

# HeroKit Upgrade 1.06

## Steps to Upgrade, Upgrade Notes

This is a *maintenance* upgrade. This upgrade contains the third and final 2D preview. This was a significant update to our movement system that will make it much easier for you to blend movement actions with your player controllers.

### You must follow these steps to complete your upgrade from an earlier version of HeroKit:

1. Backup your project to a safe place.
2. Open your current project in Unity.
3. If you have any scenes open, close them. (create a new empty scene)
4. In the Project Tab, delete the HeroKit folder.
5. Import the new version of HeroKit.
6. Test your scenes to make sure all of your data is still linked up properly.
7. Go to File > Build Settings. In Scenes In Build, delete any entries called Package/com. (select them and press delete button on your computer)

### Changes in this version of HeroKit:

- Previously, the physics systems were separated for player controller actions and movement-specific actions. This caused problems for hero objects with player controllers that needed to also process movement-specific actions. This has been fixed. All 3D player controllers use the same physics engine that all 3D movement actions use. All 2D player controllers use the same physics engine that all 2D movement actions use. You can now blend movement actions with your player controller actions. To test the new system, try adding a Jump action to a hero object that also has a player controller on it. Have the hero object jump when the spacebar is pressed to see how it works.
- We made some significant modifications to the 2D player controllers and movement system. 2D actions have been split into 2D Platformer and 2D RPG sections. 2D Platformer contains actions specifically for platformer-style games like Terraria with 2 directional movement and gravity. 2D RPG contains actions specifically for top-down rogue-style games with 4 or 8-directional movement. I've also reorganized the sample games so that you can see how to use player controllers for these types of games.
- You no longer need to Set Jump Surfaces action before you use the Jump action. It should just work now.
- We've fixed the model display problem in the State window in Unity 2017 with the help of the Unity team.

- Details about these changes can be tracked here: <http://aveyond.com/forums/index.php?/tags/fixed%201.06/>