HeroKit Upgrade 1.02

Steps to Upgrade, Upgrade Notes

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

1. In the Project Tab, double-click on any hero object to open the HeroKit Editor.
2. In the top-right corner of the HeroKit Editor, click the menu button. The HeroKit Settings menu opens.
3. Click Migrate HeroKit data to Beta 1.02.
4. Click Delete Save Files.
5. Click Refresh Hero Objects.

Changes in this version of HeroKit:

- Added ability to attach multiple hero properties to one hero object. (Note: this is a significant change that will give you more power over your hero objects. The tradeoff is that you will need to follow the steps in the previous section.
- Added **Change Game Object** action.
- Added **Change Hero Object** action.
- Added **Play Event by ID** action.
- Details about these changes can be tracked here: http://aveyond.com/forums/index.php?/tags/fixed%201.02/

ALERT ABOUT UNITY 2017.1:

There are a few bugs in Unity 2017.1 that affect HeroKit. We've disabled features that conflict with version of Unity. Here's what was affected:

- If you drag a hero object into the Hierarchy tab, two objects will be created: A hero block AND a Playable Directory. **If you do not delete the Playable Director file, Unity will crash when you attempt to test play your game**.

- Preview for model is not available in the State window (in the HeroKit Editor). We've opened a ticket with Unity to fix this bug.