actions UI** – Added **Detect Inventory** options to Inputs
(i.e detects inventory input when sub action inputs are shown)
- **Sub Actions UI** – Added Detect Pause Back options to Inputs
(i.e detects back input from controller)
- **Sub Actions UI** – Added **Input** value to Input Holders class
(i.e keyboard, gamepad, etc.)
- **Sub Actions UI** – Added **InputIcons_Reset** action
(i.e resets all input holders states)
- **Sub Actions UI** – Added **Auto** class (i.e moved all auto values to this class)
- **Sub Actions UI** – Added **Start Init** action (i.e start values moved here)
- **Sub Actions UI** – Added **ActionHolder_Reset** action
(i.e resets specific action holder via int)
- **Sub Actions UI** – Added **Pause_Check** action
(i.e checks the pause state for action updates)
- **Sub Actions UI** – Added **Get_Pause** action (i.e returns pause state)
- **Sub Actions UI** – Added **Locked_State** action (i.e sets locked state via bool)
- **Sub Actions UI** – Updated **StartInit** action (i.e for new checks)
- **Sub Actions UI** – Updated **Update** action (i.e for new pause, pause back and inventory input actions)
- **Sub Actions UI** – Updated **Actions_Show** action (i.e for new pause check)
- **Sub Actions UI** – Updated **InputHolder_Update, InputHolders_Reset** and **InputCheck_Icons** actions (i.e for new auto values reference and new input check features)

2. Fixes

- **Character Action** – Fixed an issue with looking direction snapping at the end of the action start action, due to update look caps > true and incorrect rotation values being updated (i.e replaced deltaInput update with rotationX / rotationY update, based on the last look at movement)

- **Sub Actions UI** - Fixed an issue with sub actions showing at the end of a basic action (i.e after animation finishes) and the game being paused (i.e now checks if game is paused and if not, waits until pause > false to show sub actions display again)
- **Sub Actions UI** – Fixed an issue with input display for sub actions not properly updating IF changing input slots from one Character Action to another (i.e top, bottom, left > top, right, left, etc.)
- **Sub Actions UI** – Fixed an issue with input display not updating until after sub action inputs have finished showing (i.e input update was waiting until locked > false, now checks before showing)
- **Sub Actions UI** – Fixed an issue with un-pausing the game with a Controller (i.e back input) and input display not showing again / breaking (i.e now checks back input / pause state and updates inputs accordingly)
- **Sub Actions UI** – Fixed an issue with sub actions display hiding on pause input, even if the game doesn't pause or show pause menu (i.e character action > ui options > don't disable pause menu), now specifically checks if the game is actually paused or not.

3. Scenes

- **Components Demo Scenes (All)** - Updated **Sub Actions Handler** values (i.e input types > keyboard / gamepad)
- **Components Demo Scenes (All)** - Updated **Sub Actions UI** values (i.e action holders > input holders > keyboard > no input / input sprites)
- **Components Demo Scenes (All)** - Updated **Sub Actions UI** reference on the **Pause Menu > Return** button (i.e pause UI > return > on click event > changed Actions_ShowSolo > Pause_Check action reference)

4. Misc

- Updated **Demo Player Creator Template** (i.e sub actions > action inputs)
- Updated **Prefabs**
- Updated **Scenes**
- Updated **Documentation**
- Updated **Localization Packs**

v0.5.3

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **FOV Manager Connect** – Added **CamZoomLock_State** action
  (i.e to lock / unlock player zoom control)

- **Localization** – Added new **Vendor UI Updater** reference
  (i.e reference to text localization used for extension)
- **Localization Map** - Updated for new **Vendor** additions
  (i.e localization keys, etc.)
- **Localization Text Table** - Updated for new **Vendor** additions
  (i.e localization keys, etc.)

- **Text Table** - Updated for new **Vendor** additions
  (i.e keys, etc.)

2. Misc

- Updated **Documentation**
- Updated **Localization Packs**

v0.5.2

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Player Manager** – Added **DM_Weap_Cont** class
  (i.e for use with Weapons for HFPS)
- **Player Manager** – Added **dmWeapConts** list values
  (i.e for use with Weapons for HFPS)
- **Player Manager** – Added **Weapons_Catch** action
  (i.e catches weapons and adds them to the appropriate list)
- **Player Manager** – Added **Melee_Check**, **Weapon_Check** &
  DMWeap_Check actions (i.e checks if weapon is present in specific list)
- **Player Manager** – Updated **WeaponsUseLock_State** action
  (i.e for use with Weapons for HFPS)
- **Player Manager** – Updated **WeaponsZoomLock_State** action
  (i.e for use with Weapons for HFPS)

- **Player Manager Editor** – Added **Catch Weapons** button
  (i.e References > catch weapons)

- **Localization** - Added **Weapons** localization
- **Localization Pack** - Updated for Weapons support
  (i.e localization keys, etc.)

