

# Table of Contents

Changes ..... 2

## 3.5.0 (2024-05-30)

### Bug Fixes

- **input:** icon provider ([6deef32](#))

### Features

- add passive scriptable objects ([9e5b703](#))
- **icons:** add CollisionDetector icon ([d2e82e0](#))
- **icons:** add CollisionDetector2D icon ([3053644](#))
- **icons:** add InputActionIconProvider icon ([dd43290](#))
- **icons:** add OptionSelector icon ([e32b1a4](#))
- **repositories:** add persistent scriptable object functionality ([09db724](#))

## 3.4.0 (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 ([5f67f4a](#))

## 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](#))

## 3.1.0 (2024-05-25)

### Bug Fixes

- **data:** serializable dictionary entry height adapts to content ([b90b5b3](#))

## Features

- **handlers:** action handlers now reference variables too ([67c38c7](#))

## 3.0.0 (2024-05-23)

### Features

- **ai:** add 2D collision detector ([5d7b2f1](#))
- **ai:** add 3D collision detector ([788899a](#))
- **ai:** add state machine ([b926c21](#))
- **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](#))

## 2.0.0 (2024-05-15)

### Features

- add Comparison enum for comparison operations ([b0fc547](#))
- **attributes:** add Collapsible attribute ([6362242](#))
- **attributes:** add Disabled attribute ([b5bbad8](#))
- **attributes:** add DisableIf attribute ([0573352](#))
- **attributes:** add DisableIfMatch attribute ([d93a292](#))
- **attributes:** add HideIf attribute ([83252af](#))
- **attributes:** add HideIfMatch attribute ([d0601c8](#))
- **attributes:** add ShowIf attribute ([2a025a7](#))
- **attributes:** add ShowIfMatch attribute ([67aef74](#))
- **observers:** add abstract VariableObserver class ([5df3ab7](#))
- **observers:** add bool variable observer ([fa5cbb8](#))

- **observers:** add float variable observer ([813a326](#))
- **observers:** add int variable observer ([f699f82](#))
- **observers:** add string variable observer ([7cfb246](#))
- **observers:** add vector2 variable observer ([ae0b580](#))
- **observers:** add vector3 variable observer ([4a79681](#))
- **repositories:** add binary file repository ([d233eed](#))
- **repositories:** add file repository abstract class ([7868fe3](#))
- **repositories:** add IRepository interface ([60c277e](#))
- **repositories:** add json file repository ([14c8e15](#))
- **repositories:** add variable repository ([ea8d3c6](#))

## 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 AudioManager 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 ([5abe4a0](#))
- **extensions:** add primitive type extensions ([6429033](#))
- **extensions:** add Transform extensions for vector operations ([9c647c5](#))
- **extensions:** add Vector2 extensions for vector operations ([5d135f3](#))
- **extensions:** add Vector3 extensions for vector operations ([4585ba3](#))
- **variables:** added value reference ([034ada8](#))

## 1.1.0 (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 ([d494a8c](#))
- add icons for events, listeners, variables, collections and action handlers ([f3a67f5](#))
- **attributes:** add OnValueChanged attribute ([5d19606](#))
- **collections:** add abstract Collection class for scriptable collections ([adc4fd6](#))
- **collections:** add AudioClipCollection ([42ceb3c](#))
- **collections:** add ComponentCollection ([dc22ba6](#))
- **collections:** add GameObjectCollection ([a4fb546](#))
- **collections:** add ObjectCollection ([1a6e6bc](#))
- **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 ([b5d6ba7](#))
- **events:** add FloatEvent ([466d076](#))
- **events:** add GameObjectEvent ([43c52fc](#))
- **events:** add IEvent interface ([fe6d844](#))
- **events:** add IEventListener interface ([4a227ce](#))
- **events:** add IntEvent ([e8cea71](#))
- **events:** add StringEvent ([87f09f6](#))
- **events:** add StringEventListener ([28fd932](#))
- **events:** add Vector2Event ([0c73d3f](#))
- **events:** add Vector3Event ([4f26d89](#))
- **events:** add VoidEvent ([49ff349](#))
- **input:** add abstract InputActionHandler class for scriptable action handlers ([cb7a9a0](#))
- **input:** add BoolInputActionHandler ([d5f8d72](#))
- **input:** add FloatInputActionHandler ([3ccde51](#))
- **input:** add Vector2InputActionHandler ([4502560](#))
- **input:** add Vector3InputActionHandler ([f6ce12a](#))
- **input:** add VoidInputActionHandler ([045ea1b](#))
- **listeners:** add BoolEventListener ([2406b04](#))
- **listeners:** add FloatEventListener ([c967cfe](#))
- **listeners:** add GameObjectEventListener ([115aeeb](#))
- **listeners:** add IntEventListener ([e80bf48](#))
- **listeners:** add Vector2EventListener ([d077d86](#))
- **listeners:** add Vector3EventListener ([efbd266](#))
- **listeners:** add VoidEventListener ([2075494](#))
- **variables:** add abstract Variable class for scriptable variables ([fbb8385](#))
- **variables:** add BoolVariable ([4bb16dd](#))
- **variables:** add FloatVariable ([52cae6a](#))

- **variables:** add GameObjectVariable ([2eec78a](#))
- **variables:** add generic variable interfaces ([f40e4ac](#))
- **variables:** add IntVariable ([6e7b453](#))
- **variables:** add LayerMaskVariable ([5cf5f30](#))
- **variables:** add StringVariable ([ab24b07](#))
- **variables:** add Vector2Variable ([2fa92a3](#))
- **variables:** add Vector3Variable ([c5e3094](#))

## BREAKING CHANGES

- **input:** `Unity.InputSystem` is now a package dependency

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