Changelog

Table of Contents

Contents

v0.5.2

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. Updates

- **Script Editor** - Added image display to edit action feedback
  (i.e update scripts > status)

- **Utility Skin -** Added **Check Icon** layout design
  (i.e for edit action feedback)

2. Misc

- Updated **Documentation**
- Updated **Extensions > Script Editor (i.e v0.3.2)**
- Updated **Editor Skin (i.e Utility Skin)**

v0.5.1

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

1. New Additions

- **HFPS Character Action** - Allows you to create dynamic interactions
  (i.e hide, crawl, side step, sit down/rest, etc.)

- **HFPS_GameManager (Script Edit)** - Added new edit template
  (i.e make sure to run the script editor again with the updated library)

- **HFPS References** - Holds references to various scripts the system uses

- **Localization** - Added **Vendor** reference
  (i.e for compatibility with Vendor for HFPS)

- **UI Controller** - Controls disabling / enabling save functionality and handling
  display sets.

- **Simple Fade** - Handles screen fades.

2. Updates (Script Edits)

- **Inventory (Script Edit)** - Updated **Custom Lock State** edit
  (i.e for compatibility with Components & Durability for HFPS)

3. Updates (Folders)

- **Dizzy Media > _Utilities Folder** - Moved to **_Shared** folder
  (i.e _Shared > _Utilities)
- **Dizzy Media > Editor Folder** - Moved to **_Shared** folder
  (i.e _Shared > Scripts > Editor)

4. Updates (Scripts)

- **DM Menu** - Updated for new compatibility use
  (i.e define symbols wraps)

- **Localization** - Updated **Components** reference
  (i.e for compatibility with latest Components for HFPS)

- **Puzzler Character Action (Removed)** - Replaced with
  HFPS Character Action (i.e for compatibility with my other HFPS add ons)

- **Puzzler Handler** - Added **DizzyMedia.Shared** reference
- **Puzzler Handler** - Removed **Puzzler_References**
  (i.e replaced by HFPS Character Action)
- **Puzzler Handler** - Updated **Awake** & **ItemCheck** actions
  (i.e for HFPS References change)

- **Puzzler Menu** - Added **DizzyMedia.HFPS_Components** reference
- **Puzzler Menu** - Added **DizzyMedia.Shared** reference
- **Puzzler Menu** - Removed **Puzzler Character Action**
  (i.e replaced by HFPS Character Action)
- **Puzzler Menu** - Removed **Puzzler References**
  (i.e replaced by HFPS References)

- **Puzzler Menu** - Updated **PlayerUpdate** action
  (i.e for HFPS References addition)

- **Puzzler References (Removed)** - Replaced with HFPS References
  (i.e for compatibility with my other HFPS add ons)

- **Scare Handler** - Updated **Scare_Start** and **FXnShake_Buff**
  (i.e for Disable Arms Lock fix, more info below)

5. Fixes

- **Scare Handler** - Fixed **Disable Arms Lock** not working correctly
  (i.e missing COMPONENTS_PRESENT reference)

6. Scenes

- **Puzzler Demo** - Added **UI Controller** to **GameUI** parent
  (i.e used by Character Action)
- **Puzzler Demo** - Added **Simple Fade** to GameUI
- **Puzzler Demo** - Replaced **Puzzler References** with **HFPS References** on player parent (i.e for compatibility with my other HFPS add ons)
- **Puzzler Demo** - Updated **Rotate Advanced Puzzle**
  (i.e replaced Puzzler Character Action with Character Action)

7. Misc

- Updated **Documentation**
- Updated **Demo Scenes**
- Updated **Folders (i.e structure)**
- Updated **Prefabs (i.e actions, boss, etc.)**

v0.5

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

1. Updates

- **DM Action Bar** - Added namespace **DizzyMedia.Shared**
- **DM Action Bar Editor -** Added namespace **DizzyMedia.Shared**

- **DM Dissolve Controller** - Added namespace **DizzyMedia.Utility**

- **DM Languages Editor** - Added **DizzyMedia.Extension** reference
- **DM Menu** - Added **DizzyMedia.Utility** reference
- **DM Menu** - Updated for compatibility with all **HFPS add ons**

