

Tazman-Audio

Fabric v2.1.9d

Release Notes

5-29-2014

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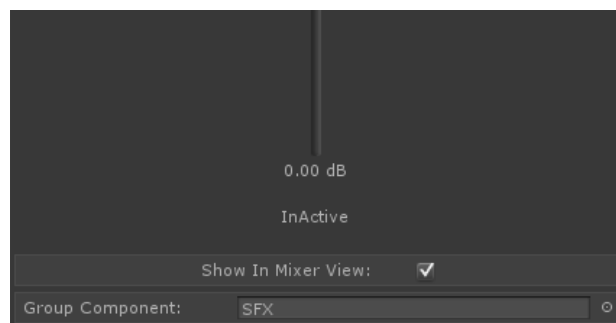
[Version 2.1.9d](#)

This version is a development update and does not contain any documentation, tutorials or extension packages.

New Features

Group Component outside of Fabric hierarchy

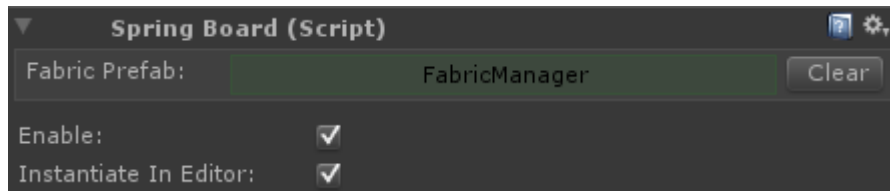
This new feature allows the group component to be located anywhere in the project hierarchy. At runtime the group component will automatically register itself with the Fabric manager will either be placed underneath a selected group component or underneath the manager if the field is set to none.



Spring Board

Spring board makes easier to work in scenes without having to worry about including the Fabric manager. It will automatically import and manage the fabric manager for you.

When the spring board component is present in the scene (and enabled) the location of the Prefab that has the Fabric manager needs to be set. This is done by dragging and dropping the prefab file that has the Fabric managers (i.e. Fabric and Event managers).



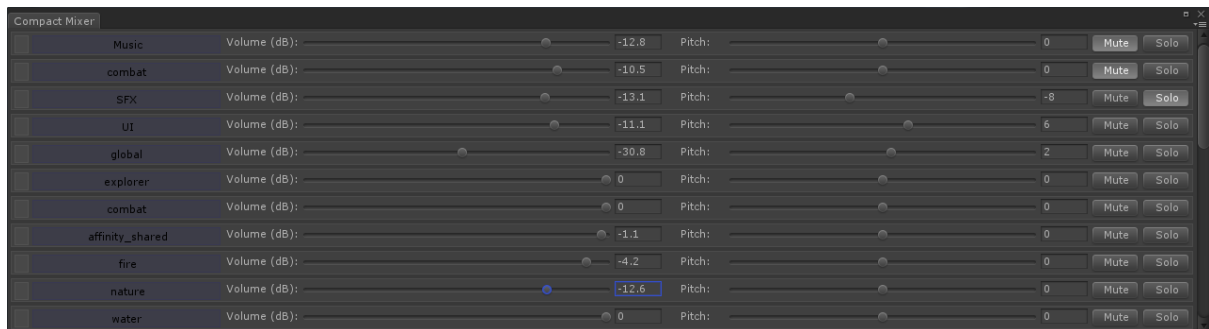
The Spring Board will do the following:

- Ensures that the prefab Fabric manager is instantiated on any scene that require the presence of the Fabric manager.
- Fabric manager instantiated from a spring board will not be saved as part of the scene.

Note: This feature could be easily combined with the new ability to place a group component anywhere in the project hierarchy removing the restriction that requires all Fabric components to be underneath the Fabric manager. Furthermore by including the **EventListComponent** in the same game object as the group component it will make it much easier to create self-contained prefabs or asset bundles.

Compact Mixer

A new compact mixer has been implemented making it much easier to manage a large number of group components.



