

## What's New in Version 2.6.x

1. Updated AR-Core interface to check for AR-Core availability, to prevent crashes on older devices.
2. Added MAR-Manager API to get the background camera texture (experimental).
3. Converted problematic AR-Kit image anchors in the image-anchor demo from PNG to JPG format.
4. Updated AR-Core interface to AR-Core 1.5.0.
5. Updated AR-Kit plugin to AR-Kit 2.0.
6. Upgraded project to Unity 2018.2.0.
7. (v2.6.1) Added two utility methods to MultiARManager, to get the nearest or currently visible image anchor only (thanks to [joescott](#)).
8. (v2.6.1) Added 'Use point cloud data'-setting to MultiARManager, to indicate whether the point cloud estimation is needed by the user.

## What's New in Version 2.5.1

1. Fixed Network-deprecation errors in Unity 2018.2.0.
2. Updated AR-Core interface to AR-Core 1.4.1.

## What's New in Version 2.5

1. Added image anchor-related functionality to the MultiAR-Manager (works on ARCore & ARKit).
2. Added AnchorImageManager-component, to manage the platform-specific image-anchor database.
3. Added ImageAnchorDemo-scene, to demonstrate the image-anchor components and functions.
4. Added CameraAlignment-setting to ARKitInterface, to prevent ARKit issues on iPhone 7 (thanks to Fabian Wiedenstridt).
5. Added 'Occlusion with shadows'-option to the surface-rendering options of MultiAR-Manager.
6. Updated cloud-anchor components and scenes (ArServerDemo & ArClientCloudAnchorDemo), to improve the tracking of the anchor setup and sharing.
7. Updated AR-Core interface to AR-Core 1.4.0.

## What's New in Version 2.4

1. Added anchor saving and restoring functionality to the MultiAR-Manager (cloud anchors).
2. Added network client-server demo, to utilize anchor sharing in a simple multi-user AR-anchored game.
3. Updated AR-Core interface to AR-Core 1.2.1.

## What's New in Version 2.3

1. Updated AR-Core interface to AR-Core 1.1.
2. Updated AR-Kit interface, to utilize the mesh planes of AR-Kit 1.5.
3. Updated WinMR-interface, to use the hand positions for interaction, instead of gaze.
4. Added new PortalDoorDemo-scene, based on the video tutorial by Matthew Hallberg.
5. Added PauseSession & ResumeSession methods to MultiARManager. These are demonstrated in the AnchorUnanchorDemo-scene.

## What's New in Version 2.2

1. Updated AR-Core interface to support AR-Core 1.0.
2. Updated AR-Kit interface to support AR-Kit 1.5.
3. Added optional Meta-2 interface package in MultiAR/OptionalPackages-folder.
4. Fixed compilation issues of Windows-MR interface caused by the other AR-interfaces.
5. Updated multiple demo-scenes to support attaching objects to non-horizontal surfaces.

## What's New in Version 2.1

1. Updated AR-Core interface to support AR-Core Preview2.
2. Updated AR-Core Unity plugin to AR-Core Preview2 Unity plugin.
3. Updated AR-Kit Unity plugin to v2018-01-17.
4. Updated AR-Kit interface to use mouse instead of touch for the input actions in editor mode.
5. Updated AR-Core interface to use mouse instead of touch for the input actions in editor mode.

## What's New in Version 2.0

1. Added Windows-MR interface, to provide support for HoloLens and WinMR headsets.
2. Added more general input actions (click, grip, release), to replace the touch-only input.
3. Added Multi-AR overlay surfaces, to replace the platform specific surface visualizations.
4. Added MultiAR-Manager settings, to specify visualization, occlusion and collider materials.
5. Added default cursor, and cursor-display options to the MultiAR-Manager in the scene.
6. Added object scaler demo scene, to demonstrate simple object scaling in AR.
7. Added surface-collider demo, to show virtual object collision with AR surfaces.
8. Added occlusion and portal demo scenes, to show some AR occlusion options.
9. Added multi-scene demo, to demonstrate MultiAR-Manager utilization across the scenes.
10. Added surface saver & loader demo scenes, to show some visualization/saving options in AR.

## What's New in Version 1.0

1. Initial release – cross platform support for AR-Core and AR-Kit.