- **DM Version** - Added namespace **DizzyMedia.Version**

- **Localization** - Updated **Durability** reference
  (i.e fixed all languages text that are non english)
- **Localization** - Updated all **HFPS add on** references
  (i.e for latest updates)

- **Puzzler Camera Controller** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Camera Controller Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Character Action** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Character Action** - Added **DizzyMedia.Shared** reference
- **Puzzler Character Action Editor** - Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Dial** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Dial Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Handler** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Handler Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Holder** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Holder Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Item Viewer** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Item Viewer Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Item Viewer Connect** - Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Menu** - Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler References** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler References Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Wave** - Added namespace **DizzyMedia.HFPS_Puzzler**
- **Puzzler Wave Editor -** Added namespace **DizzyMedia.HFPS_Puzzler**

- **Puzzler Welcome** - Added namespace **DizzyMedia.Welcome**
- **Puzzler Welcome -** Added **Tutorials** button
  (i.e links to youtube videos)
- **Puzzler Welcome -** Updated **Gizmos_Move** for file check addition

- **Puzzler Welcome (Localization) -** Updated **localization** for new changes

- **Scenes Updater -** Added namespace **DizzyMedia.Extension**
- **Scenes Updater -** Added **DizzyMedia.Version** reference
- **Scenes Updater** - Updated to **v0.1.2**

- **Scenes Updater Template -** Added namespace **DizzyMedia.Extension**

- **Script Editor** - Added namespace **DizzyMedia.Extension**
- **Script Editor** - Updated to **v0.3.1**
- **Script Editor (Localization)** - Updated for **v0.3 changes**

- **Script Editor Library -** Added namespace **DizzyMedia.Extension**
- **Script Editor Template -** Added namespace **DizzyMedia.Extension**

- **Version Detect** - Added namespace **DizzyMedia.Extension**
- **Version Detect -** Added **using DizzyMedia.Version** reference
- **Version Detect** - Updated to **v0.1.1**
- **Version Detect Library** - Added namespace **DizzyMedia.Extension**
- **Version Detect Template -** Added namespace **DizzyMedia.Extension**

- **Welcome Screen -** Changed script name to **DM_WelcomeScreen**
- **Welcome Screen -** Added namespace **DizzyMedia.Welcome**

- **Dissolve Controller** - Added namespace **DizzyMedia.Utility**
- **HFPS Mini Audio** - Added namespace **DizzyMedia.Utility**
- **Scare Handler** - Added namespace **DizzyMedia.Utility**
- **Scare Handler Editor -** Added namespace **DizzyMedia.Utility**
- **Simple Icon** - Added namespace **DizzyMedia.Utility**
- **Simple Pulse -** Added namespace **DizzyMedia.Utility**
- **Transform Forward -** Added namespace **DizzyMedia.Utility**
- **Transform Indicator -** Added namespace **DizzyMedia.Utility**

2. Misc

- Updated **Extensions > Scenes Updater (i.e v0.1.2)**
- Updated **Extensions > Script Editor (i.e v0.3.1)**
- Updated **Extensions > Version Detect (i.e v0.1.1)**
- Updated **Documentation**

v0.4.2

UPDATED TO WORK WITH HFPS 1.6.3a - 1.6.3c

1. New Additions

- **Localization** - Added **Mobile Controls** reference
  (i.e for compatibility with Mobile Controls for HFPS)
- **Localization** - Added **Durability** reference
  (i.e for compatibility with Durability for HFPS)

2. Updates

- **Puzzler Handler > Solo Item** - Added "**Slot Type**" option
  (i.e Normal or No Prefab)
- **Puzzler Handler** - Updated **StartInit** action
  (i.e for solo item > slot type option)
- **Puzzler Handler** - Updated **Solo_Check** action
  (i.e for solo item > slot type option)
- **Puzzler Handler** - Updated **CompleteCheck** action
  (i.e for solo item > slot type option)
- **Puzzler Handler** - Updated **OnSave** & **OnLoad** action
  (i.e for solo item > slot type option)

- **Script Editor** - Updated to v0.3
- **Script Editor (Localization)** - Updated for v0.3 changes