The mixer provides the following functionality:

- A green icon indicating when a group component is active
- When clicking on the name it highlights the group component game object in the hierarchy view
- Volume is shown in dB and pitch in semitones
- Mute/Solo group components

EventID option in EventTrigger

Added EventID option to event trigger component

Name:	<input type="text" value="Line_1"/>
TriggerOn:	<input type="text" value="Start"/>
Action:	<input type="text" value="PlaySound"/>
Delay (secs):	<input type="text" value="0"/>
Probability:	<input type="text" value="100"/>
Ignore GameObject:	<input type="checkbox"/>
Add To Queue:	<input type="checkbox"/>
Use EventID:	<input checked="" type="checkbox"/>
<input type="checkbox"/> Override Parent GameObject	
<input type="button" value="Trigger Event"/>	

Fixes and improvements

- Added Spring Board feature
- Added min/max delay randomization in random component
- Added min/max randomize position in audio component
- Added ability to position group components outside of the Fabric hierarchy
- Fixed DSP and RTP to support external DSP effects
- Fixes for WP8 version
- Added delay in beats
- Added add/remove buttons to RTP parameters
- Removed unused crossfade curve
- Fixed RTP issue when using multiple DSP effects
- Fixed RTP seek and speed issue
- Fixed component virtualization issues
- Fixed Solo issue with hierarchical group components
- Fixed null reference error in random component (editor mode only)
- Fixed null reference error when clicking on a prefab fabric manager

Previous Revision Notes

Version 2.1.8n (20-04-2014)

- Added component virtualization support
- Added support to automatically create event listeners and Random components when doing drag and drop of audio clips
- Added the event list component in the component menu option
- Added X, Y sliders in RTP parameters
- Added copy/paste support in RTP and timeline parameters
- Added AudioReport window
- Fixed issues when dragging points in RTP and timeline graphs
- Fixed issue in multi edit audio clip window for Unit 5.0
- Updated documentation

Version 2.1.8m (07-04-2014)

- Added option in Music Component to ignore the transition segment
- Disable Random Component looped mode in Random mode
- Fix for null reference error in Random Component when used in looped mode
- Reset audio component sync with music option if in a music hierarchy
- Improved/tidy when the which music override and time settings are shown in the inspector
- Improved the MutliEditAudioClip window layout

Version 2.1.8l (31-03-2014)

- Added new Loop support to random component
- Reset audio component music settings if not under a component hierarchy with music support
- Fix for small gap introduced when transitioning to component with music sync enabled
- Fixed SwitchPreset method to use the target preset if source preset is not found
- Changed the order of Switch component switch type enum

- Fix error when adding a new music setting

Version 2.1.8k (10-03-2014)

- Added editor persistent data support
- Added component Guid and Fabric Editor path selection (if not available)
- Fixed issues with component previewer persistence

Version 2.1.8i (07-03-2014)

- Added Async support to Dynamic AudioClip Loading
- Added LoadAudio/UnloadAudio event actions (preload dynamic AudioClips)
- Added new EventListComponent
- Added support to EventManager to load events from text files
- Added EventAction filters to event log view
- Added "Force Axis" vector (can set all audio component axis to a set value)
- Added default language option
- Added support for Unity's Undo methods (need to be hooked in code)
- Added transition offset support to IntroLoopOutro component
- Added reset to default value option to timeline and RTP parameters
- Fixed music component transition labels

Version 2.1.8e (29-01-2014)

- Added transition offset to IntroLoopOutro component
- Fixed issue with sequence not transitioning correctly
- Fixed errors when doing a drag and drop of audio clips in certain components

Version 2.1.8d (19-01-2014)

- Added BypassEffects properties
- Added "Reset On Play" option to RTP and Timeline parameters.
- Added file location options to WwwAudioComponent (DataPath, PersistentPath, StreamingAssetsPath)
- Added scheduleEnd parameter to StopInternal
- Added new ScheduledToStop state and support to audio component
- Fixed RegisteredGameObject event action

