

HeroKit Upgrade 1.03

Steps to Upgrade, Upgrade Notes

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

1. If you are upgrading from a version less than HeroKit 1.02, follow the upgrade steps for HeroKit 1.02 (same location where you found this document).
2. In the Project Tab, double-click on any hero object to open the HeroKit Editor.
3. In the top-right corner of the HeroKit Editor, click the menu button. The HeroKit Settings menu opens.
4. Click Refresh Hero Objects.

Changes in this version of HeroKit:

- String variables can now have multiple lines for longer text.
- Added new input type to event trigger list: Touch. Use this to use touch commands on mobile devices.
- Moved cached scene into its own subdirectory in Unity's temporary files directory.
- Added a "Use Variables" checkbox to Dialog action. This enables you to use variables in your dialog boxes.
- Added more room for property fields on a hero object.
- Fixed formatting for a few action forms.
- Fixed an issue with globals field.
- Fixed a mesh issue that caused an error if you attempted to assign the default mesh to an object in the game (ex. Default cube).
- Fixed a few hero objects in the tutorials that had unused actions, events, states.
- Details about these changes can be tracked here: <http://aveyond.com/forums/index.php?/tags/fixed%201.03/>

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.