<u>3. Misc</u>

- Updated **Extensions > Script Editor (i.e v0.3)**
- Updated **Documentation**

v0.4.1

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a - 1.6.3c

1. Updates

- **Localization** - Added **Weapon Creator** reference
  (i.e for compatibility with Components / Extensions)
- **Localization** - Added **Extensions** reference
  (i.e for compatibility with Extensions for HFPS)

v0.4

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a - 1.6.3c

1. New Additions

- **Script Edit (Inventory)** - Added new script edits for **Item_AddDelayed**
  action (i.e for use with Puzzler Handler > Keep item usage)

2. Updates

- **Dizzy Media Welcome Screen** - Updated links for buttons
  (i.e facebook, youtube, etc.)

- **Puzzler Camera Controller -** Changed **Animation** class to **Move_Type** class
- **Puzzler Camera Controller** - Moved **Animator** reference outside of class
- **Puzzler Camera Controller -** Added **name** and **isDefault** values
   to **Move_Type** class
- **Puzzler Camera Controller -** Added **MoveType_SetDefault** action
  (i.e finds / sets default move type to be used)
- **Puzzler Camera Controller** - Added **MoveType_Set** action
  (i.e set a custom move type to be used)
- **Puzzler Camera Controller -** Updated **StartInit** action (i.e for new features)
- **Puzzler Camera Controller** - Updated **Move_Check** and **DisableDelayed**
  actions (i.e for Move_Type addition and animator reference update)

- **Puzzler Character Action > CameraContSettings -** Added **isDefault** and
  customMoveType values (i.e use default move type or set a custom one)

- **Puzzler Character Action** - Added **HFPS_References** and **compPresent** values to **Auto** class (i.e for use with Components for HFPS)
- **Puzzler Character Action** - Added **Use Hide Delay On Look** option to **Item Viewer Settings** (i.e checks is looking on Item Viewer for delay exit action)
- **Puzzler Character Action** - Updated **Action_Start** for new Camera Controller settings (i.e move type > default or custom)
- **Puzzler Character Action** - Updated **Action_End** for new **Item Viewer Settings** (i.e Use Hide Delay On Look)
- **Puzzler Character Action** - Updated all actions for new **HFPS_References** check (i.e for use with Components for HFPS)

- **Puzzler Item Viewer** - Changed **show, hide, look at** and **look at reverse** references in Animation class from **String** to **Animation Clip**
- **Puzzler Item Viewer** - Updated all actions for new **Animation Clip** usage (i.e string to animation cilp)

- **Puzzler Handler** - Added **Detect Item Showing** bool (i.e for use with require item puzzles, checks if correct item is showing)
- **Puzzler Handler** - Added **Wrong Item Text** string (i.e for use with item out detect)
- **Puzzler Handler** - Added **On Incorrect Item** event (i.e fires on incorrect item detected for item out detect)
- **Puzzler Handler** - Added **Item_Type** enum (i.e regular or Switcher, i.e used with ignite type > manual > item options > require item)
- **Puzzler Handler** - Added **ItemData_Catch** action (i.e catches item data for specific puzzle types, before open inventory fires)
- **Puzzler Handler** - Moved all **Solo Item, Multi Item, Rotate, Rotate Advanced, Sequence** and **Weight** slot events to the **Events** class (i.e SoloItem_Events > events, etc.)
- **Puzzler Handler** - Updated **Awake** action (i.e for new components / references catch)

- **Puzzler Handler** - Updated **StartInit** action (i.e for new item options)
- **Puzzler Handler** - Updated **Interaction_Init** action (i.e for new item options)
- **Puzzler Handler** - Updated **ItemCheck** action (i.e for new item options)
- **Puzzler Handler** - Updated **Item_AddDelayed** action
  (i.e for new script edit usage, i.e inventory)

- **Puzzler Holder** - Updated **Slot_Empty** action
  (i.e for events moved to Events class on Puzzler Handler)

- **Puzzler Menu** - Updated **Player Update** menu action
  (i.e now adds Item Viewer to player setup)
- **Puzzler Menu** - Updated **Scene Update** menu actions
  (i.e for new player prefab name, i.e (custom) > (puzzler))