Version 2.1.8c (05-01-2014)

- Added new Music Manager
- Added new Music Component
- Added music support to audio, sequence and switch components
- Added post exit cue support to audio component

Version 2.1.8b (16-12-2013)

- Added new Dynamic Audio Clip Loading support
- Fixed volume glitch when using Audio Source Pool

Version 2.1.8 (06-12-2013)

- Replace Slerp with Lerp in audio spline
- Moved audio spline tool box inside a GUI Window (looks much better)

Version 2.1.7m (03-11-2013)

- Added support to copy/paste Fabric component properties when editor is playing
- Added sound definition folder support to FdpToFtpConverter
- Fixed previewer issue when setting switch component properties
- Fixed potential null reference exception in timeline layer

Version 2.1.7l (27-11-2013)

- Changed AudioSplineEditor to use OnSceneGUI and Handles
- Fixed SamplePlayer null reference errors
- Fixed Timeline issue showing layers and parameters for all instances
- Enable WavReader to decode data (skips them for now)

Version 2.1.7k (20-11-2013)

- Add all components to global component table
- Added new Destroy function called when component gets unloaded
- Fixed AudioSpline issues with resolution and serialising spline points
- Removed sample player reference to audio clip
- Added drag and drop support to sampler manager

Version 2.1.7j (01-11-2013)

- Added new AudioSpline extension
- Fixed parent properties not updating correctly on first frame introducing an audio glitch
- Added loop region support to sample player component
- Added core audio component editor support

Version 2.1.7i (24-10-2013)

- Added support to allow offline creating (i.e baking) component instances to improve load times
- Added panner filter to allow multichannel gain control on the sample player component
- Added new StopAll event action
- Changed behaviour of StopSound event action so it will ONLY stop instances associated with a game object
- Fixed issue with audio component not updating inherited properties correctly at start

Version 2.1.7g (14-10-2013)

- Fixed audio component not checking the correct
- Fixed issue when enabling Virtualisation and adding events to retry queue
- Fixed issue when calling stopping a component that is already stopped
- Change the way Fabric and Event Managers handle Instance and IsInitialised functions
- Added new SampleManager and SamplePlayer component
- Added flag in UnloadAsset function to ignore Unity's Resources.UnloadUnusedAssets call

Version 2.1.7f (26-09-2013)

- Added new WWW audio component
- Added new asset bundle audio component
- Added ability to set Side Chain when a Component is active
- Added dynamic mixer preset activation mode
- Fixed issue with Component reporting active/isplaying wrongly causing stealing behavior to not work correctly
- Fixed Timeline regions not playing correctly
- Fixed fabric manager IsInitialised high performance usage when a hierarchy is not present
- Fixed component previewer issues
- Fixed language window not saving changes
- Fixed possible crash when creating component instance with unset event listeners

- Fixed switch component not switching correctly when playing multiple instances of the same game object
- Fixed VolumeMeter crash when used in an audio component
- Changed InterpolateParameter set target to ignore multiple calls on the same target value

Version 2.1.7c (11-09-2013)

- Fixed previewer null reference exceptions
- Fixed audio source pool failing to play issue

Version 2.1.7c (09-09-2013)

- Added new Previewer with multiple session support
- Added auto group component update option in dynamic mixer group reset (i.e. removes/adds group components automatically)
- Fixed audio source pool failing to play issue
- Fixed issue with AudioComponent keeping instances active when fading out
- Fixed Sequence component StopInternal crash
- Fixed AudioComponent failing to set its base name
- Fixed component not updating properties when is set to active causing small audio chunks to be audible
- Fixed errors when compiling for Unity 3.5

Version 2.1.7 (02-09-2013)

