HeroKit Upgrade 1.04

Steps to Upgrade, Upgrade Notes

This is a *features* upgrade. This upgrade contains the first 2D preview (there will be 2-3 of 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:

- You can now attach a prefab that contains a 2D sprite to a hero object in the hero object's state window.
- Added 5 Physics actions for 2D sprites: Change Gravity Strength, Gravity Off, Gravity On, Ignore Collisions, Turn Physics on or off.
- Added 2 Camera actions for 2D games: 2D Camera On, 2D Camera Off.
- Added 14 Movement actions for 2D games: Move Away from Object 2D, Move Backward 2D, Move Custom Direction 2D, Move Down 2D, Move Forward 2D, Move Left 2D, Move Lower Left 2D, Move Lower Right 2D, Move Random 2D, Move Right 2D, Move Toward Object 2D, Move Up 2D, Move Upper Left 2D, Move Upper Right 2D.
- Added 13 Turn actions for 2D games: Turn Away 2D, Turn Away from Object 2D, Turn Custom Direction 2D, Turn Down 2D, Turn Left 2D, Turn Right 2D, Turn Up 2D, Turn Lower Left 2D, Turn Lower Right 2D, Turn Upper Left 2D, Turn Upper Right 2D, Turn Random 2D, Turn Toward Object 2D.
- Added 1 Movement Settings action for 2D games: Set Move Animation 2D.
- 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%201.04/

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.