- **Puzzler References** - Added **References_Catch** action
  (i.e auto catches all references used)
- **Puzzler References Editor** - Added **Helpers** Tab
  (i.e editor helpers to catch puzzler references, upgrade, etc.)
- **Puzzler References Editor** - Added **Create_CompRefs** action
  (i.e creates Components References and triggers references catch,
  IF component is present)

3. Demo Scene

- **Solo Item, Multi Item, Rotate, Rotate Advanced, Sequence and Weight Puzzle** - Updated **Slot Event** references (i.e moved to events class)

- **Rotate Advanced Puzzle** - Updated **Actions Start** on the **Character Action** used for initializing puzzle movement (i.e added new move points, update move options, etc.)
- **Rotate Advanced Puzzle** - Updated **Camera Controller Settings** (i.e useDefault)
- **Rotate Advanced Puzzle > Initial Movement** - Fixed issue with character not always being placed in the correct position when using the Character Action to initialize the puzzle movement (i.e updated Actions Start move points)

4. Fixes

- **Puzzler Handler - Keep Item > Custom Data** (i.e when keeping items using the item option > open inventory, item custom data was not being added back to removed items, on selection from inventory for interaction)
- **Puzzler Handler - Rotate Advanced > Require Item Check** (i.e when using require item with Rotate Advanced puzzle type, Item Check was not processing correctly)

5. Misc

- Added New **Resource Prefab (i.e item viewer)**
- Updated **Script Edits (i.e Inventory)**
- Updated **Prefabs** and **Resource Prefabs (i.e camera, player, etc.)**

v0.3.8

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a - 1.6.3c

1. New Additions

- **Puzzler Object References 1.6.3c** - Added new references scriptable for use with HFPS 1.6.3c (i.e more details below in fixes)

- **Script Edit (SaveGameHandlerEditor)** - Added new script edit for **FindSaveables_Start** action (i.e for use with Helpers > Scene actions)

2. Updates

- **Puzzler_Menu -** Added **PlayerUpdate** action
  (Updates player layout from top menu, i.e Helpers > Player)
- **Puzzler_Menu -** Added **SceneUpdate_163aNb & SceneUpdate_163c** actions (Updates scene from top menu, i.e Helpers > Scene)

3. Fixes

- **Puzzler Object References Scriptable** - Fixed issue with puzzler object references scriptable breaking in HFPS 1.6.3c
  (i.e added new 1.6.3c object references scriptable)

4. Misc

- Updated **Documentation**
- Updated **Top Menu (i.e Puzzler_Menu)**
- Updated **Script Edits** (i.e SaveGameHandlerEditor)

v0.3.7

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a - 1.6.3c

1. Updates

- **Action Bar -** Updated **PauseCheck** action to check if actions are active before handling action bar active state.

2. Fixes

- **DM Menu** - Fixed issue with top menu > utilities options being removed when integration with my other HFPS add ons
  (i.e easy hide, components, puzzler, etc.)

- **DM_Languages** - Fixed **Language_Type** enum to support diaries integration (i.e when importing puzzler or components over a diaries setup, **Language_Type > Diaries** value would be removed)

3. Misc

- Updated **Puzzler Demo** scene (i.e fixed puzzle box collisions, added floating icons to various objects, etc.)

v0.3.6

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Updates

- **Action Bar -** Updated **InputType** reference (i.e moved to internal enums)
- **DM Dissolve Cont** - Completely re-worked to be more flexible for various uses (i.e multiple meshes, multiple dissolves, etc.)
- **Item Viewer > Answer Sheet Animator -** Updated animation layout
- **Puzzler Item Viewer -** Updated **Item_Show** action (i.e added play animation call, for display fix)

2. Fixes

- **Puzzler Item Viewer -** Fixed rare issue where viewable items did not display properly on item show

3. Misc

- Updated **Puzzler Demo** scene (i.e for dissolve and item view updates)

v0.3.5

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. New Additions

- **Extensions > Scenes Updater -** Catch scenes, save / load templates and apply to the Build Settings.
- **Extension > Version Detect** - Detect version differences between assets by utilizing script libraries to check against.