- Fixed DynamicMixer adding multiple preset instances when listening for an event
- Fixed event override not handling dynamic mixer event actions
- Fixed RTP parameters not updating correctly with multiple instances
- Added drag and drop support for importing audio clips into components
- Added clear event list and multiple Fabric manager instances warnings
- Added audio panner support to the event trigger

- Added "PlayLoopToEnd" option to IntroLoopOutro component
- Added "show on mixer" option in group component
- Added RandomComponent weights
- Use array to iterate children components instead of list
- Exposed side chain gain to Runtime parameter support
- Tidy up debug info and code profiler
- Use better text color in event log viewer
- Updated documentation

Version 2.1.6r (26-08-2013)

- Added new AudioPannerFilter effect
- Added new DialogAudioComponent with language support
- Updated the import audio clip support to include both audio component types
- Fixed issue when pausing application with audio components that are already paused

Version 2.1.6q (16-08-2013)

- Added finish playing delegate/event support to component
- Changed Sequence and IntroOutrLoop components to use the play finish event handle
- "PlayToEnd" sequence option waits until the component has finished playing before advancing to the next entry
- Move transition threshold from sequence to fabric manager
- Refactor the sequence update for pre 4.1 version
- Fix for dynamic mixer presets not activating on events that haven't received a play event action
- Fixed "nasty" issue when checking the IEventListener interface to see if its null
- Removed a number of memory allocations in the event manager and component
- Removed volume meter check in SetComponentActive function (improves performance)
- Volume meter now collects audio components instead of audio sources

- Added option in the event manager to force queue all events
- Fixed game object set active warnings in 4.1
- Fixed AssetLoader potential crash when calling unload after the fabric manager game object has been destroyed
- Tidy up dynamic mixer code

Version 2.1.6o (24-07-2013)

- Added support to locate in the hierarchy all event listeners or event triggers associated with an event
- Added new IntroLoopOutro component
- Sequence playlist view now has a dropdown list of all children on each entry making it easier to select a component
- Fixed live tweaking of volume and pitch group preset parameters
- Changed GetChildComponents component function to ignore Instances game object if available

Version 2.1.6n (24-07-2013)

- Changed the way events are handled if no active instances are found
- Fixed SetParameter event action failing to be processed by the timeline component sometimes
- Fixed event listener override issues
- Volume and pitch rand properties are shown in dB and Semitones
- Added mixer preset multi edit support
- Can choose to ignore game object on preset event trigger
- Fix component failing to unregistered event listeners when is unloaded
- Removed dynamic mixer update memory allocation
- Fixed sequence component not pausing
- Removed old timeline loader code from core

Version 2.1.6m (09-07-2013)

- fixed override event action working with multiple listeners
- fixed component volume dB display
- disabled pitch randomisation display in semitones
- added option to choose if you want to use full path or component name when creating event listeners at runtime
- added timeline region volume property

Version 2.1.6l (07-07-2013)

- Added "CreateEventListeners" option in fabric manager. Creates event listeners on all components
- Componentent volume is shown decibels and pitch in semitones

Version 2.1.6k (04-07-2013)

- Added ability to select which event action and properties to override
- Fixed InitialiseParameter multiplier behaviour
- Fixed component GetTime() reporting wrong value causing the sequence to play everything at once

Version 2.1.6j (01-07-2013)

- Fixed volume meter not working with random component and fabric manager
- Fixed null reference error when Virtualisation is enabled and not having an audio listener or main camera present
- Fixed DSP components not working when audio source pool is active
- Added support to dynamic mixer preset to be activated and stay active on selected event

Version 2.1.6i (24-06-2013)

- Fixed timeline loader not setting the correct loop mode
- Fixed timeline pitch curve calculation (IMPORTANT CHANGE)
- Fix timeline window to be update with the timeline previewer

Version 2.1.6h (21-06-2013)

- Added advance sequence mode types

Version 2.1.6g (20-06-2013)

