HeroKit Upgrade 1.05

Steps to Upgrade, Upgrade Notes

This is a *features* upgrade. This upgrade contains the second 2D preview (there will be 2-3 of them). Expect things in the preview to change as we polish them.

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:

- Unity 2017.2 produced an issue with rotation and movement. An object could not rotate and move at the same time. This issue affected 2D and 3D movement (it stopped you from moving your characters). We've patched this problem for 2017.2 users.

- Added 4 2D miscellaneous movements: float, jump rise

- Added 14 2D movement settings: Animate Move On 2D, Animate Move Off 2D Off, Change Jump Animation 2D, Change Jump Surface 2D, Change Move Animation 2D, Change Move Duration 2D, Change Move Settings 2D (updated), Change Move Speed 2D, Face Move Direction On 2D, Face Move Direction Off 2D, Go Through Objects On 2D, Go Through Objects Off 2D, On Collision Keep Moving 2D, On Collision Stop Moving 2D

- Added 3 2D Player Controllers (expect changes): Platform Controller, Shooter Controller, Top-Down Controller.

- Unity fixed a bug that was causing problems if you attempted to drag a hero object from the project window to the hierarchy window. Please update to Unity 2017.2 to fix this bug.

- Details about these changes can be tracked here: http://aveyond.com/forums/index.php?/tags/fixed%201.05/

ALERT ABOUT UNITY 2017.2:

These are a bugs in the current version of Unity that affect HeroKit. We've disabled features that conflict with this version of Unity. Here's what is affected:

- 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.