2. Misc

- Added compatibility for **Weapons for HFPS**
- Updated **Documentation**
- Updated **Localization Packs**

v0.5.1

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Character Action** - Added **Mouse_Update** action
  (i.e controls cursor visible actions)
- **Character Action** - Added namespace **DizzyMedia.HFPS_ShootingRange**
  (i.e for compatibility with Shooting Range)
- **Character Action** - Added **Shooting Range Settings** to Extensions Options
  (i.e for use with Shooting Range)
- **Character Action** - Updated all **instance** references to local references
  (i.e game manager, etc.)
- **Character Action** - Updated **Action_Start** & **Action_End** action
  (i.e cursor updates, Shooting Range support, etc.)
- **Character Action** - Updated **CharAction_Set, CharAction_Clear, Items_Update, Player_Move** and **Player_LockState**
  (i.e for Shooting Range support)

- **CompForHFPS_Integ_DialSys** - Updated integration scenes for latest components updates (i.e player and game UI)
- **CompForHFPS_Localization** - Updated all demo scenes for player update
  (i.e audio fader reference catch)

- **Components Menu** - Updated **Helpers > Scene** top menu display
  (i.e fixed menu display issue, more info below)
- **Components Menu** - Moved **Hit Receiver** to **DM Menu > Shared**
  (i.e for shared asset usage)

- **Components Menu** (i.e Add Components) - Moved all Components values to Assets directory (i.e Dizzy Media > Assets > Components)

- **DM Menu** - Updated for Shooting Range support

- **Hit Receiver** - Moved to Shared folder

- **Localization** - Added **Shooting Range** localization
- **Localization** - Updated **Components** localization
  (i.e fixed welcome window > non english > integration localization)

- **Localization Pack** - Updated for Shooting Range support
  (i.e localization keys, etc.)

- **References** - Added **Audio Fader** value to Components references
  (i.e for use with Character Action)
- **References** - Updated **References_Catch** action
  (i.e added audio fader catch)

- **UI Controller** - Updated for **Shooting Range** support

2. Fixes

- **Components Menu** - Fixed issue with **Helpers > Scene** top menu tab incorrectly referencing Durability and showing before activating components (i.e updated menu reference and wrapped in if statement)

3. Scenes

- **Components Demo Scenes (All)** - Updated player references (i.e caught audio fader reference)

- **Dialogue System Integration Scenes** - Updated Player and Game UI for latest components updates

4. Misc

- Updated **Prefabs (i.e player)**
- Updated **Documentation**

v0.5

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

Minimum Unity Version pushed to Unity 2021.3.2

Player, Scene and Prefab setups now use HFPS 1.6.3c setups by default

1. New Additions

- **Components Action Transfer Demo L** - Action transfer demo with Localization support
- **Components Demo L** - Main demo scene with HFPS Localization support
- **Components Dual Wield L** - Dual wield demo scene with HFPS Localization support
- **Components Hide Demo L** - Hide demo scene with HFPS Localization support
- **Components Main Menu L** - Main Menu demo scene with HFPS Localization support
- **Components Objectives Library L** - Objectives demo scene with HFPS Localization support
- **Components Objectives Main L** - Objectives demo scene with HFPS Localization support
- **Components Objectives Outdoors L** - Objectives demo scene with HFPS Localization support
- **Components Objectives Storage L** - Objectives demo scene with HFPS Localization support

- **Components Scene Loader L** - Scene loader demo scene with HFPS Localization support

- **Dynamic Object Controller (Script Edit)** - Added new edit template (i.e make sure to run the script editor again with the updated library)

- **Floating Icons Helper** - Catches and adds selected objects to the Floating Icons Manager (i.e detects if objects can or cannot be added)

- **Game Text Table** - Added custom **Text Table** for text usage storage and compatibility with Localization

- **Localization Pack** - Added asset pack that contains localization data, scriptables, etc. for use with **HFPS Localization**

- **Localization Map** - Added new **Localization Map** to Shared folder (i.e HFPS localization map for all of my HFPS add ons)
- **Localization Text Table** - Added new **Localization Text Table** to Shared folder (i.e HFPS localization text table for all of my HFPS add ons)

- **Simple Fade Connect** - Connects action calls to Simple Fade

2. Updates

- **Action Bar** - Added **Action Inputs** to the Action class
  (i.e for use with custom icons per input type and custom button input per
  input type)
- **Action Bar** - Added **Action_Input** class (i.e stores custom icons per input
  type and custom button input per input type)
- **Action Bar** - Added **Action_Custom** class
  (i.e stores action data sent from another script, i.e character action, etc.)
- **Action Bar** - Added **ActionInput_Custom** class
  (i.e stores input data sent from another script, i.e character action, etc.)
- **Action Bar** - Added **ActionBar_Defaults** action
  (i.e sets default values for the action bar when called to)
- **Action Bar** - Added **Actions_Add** action
  (i.e adds list of actions sent from another script, i.e character action, etc.)
- **Action Bar** - Added **Actions_Clear** action (i.e clears current actions)
- **Action Bar** - Added **OnInputsUpdated** action
  (i.e fires when input type has been changed, i.e pause > settings > input)
- **Action Bar** - Added **OnChangeLocalization** action
  (i.e for use with HFPS localization)
- **Action Bar** - Added **OnUnsubscribe** action
  (i.e for use with HFPS localization)
- **Action Bar** - Removed **Action Input, Keyboard** and **Gamepad** references
  (i.e no longer needed, stored in Action Inputs)
- **Action Bar** - Removed **Input Type** (i.e replaced with device)
- **Action Bar** - Removed **InputType_Check** action
  (i.e no longer needed, replaced with OnInputsUpdated)
- **Action Bar** - Updated **Start Init** action (i.e for new values usages)
- **Action Bar** - Updated **Update** action (i.e for new input usages)