- Fixed component preview crashing the editor and leaking objects
- Fixed multi audio clip not re-importing changed assets
- Fixed audio component not taking into consideration play scheduled delay when reporting its length
- Fixed timeline parameter storing its start position
- Fixed process event issue
- Disable complete popup dialog when running FdpToFtpConverterTool in command line mode

Version 2.1.6f (27-05-2013)

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- Check if events associated with a game object are active
 - Fixed timeline parameter always resetting to zero at start
 - Added isMultiplier flag and support on InitialiseParameters
 - Fixed MultEditAudioClip to set the correct properties

Version 2.1.6d (17-05-2013)

- Added import ftp project file panel
- Added support to override the event trigger game object
- Seek parameter is displayed all the time in the RTP window
- Added random component property in the timeline region editor
- Audio source enable in audio component is no longer set (removes weirdnesses)
- RTP manager now uses the audio listener position and not the camera for its distance
- Ability to choose if an event trigger can be added to the queue (deprecated handleEventsImmediately flag)
- Fixed small issues when compiling older version (non 4.1)

Version 2.1.6 (22-04-2013)

- Release with ModularSynth, LoudnessMeter and FdpToFtpConverter tool

Version 2.1.5x (18-04-2013)

- Fix for component previewer getting stuck

- Fix to update DSP parameters in audio components
- Fix dynamic mixer not resetting last switched preset
- Fix issue with event triggers that have delay properties not playing correctly
- Added Timeline core GUI classes inside Fabric namespace

Version 2.1.5w (15-04-2013)

- Added GetRealtimeDelta function in Fabric timer
- Tidy component previewer and update Fabric timer as well
- Fixed audio source pool null reference error
- Fixed timeline editor not updating when GUI.changed is true
- Include audio component delay in GetTime function
- Update DSP parameters from component UpdateInternal
- Fixed sequence not working correctly with different time threshold values
- Fixed sequence null reference error
- Fixed timeline layer not updating correctly
- Fixed timeline region staying active all the time
- Fixed timeline parameter going over the max range
- Fixed timeline component resetting parameters

Version 2.1.5v (04-04-2013)

- Fixed event trigger probability issue
- Fixed RTP distance parameter normalisation issue
- Fixed components failing to save their properties automatically when in prefab
- Added support for Unity's 4.1 new PlaySchedule feature
- Refactored component fade support
- Moved timeline XML load to the editor dll
- Fix to support play and stop call on the same frame

- Fixed timeline one shot flag
- Component now uses the IsPlaying to check when a child is active
- Added Component status flag
- Fixed component preview (disabled for prefabs)
- Added 4.0 and 4.1 VS projects and Unity's DLLs
- Added new SetTime EventAction
- Added helper script to convert delay properties from samples to secs

Version 2.1.5u (11-03-2013)

- Fixed SwitchPreset dynamic mixer function, added a simpler version.
- Added sequence stopping if the end of a sound was detected with low transition thresholds
- Fixed dynamic mixer preset reset
- Added multi object edit support to even trigger UI
- Started work for using PlayScheduled when compiling with Unity 4.1
- Added missing PostEvent function

Version 2.1.5s (27-02-2013)

- Disabled component fade out transition until issue #65 is fixed.
- Components return better event status log results
- Added SwitchPreset support in dynamic mixer
- Added active preset list and switched preset info in the dynamic mixer inspector UI
- Fixed issue not processing events if HandleEventsImmediately flag was set to false

Version 2.1.5q (12-02-2013)

- Added serialise object support to dynamic mixer group preset

- Renamed sequence types to PlayOnAdvance and PlayContinuous
- Added reset sequence event action
- Added PlayToEnd option in PlayOnAdvance sequence type
- Fixed timeline potential exception
- Replaced DestroyImmediate with Destroy function in UnloadAssets (removes warning)
- Added event triggers list in AssetLoader

Version 2.1.5o (01-02-2013)

