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3.6.0 (2024-06-03)

Features

documentation: update documentation (<u>0815911</u>)

<u>3.5.1</u> (2024-06-03)

Bug Fixes

- null safety in InputActionIconProvider class (<u>237ed9d</u>)
- reference field of VoidInputActionHandler is now displayed in Inspector (<u>b5bf4ef</u>)

3.5.0 (2024-05-30)

Bug Fixes

• input: icon provider (6deef32)

Features

- add passive scriptable objects (<u>9e5b703</u>)
- icons: add CollisionDetector icon (<u>d2e82e0</u>)
- icons: add CollisionDetector2D icon (3053644)
- icons: add InputActionIconProvider icon (dd43290)
- icons: add OptionSelector icon (e32b1a4)
- repositories: add persistent scriptable object functionality (09db724)

<u>3.4.0</u> (2024-05-30)

Features

- ai: add state machine method (6087bfd)
- observers: added multiplier to float observer (2efcdfb)

3.3.0 (2024-05-26)

Features

- add reload resources button in SODD Menu (34cf76c)
- input: add input action icon provider (7791379)
- input: add input control scheme handler (8bc55b3)
- input: add input icon repository (<u>5f67f4a</u>)

3.2.0 (2024-05-25)

Bug Fixes

• handlers: bool action handler now registers value to variable (bad2ea7)

Features

- extensions: add isEmpty() extension method to IEnumerable (1941f47)
- repositories: add variable repository debugging (5d42ecd)

<u>3.1.0</u> (2024-05-25)

Bug Fixes

• data: serializable dictionary entry height adapts to content (<u>b90b5b3</u>)

Features

handlers: action handlers now reference variables too (67c38c7)

<u>3.0.0</u> (2024-05-23)

Features

- ai: add 2D collision detector (<u>5d7b2f1</u>)
- ai: add 3D collision detector (788899a)
- ai: add state machine (<u>b926c21</u>)
- data: add serializable dictionary data type (4d5acec)
- data: add serializable range data type (cc635fc)
- ui: add option selector ui component (3048af5)

BREAKING CHANGES

• **ui:** Unity.TextMeshPro is now a package dependency

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2.0.1 (2024-05-19)

Bug Fixes

- documentation: documentation organization (ba196db)
- documentation: table of contents (b48d2e9)

<u>2.0.0</u> (2024-05-15)

Features

- add Comparison enum for comparison operations (<u>b0fc547</u>)
- attributes: add Collapsible attribute (<u>6362242</u>)
- attributes: add Disabled attribute (<u>b5bbad8</u>)
- attributes: add DisableIf attribute (0573352)
- attributes: add DisableIfMatch attribute (d93a292)
- attributes: add Hidelf attribute (<u>83252af</u>)
- attributes: add HidelfMatch attribute (d0601c8)
- attributes: add Showlf attribute (<u>2a025a7</u>)
- attributes: add ShowlfMatch attribute (67aef74)
- observers: add abstract VariableObserver class (<u>5df3ab7</u>)
- observers: add bool variable observer (fa5cbb8)
- **observers:** add float variable observer (813a326)
- observers: add int variable observer (<u>f699f82</u>)
- observers: add string variable observer (7cfb246)
- **observers:** add vector2 variable observer (ae0b580)
- observers: add vector3 variable observer (4a79681)
- repositories: add binary file repository (<u>d233eed</u>)
- repositories: add file repository abstract class (<u>7868fe3</u>)
- **repositories:** add IRepository interface (60c277e)
- repositories: add json file repository (<u>14c8e15</u>)
- repositories: add variable repository (<u>ea8d3c6</u>)

BREAKING CHANGES

• repositories: changes IVariable and Variable signature

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1.2.0 (2024-05-07)

Features

- add coroutine builder (647f3b3)
- extensions: add AudioMixer extensions (481c814)
- extensions: add GameObject extension methods for retrieving components (2c1c720)
- extensions: add GameObject extension methods for sending messages (4ac7eac)
- extensions: add GameObject extensions for vector operations (27fc44f)
- extensions: add IEnumerable extensions (a060d60)
- extensions: add IsInLayerMask extension method for GameObject type (88d98e0)

- extensions: add NavMeshAgent extensions (<u>5abe4a0</u>)
- extensions: add primitive type extensions (6429033)
- extensions: add Transform extensions for vector operations (9c647c5)
- extensions: add Vector2 extensions for vector operations (<u>5d135f3</u>)
- extensions: add Vector3 extensions for vector operations (<u>4585ba3</u>)
- variables: added value reference (<u>034ada8</u>)

<u>1.1.0</u> (2024-04-15)

Features

 collections: collections now implement IList interface and have a method to get random items (48784a1)

1.0.0 (2024-03-02)

Features

- add EditorHelper and Framework classes (<u>d494a8c</u>)
- add icons for events, listeners, variables, collections and action handlers (<u>f3a67f5</u>)
- attributes: add OnValueChanged attribute (<u>5d19606</u>)
- collections: add abstract Collection class for scriptable collections (<u>adc4fd6</u>)
- collections: add AudioClipCollection (<u>42ceb3c</u>)
- collections: add ComponentCollection (<u>dc22ba6</u>)
- collections: add GameObjectCollection (<u>a4fb546</u>)
- collections: add ObjectCollection (<u>la6e6bc</u>)
- collections: add ScriptableObjectCollection (6c5abc2)
- editor: update event attributes and add EventEditor (e0aa829)
- events: add abstract Event class for scriptable events (dbe9d5a)
- events: add BoolEvent (11a1cea)
- events: add EventListener abstract class (<u>b5d6ba7</u>)
- events: add FloatEvent (466d076)
- events: add GameObjectEvent (<u>43c52fc</u>)
- events: add IEvent interface (fe6d844)
- events: add IEventListener interface (4a227ce)
- events: add IntEvent (<u>e8cea71</u>)
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- events: add StringEventListener (28fd932)
- events: add Vector2Event (oc73d3f)
- events: add Vector3Event (4f26d89)
- events: add VoidEvent (49ff349)
- input: add abstract InputActionHandler class for scriptable action handlers (<u>cb7a9a0</u>)

- **input:** add BoolInputActionHandler (<u>d5f8d72</u>)
- input: add FloatInputActionHandler (3ccde51)
- input: add Vector2InputActionHandler (4502560)
- **input:** add Vector3InputActionHandler (<u>f6ce12a</u>)
- input: add VoidInputActionHandler (<u>045ea1b</u>)
- **listeners:** add BoolEventListener (2406b04)
- **listeners:** add FloatEventListener (<u>c967cfe</u>)
- listeners: add GameObjectEventListener (<u>115aeeb</u>)
- **listeners:** add IntEventListener (<u>e80bf48</u>)
- listeners: add Vector2EventListener (d077d86)
- **listeners:** add Vector3EventListener (efbd266)
- **listeners:** add VoidEventListener (2075494)
- variables: add abstract Variable class for scriptable variables (<u>fbb8385</u>)
- variables: add BoolVariable (4bb16dd)
- variables: add FloatVariable (52cae6a)
- variables: add GameObjectVariable (<u>2eec78a</u>)
- variables: add generic variable interfaces (<u>f40e4ac</u>)
- variables: add IntVariable (6e7b453)
- variables: add LayerMaskVariable (<u>5cf5f30</u>)
- variables: add StringVariable (<u>ab24b07</u>)
- variables: add Vector2Variable (2fa92a3)
- variables: add Vector3Variable (c5e3094)

BREAKING CHANGES

• input: Unity.InputSystem is now a package dependency

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