2. Updates

- **Puzzler Welcome** - Updated **layout, buttons, etc**.
  (i.e added remove gizmos, symbol, etc. buttons, etc.)

- **Script Editor (Extension)** - Updated to **Version 0.2**
- **Script Editor (Extension)** - Updated library **info draw**
  (i.e PUZZLER ASSIGNED), now displays **Version** value
- **Script Editor (Extension)** - Added **Remove Edits** action / button
  (i.e removes script edits made by the Script Editor extension)
- **Script Editor (Extension)** - Updated all **editor actions** for new features
  (i.e remove edits)
- **Script Editor Library** - Added new Version value
  (i.e holds what version of the asset the library is for)

3. Misc

- Updated **Script Edits** to match Components for HFPS edits (i.e PlayerController, TriggerAnimation, etc.)
- Updated **documentation**

v0.3.4

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Updates

- **DM_InternEnums** - Added **Korean** to Language Enum

2. Misc

- Updated editor window **DM Localization** files
(i.e added Korean translations)

v0.3.3

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Updates

- **Action Bar & Action Bar Editor** - Moved to **_Shared** folder
- **Action Bar** - Renamed to **DM_ActionBar**
- **Action Bar Editor** - Renamed to **DM_ActionBarEditor**

2. Fixes

- **Puzzler Welcome Screen** - Fixed **Activate Puzzler** and **Import Gizmos** disable (now properly disables when values are present)

3. Misc

- Updated **Dizzy Media top menu** and "**Add Component**" menu (i.e inspector)
- Updated **Puzzler Welcome Screen** (i.e Gizmos Check, Integrations, etc.)
- Updated **demo scene**
- Updated **documentation**

v0.3.2

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Fixes

- **Scare Handler** - Fixed missing **PUZZLER_PRESENT** check for disableArmLock action (i.e used with edits from Script Editor)

v0.3.1

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Fixes

- **Character Action** - Fixed missing HFPS_UI class usage when integrating with Components for HFPS (i.e Action_Start, Action_End, Action_Update, etc.)
- **Character Action Editor** - Fixed missing values for integration with Components for HFPS (i.e leanLock, leanInput, etc.)

v0.3

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. New Additions

- **Action Bar** - Displays screen space action indicators
   (i.e used with item viewer)
- **Camera Controller** - Adjust camera position for puzzle usage
  (i.e Rotate Advanced)
- **Character Action** - Mini version of Character Action from Components for
  HFPS for use with Puzzler (i.e handles Rotate Advanced puzzle actions)
- **Item Viewer** - Displays non action items when called to
  (i.e answer sheet, etc.)
- **Puzzler References** - Holds script references used by **Character Action**
- **Puzzle Box** - Added new **Puzzle Box** model (i.e for Rotate Advanced)
- **Paper** - Added new **Paper** model (i.e for Rotate Advanced)

2. Updates

- **Demo Scene** - Added new room / area for **Rotate Advanced** Puzzle
  (i.e at the end)
- **Demo Scene** - Added **Action Bar** UI setup (i.e under GameUI)
- **Demo Scene** - Updated **Single Item (layer 2)** for blood cup puzzle
  (i.e fixed animation call error for blood quick fill on load / complete)
- **Demo Scene** - Updated **Multi Item** puzzle for new slot options
  (i.e more info on next page)

- **Demo Scene** - Removed unused **Rotate Puzzle (i.e crow painting)** object from the scene *was throwing red error on game load due the object never starting before saving*
- **Demo Scene** - Updated OCC bake
- **Puzzler Handler** - Added **Correct Item** event (i.e for correct item select on puzzles that require an item)
- **Puzzler Handler** - Added **Holders_ActiveState** & **Holders_ActiveStateCheck** (i.e manual calls for setting **Puzzler Holders** active state)
- **Puzzler Handler** - Added **Complete_State** & **Complete_Get** (i.e manual call for setting and getting complete state)
- **Puzzler Handler** - Added **Link Complete State** options (i.e link puzzle complete state to other puzzles)
- **Puzzler Handler** - Updated **OnPuzzleFail** event (i.e now only displays on correct puzzles and when Complete Type = Manual)
- **Puzzler Handler** - Updated **Solo Item** actions, save and load (i.e for only item use check with zero item slots, i.e no items instantiate or are placed when item chosen)
- **Puzzler Handler** - Updated **Multi Item** puzzle actions, save and load (i.e added **Slot Check Type**, i.e empty or item)
- **Puzzler Handler** - Updated **Rotate Advanced Modules** (i.e added **Rotate Type** for global or local rotation)
- **Puzzler Handler** - Updated **Rotate Advanced Slots** (i.e added **Slot Type**, i.e empty or filled)
- **Puzzler Handler** - Updated **RotateAdvanced_Check** action (i.e for new global / local rotation setting)
- **Puzzler Holder** - Updated **Slot Empty** action (i.e for slot check add)