- Increased the limit range check of the LinearToDB function
- Refactored and enabled AssetLoader util script
- Fixed dynamic mixer reset not working with event triggers
- Fixed rare null exception in FabricMnagaer when unloading assets
- If HandleEventsImmediately flag is not set then the events will stay in the queue until they are processed
- Added new AdvanceSequence event action
- Fixed timeline set parameter when having multiple instances
- Fixed sequence advance on play functionality
- Fixed random no repeat so that the last and first entries are never the same
- Added Multiple Instances Per GameObject support
- Fixed sequencer advance on play functionality (was broken)
- Added PlayToEnd support on each sequence entry, allows fade out per item to be implemented

Version 2.1.5m (20-01-2013)

- Implemented "Import Selected Audio Clips" functionality
- Fixed event menu list issue.
- Added clear event list option
- Changed Virtualization to only start playing an audio component when within max distance

- Can set ModularSynth properties from API
- Exposed ModulatSynth float only properties to RTP manager
- Moved ModularSynth to component

Version 2.1.5l (18-01-2013)

- Fixed Timeline not cleaning up region objects in preview mode
- Implemented new public DSPPParameterDataUI function in EventTrigger.
- Changed DSPPParameterData to a class instead of struct
- Fixed event menu list causing events not to work correctly
- Fixed timeline pitch semitones range slider
- Audio component now looks for the audio listener instead of the main camera for its virtualization
- Apply virtualization check after audio component has started playing not before

Version 2.1.5i (16-01-2013)

- Refactored Previewer.. moved it into its own window to provide update in editor mode
- Added current value display in DSP components
- Added new event dropdown menu list in event manager, sort them alphabetically
- Exposed Sequence transition threshold
- Added selected point property and parameter values
- Fixed issue causing DSP parameter not updating if it didnt have event listener
- Changed timeline graph points and made them more visible and improve their mouse detection area
- Added preview virtual update function to component
- Limit DSP parameter value within range
- Fixed low pass DSP component not updating its default properties on start
- Fixed null reference crash in RTP Manager
- Fixed Sequence transition issue

- Fixed timeline autopitch
- Fixed timeline null reference error when in preview mode

Version 2.1.5d (05-01-2013)

- Added new improved volume meter UI elements
- Can now add DSP Component anywhere in the hierarchy without needing to have an event listener
- Expose DSP effect properties to runtime parameter
- Remove unused assembly references from Fabric.Core VS project

Version 2.1.5c (15-12-2012)

- Fixed volume meter to work with audio source pool
- Added PostEventByName function to be used with animation events
- Added modular synth support to audio component

Version 2.1.5b (07-12-2012)

- Refactored Runtime Parameter support to be more generic (preparing it for the DSP and modular support)
- Timeline graph only updates the current parameter cursor at runtime

Version 2.1.5a (04-12-2012)

- Fixed audio component virtualization issue causing audio sources to keep playing

Version 2.1.5 (30-11-2012)

- Added audio component virtualization support
- Added component runtime parameter (RTP) support
- Allow Event listener to override the event action

Version 2.1.4i (19-11-2012)

- Fixed audio components reporting wrong state when loosing focus
- Added GetDynamicMixer instance class
- Fix so that Mixer and group component views can set volume slider at runtime
- Added GetSampleRate support
- Sequencer transition offset now takes into consideration output and component sample rates
- Modify sequencer transition offset to accept positive and negative values
- Added randomization support to sequencer transition offset

Version 2.1.4h (26-10-2012)

- Added dynamic mixer reset support and a new "ResetDynamicMixer" event action
- Added IsPersistent flag in presets (Reset function ignores them)
- Dynamic mixer takes into consideration the group component volumes
- Changed group preset default fade times to 0

Version 2.1.4g (23-10-2012)

- Show fade properties in top node as well

- Fixed component preview FabricManager instance null reference error
- Fixed dynamic mixer FabricManager instance null reference error
- Added new side chain controls (gain, attack, release)

Version 2.1.4f (19-10-2012)