- **Action Bar** - Updated **ActionBar_Check, ActionBar_StateCheck, Action_Init, ActionBar_Reset**, **StateCheckDelayed and InputCheck_Icons** actions (i.e for new inputs usages)
- **Action Bar** - Remove **Action Texts** values (i.e actions, values, references) (i.e no longer used, replaced with Action_Custom references)

- **Character Action** - Added **Puzzle Settings** class (i.e for use with Puzzler > use puzzle, puzzle action type, etc.)
- **Character Action** - Added **ActionType_Puzzle** enum (i.e none, activate, state check, etc.)
- **Character Action** - Added **Use Custom Action Bar** option to Extensions > Action Bar Settings (i.e assign specific action bar to be used)
- **Character Action** - Updated **Extensions > Action Bar > Actions** class reference (i.e now uses Action_Custom from Action Bar)
- **Character Action** - Updated **ActionBar_Update** action (i.e for new action bar options)
- **Character Action** - Updated **Start Init** action (i.e for custom action bar option)
- **Character Action** - Updated **Action_Start** and **Action_End** actions (i.e for new Puzzle Settings options)
- **Character Action** - Updated **Action_Start, Action_End** and **Action_Update** actions (i.e for Player Manager fix, more info below)
- **Character Action** - Updated **Audio_State** action (i.e fixed Audio Fader reference check, more info below)
- **Character Action** - Updated **Items_Update** action (i.e enabled item switch lock)
- **Character Action** - Updated **Vendor Settings** options (i.e added currency save option)
- **Character Action** - Removed **ActionBar_EventInvoke** action (i.e no longer needed)

- **Complex Notifications** - Added **OnChangeLocalization** and **OnUnsubscribe** actions (i.e for localization usage)
- **Complex Notifications** - Updated **Notification Show** actions (i.e for localization addition)

- **DM Menu** - Updated menu item positions (i.e fixed order)

- **Localization** - Updated **Text Diaries** values (i.e for new integrations setup menu)

- **Player Attention -** Added **Use Display Set** option to UI Options (i.e hides / shows display set assigned on UI Controller)
- **Player Attention** - Added **Use Custom Action Bar** option to Extensions > Action Bar Settings (i.e assign specific action bar to be used)
- **Player Attention** - Updated **Action Bar > Actions** class reference (i.e now uses Action_Custom from Action Bar)

- **Simple Puzzle** - Added **OnEnable** action (i.e for localization usage)
- **Simple Puzzle** - Added **OnInitTexts** action (i.e for text table usage)
- **Simple Puzzle** - Added **OnChangeLocalization** and **OnUnsubscribe** actions (i.e for localization usage)
- **Simple Puzzle** - Updated **StartInit** action (i.e for text table usage addition)

- **Scenes Updater** - Updated menu item position (i.e fixed order)
- **Scenes Updater** - Fixed issue with **Lists** not working correctly in Unity 2021+ (i.e drag / drop assign, manual assign, etc.)

- **Script Editor** - Updated menu item position (i.e fixed order)

- **Script Editor** - Fixed issue with **Lists** not working correctly in Unity 2021+

- **Version Detect** - Updated menu item position (i.e fixed order)

3. Scenes

- **All Demo Scenes** - Updated **input** reference (i.e now uses custom inputs)
- **All Demo Scenes** - Updated **Text Table** reference
  (i.e now uses custom text table)
- **All Demo Scenes** - Updated **Game UI** (i.e fixed missing info buttons, etc.)
- **All Demo Scenes** - Updated **Pause UI** (i.e logo, etc.)
- **All Demo Scenes** - Updated **Pickups** (i.e fixed floating icon issue)
- **All Demo Scenes** - Updated **Player Attentions** (i.e UI display, etc.)
- **All Demo Scenes** - Updated **Teleport** actions (i.e UI display, fade, etc.)

4. Fixes

- **Character Action** - Fixed unnecessary yellow warnings
  (i.e was throwing yellow warnings for values wrapped in IF checks,
  generally used by Components for HFPS)

5. Misc

- Fixed all **UI Issues** (i.e buttons, menus, etc. not working correctly, etc.)
- Updated **Extensions > Scenes Updater (i.e v0.1.3)**
- Updated **Extensions > Script Editor (i.e v0.3.3)**
- Updated **Documentation**
- Updated **Demo Scenes**
- Updated **Prefabs**
- Updated **Scenes Updater Template**

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, InteractiveItem 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, InteractiveItem, InteractiveItemEditor, 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