

# Changelog

## v1.1b

- You can now add a custom formula.
- Changed Animator Actions to Update, Update contains the same actions as in the state actions, however WaitForSeconds will be ignored.
- Added conditions for Formula, IsName, InTransition.
- Added dropdown menu where possible.

## v1.1c

- Added SetFloatRandom, so you can do for example random attacks(this float will be rounded to int)
- Added ExitTimeRandom
- Internal improvements especially in AttributeChanged condition.
- Added visual state debug in editor play mode.

## V1.2

- SetRanomFloat does not exists anymore, please use SetFloat and choose type Random.
- Added many types of SetFloat.
- Added CrossFade
- Added SetLayerWeight
- You can now instantiate at child transform.
- Added more conditions for target(IsNull, Attribute,IsName, InTransition)
- Added GetBool and GetFloat condition
- View condition can have true or false for better controll.
- Root Motion can be applied for each state.
- You can destroy child transforms now.
- Added IKActions for unity pro users.
- Internal improvements.

## V1.2a

- Copy/Paste states
- Custom Actions/Conditions are now possible without changing core code.
- Improved examples.