- Fixed not removing component from parent when UnloadAsset is used
- Fixed timeline pitch envelope (was mapped wrong)
- Fixed null exception in switch component
- Shuffle random no repeat indexes when a random component is initialised

Version 2.1.4e (18-10-2012)

- Fix timeline keep playing on shot sounds
- Fix timeline not setting the region loop flag correctly
- Added all possible flavours of PostEvent and component Stop functions
- Fix null exception when resetting DelaySamples

Version 2.1.4d (12-10-2012)

- Component inspector UIs now support multi edit, undo and prefab property updates

Version 2.1.4c (10-10-2012)

Fixed issue that was causing events not showing in event trigger and listener dropdown lists.

Version 2.1.4b (10-10-2012)

- Fixed Sequence component so it can be used with the timeline component
- GetTimeSamples component function returns -1 if not playing
- Check if an event gameObject is the same as the componentInstance gameObject
- Audio source pool now wraps its audio source to game objects
- Fix to the timeline parameter range check
- Reset delay samples value if its set

Version 2.1.4a (5-10-2012)

- Fix so timeline parameters get updated once per frame only
- Fix so timeline asset importer picks the fabric manager instance correctly-
- Added extra check in timeline UI if no timeline or UI layers are present
- Correctly convert timeline seek speed value

Version 2.1.4 (3-10-2012)

- Adding new Blend Component
- Added enableTimelineAssetLoader property in Fabric Manager
- Fixed timeline UI parameter min/max range issue
- Fixed timeline UI update error
- Fixed timeline UI not saving parameters correctly
- Fixed timeline UI dragging playing cursor issue
- Fixed timeline UI not updating correctly when selecting timelines
- Fixed dynamic mixer fade in/out transition
- Added new component Play function

Version 2.1.3c (30-09-2012)

- Fixed timer so it works in the editor
- Updated documentation to include DSP and preview support

- Check for null component when calling stop in the previewer
- Added support in switch component to wait until the child component has finished playing before switch is handled.
- Fix to DSP component to set its parameters on start correctly
- Changed all collections to use their generic versions (ready for Win8 Metro)
- Added probability parameter in event trigger
- Added transition offset in sequence component
- Added switch types (SwitchOnPlay, SwitchOnEnd, SwitchOnSwitch) in switch component.
- Fixed Fabric.Core compile warnings
- Changed audio component HasReachedEnd function to use samples
- Added RegisterGameObject event action
- Fixed timeline issue failing to play region when in PlayToEnd exit mode
- Side chain tweak

Version 2.1.3 (17-09-2012)

- Implemented component preview support
- Fix to DSP component to set its parameters on start correctly
- Updated about version number
- Added support in switch component to wait until the child component has finished playing before switch is handled.
- Timeline component serialises Custom fdp setting.
- Compile with Unity 3.5 dlls
- Check for null component when calling stop in the previewer
- Fixed timer so it works in the editor
- Split component privewer to OnGui and Update
- Updated documentation to include DSP and preview support

Version 2.1.2a (07-09-2012)

- Activate audio source and its game object when its unpaused and was previously paused.

Version 2.1.2 (06-09-2012)

- Fixed issue with instances not passing the correct context structure.
- Set the audio source volume and pitch after the play call.
- Added missing About.cs file

Version 2.1.1 (06-09-2012)

- Remove check if game object is active when posting the event in event trigger
- Cache audio component position in play and update.
- Renamed a few DSP parameters
- Added all DSP effects and parameters to event trigger component

Version 2.1.0 (24-08-2012)

- Added new DSP support (Add effects at any Fabric node)
- Fixed LoadAsset adding newly added component at the correct node (not top)
- Tidy up side chain editor

Version 2.0.9d (26-07-2012)

Unregister event listeners when component is destroyed

Version 2.0.9c (24-07-2012)

- Added delay support to events
- Added fabric manager info (total game objects used, memory used)
- Removed old code in audio component for loosing focus, using OnApplicationPause
- Audio component is properly paused
- Fix crash when checking a Fabric component in a prefab
- When calling set volume, pitch, pan dont create instances
- Fixed timeline parameter list
- Fixed volume meters

