

## Update Notes

### Version 1.2.2 Fixes:

- Always apply a downward force when not jumping to prevent the player from floating on a platform with a negative slope
- Added simultaneousTurnPreventionTime to the Player Controller to prevent too many turns from occurring too quickly right after another
- Platform heights and scene heights weren't being persisted correctly when you saved out a run of objects

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### Version 1.2.1 Fixes:

- Collidable objects weren't being properly activated on a restart
- StaticData inspector works correctly when you assign StaticData to a new game object
- SocialManager wasn't attached to the Game game object
- InfiniteObjectHistory wasn't assigning lastObjectSpawnDistance correctly
- Improved the PlayerController pause for Unity 4 (previously the character may move while paused on stairs)
- If swipeToChangeSlots is enabled the player will turn if over a turn platform. Otherwise the player will change slots

### Version 1.2 New Features/Fixes:

- Added sections with transitions
- Added height variation
- Added a character selection menu
- Added Game Center integration
- Improved the component inspectors
- Added the ability to link your scene to a platform
- Added "loop" to the Appearance Probabilities
- Added "restrictTurn" and "allowAttack" to the player controller
- Added "swipeToTurn" to the input manager
- Added "overrideSize" to platform/scene objects for manual sizing
- Scene objects are no longer required
- Improved the handling of turns with the camera
- On game restart, objects will be respawned before the old objects are removed to prevent the camera from showing no objects within the transition on slower devices
- Other minor bugfixes

See the updated documentation at [for more details on these features.](#)

### Required Changes:

- SceneObject no longer has left/right turn options. Instead use the new platform linking feature.
- PlatformObject turns no longer calculate the offset for you automatically. Instead manually input this value within turnLengthOffset
- InfiniteObjectManager "scene" variable has been renamed to "scenes" to keep it consistent with the rest of the names
- "maxCollisions" has moved from the GameManager to the PlayerController to allow individual characters to have different collision thresholds

#### **Readme Additions:**

Unity has changed the way lightmaps are implemented across the various releases of Unity 4. The lightmaps included in this package are created with Unity 3 and may show up blocky depending on what version of Unity you are using. To create correct lightmaps for your version, drag in all of the scenery objects into the main scene within the **Prefabs -> Scenery** folder and making sure they are spaced far enough apart that the lights don't overlap. Bake the lights within **Window -> Lightmapping -> Bake Scene**. Finally, move the scenes back to their starting position and hit Apply within the inspector pane. When positioning the scenes, I have found that it is fastest to space the scenes by an increment of 50 along the z axis. This method allows you to set the z value back to 0 for every scene when you are done baking the lightmap. Alternatively, send us which version of Unity you are running and we'll send you the correct files.

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#### **Version 1.1.4 New Features/Fixes:**

- Fix: If the player died right after a turn objects would hang around
- Fix: Coin magnet trigger no longer causes collisions with other obstacles – need to add the "CoinMagnet" layer (see the readme)
- Fix: Power ups would cause a null pointer if it was maxed out

#### **Required Changes:**

- The CoinMagnet layer has been added to layer 13. The coin magnet power up trigger uses this layer to collect coins
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#### **Version 1.1.3 New Features/Fixes:**

- The character can attack obstacles
- Missions
- Variable speeds
- Collidable prefabs can contain other CollidableObjects
- Object movement optimization
- Scene prefabs center doesn't have to be located at the true horizontal center

- Improved GUI

**Required Changes:**

- DistanceProbability has been renamed to DistanceValue. This was done to ensure the naming convention makes sense for all uses. The PlayerController uses this DistanceValue to have variable speeds. Any AppearanceProbabilities setup will have to be remade
- The Obstacle layer has been added to layer 12. The PlayerController sends a ray cast on an attack to determine if there are any destructible obstacles in front of it.
- Tutorial and Startup prefabs will have to be remade. The InfiniteObjectGenerator has been optimized and it now places the platform and scene objects in a hierarchy.