Version 2.0.9 (15-07-2012)

- Added timeline Loop and OneShot support (Runtime and UI)
- Fixed multiple timeline instances shown on window
- Fixed component stop fade out
- Implemented InitialiseParameters support
- Timeline parameters are reset when its stopped
- Replaced errors to warnings on iPhonePlayer

Version 2.0.8f (09-07-2012)

- AudioComponent adds new game object for audio source (massive performance improvement)

- Fixed crash when stealing behavior is None
- Fixed memory allocation

Version 2.0.8e (04-07-2012)

- Fixed timeline component always reporting active
- Fix timeline importer deleting the wrong game objects
- Fixed seek parameter implementation
- All parameters are updated
- Fixed pause support
- Disabled on certain component events from creating instances (SetPause, SetFade etc)
- Flag in FabricManager to show component instances in the hierarchy
- Extended Fabric timer support
- Disabled Fade out in FabricManager Stop function (Temp solution)

Version 2.0.bc (23-06-2012)

- Fixed timeline restarting children when stopped
- Fixed in timeline not triggering regions when parameter is 0 or 1
- Fixed in timeline when seeking backwards
- Added a static disable flag in profiler

Version 2.0.8b (21-06-2012)

Fixed issue with components not making sound when calling stop all

Version 2.0.8a (20-06-2012)

- Fix for crash in StopInternal function

Version 2.0.8 (16-06-2012)

- Added Virtual support in AudioComponent (Disabled at the moment)
- Fixed memory allocation in Audio component
- Fixed CPU spike when calling stop
- Fixed issue causing to fail release audio clip memory when unloading assets
- Disabled some audio component functionality for Flash export
- Refactored my array helper classes to work for Flash export
- Removed unused code in Audio Component
- Fabric manager returns the listener transform
- Added fade out parameter in StoppAll function
- Fix compile error in FabricManager when volume meters are disabled

Version 2.0.7 (06-06-2012)

- Audio component optimisation (remove stop call in update, added enable/disable flag)
- Changed audio pool with similar behaviour
- Fixed crash when failing to find/create any instances due to stealing behaviour (need proper solution)

Version 2.0.6 (04-06-2012)

- Only create instances if event listeners are attached.
- Allow multiple instances on the same game object.
- Removed memory allocation in timeline envelope.
- Timeline parameter is only updated when timeline is active.
- Timeline region has envelope curves set to linear instead of bazier.

Version 2.0.5 (01-06-2012)

- Pre allocate event queue to 100
- Create instances for a give game object when trying to set a parameter and it doesn't exist.

Version 2.0.4 (30-05-2012)

- Fixed instances not calling reset when stollen
- Stop can now set the fadeout interpolated parameter7

Version 2.0.2a (21-05-2102)

- Fixed crash when getting parent game object in component
- Fixed steal furthest issue
- Added override fade properties support
- Fixed fade out (still have some issues with override fade properties flag)

- Fixed timeline errors when not pointing to a timeline object
- Added "dont stop on destroy" option in audio component (not fully tested yet)
- Fixed set switch component (need to fix for nested switches)
- Loop components keep playing in sequence component (maybe add an option)
- Added support to set events to multiple instances of the same game object

Version 2.0 (01-05-2012)

- Tidy Core API, remove public properties and provided accessors.
- Fixed issues with Event text entry and not appearing on the list.
- Mixer unmutes parent group components when soloed
- Fixed Sequencer's --> not displaying on first entry
- Always add a Default parameter in the timeline when no parameters exist
- Fixed timeline "OnExit" behaviours
- Dynamic mixer uses DBToLinear that NormalisedDB
- Updated manuals
- Added SDK documentation chm file
- Added FMOD importer txt
- Removed old API reference
- Added doxygen generation files and tools