3. Misc

- Updated **Demo Scene**
- Updated **Demo Scene Inventory (i.e added Answer Sheet)**
- Updated **Documentation**
- Updated **Prefabs**
- Updated **Script Editor Templates & Library (i.e names and new templates)**

v0.2.4

BREAKING CHANGES, MAKE A BACKUP BEFORE IMPORTING

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Updates

- **Demo Scene** - Updated light puzzle scare handler values
- **Demo Scene** - Updated rotate puzzle materials (i.e slices)
- **Puzzler Script Edit Templates** - Updated file names (match new structure)
- **Puzzler Script Edit Library** - Added new edit (i.e Camera Shaker)
- **Scare Handler** - Completely re-worked for more options
- **Scare Handler** - Added custom editor

v0.2.3

UPDATED TO WORK WITH HFPS 1.6 and 1.6.3a+

1. Updates

- **Puzzler Support** - Added Unity 2019 support (i.e HFPS 1.6+)
  (Separate asset pack, requires minimum Unity 2019.4)

2. Misc

- **Updated documentation** (fixed missing documentation, i.e changelog, etc.)

v0.2.2

1. Updates

- **Puzzler Handler** - Updated **Solo_Check** for "item use type > keep" fix (more info below)
- **Puzzler Handler** - Updated "**StartInit**" for "empty and select text" fix (more info below)
- **Puzzler Handler** - Updated "**ItemCheck**" for "item use type > keep" fix (more info below)

2. Fixes

- **Puzzler Handler** - Open Inventory > Keep (was removing one item on item select even if "item use type" was set to "keep")
- **Puzzler Handler** - Sequential and Rotate > require item (was not updating empty or select text)
- **Puzzler Handler** - Sequential, Rotate & Weight > Auto (was not showing automatic values for temp item count, empty text and select text)

v0.2.1

1. Updates

- **Script Editor** - Improved "**File Find**" actions search functionality (now only returns script objects and searches through them to find specific file names)
- **Script Editor** - Updated version

2. Fixes

- **Script Editor** - Fixed "**File Find**" action (was not returning the correct file if multiple files shared a similar name)

v0.2

1. New Additions

- **Extension > Script Editor** - Allows you to make quick edits to existing scripts by using pre-defined templates / libraries
- **Scriptables > DM_ScriptEdit_Library** - Stores edit names and templates, for use with Script Editor
- **Scriptables > DM_ScriptEdit_Template** - Stores script edit data, for use with Script Editor Libraries

2. Updates

- **Puzzler Welcome** - Added "**Launch_ScriptEditor**" action
  (opens Script Editor)
- **Puzzler Welcome** - Added " **Gizmos_Move**" action
  (moves gizmos files to the gizmos folder)
- **Puzzler Welcome** - Updated **Setup** tab
  (i.e changed text and buttons, etc.)

3. Misc

- Moved **Info icons** to main Resources folder
- Removed unnecessary **Info icons** (i.e duplicates)
- Moved **DM Welcome** window content to "Welcome" folder in resources
  (i.e icons, images, etc.)
- Added localization data for **Script Editor**
- Removed **Code Snippets** file (no longer needed)
- **Updated documentation**
- **Updated welcome screen**

v0.1.1

1. Updates

- **Puzzler Handler -** Updated "**Objective_Update**" action for new symbol usage (i.e **PUZZLER_PRESENT**)
- **Puzzler Welcome** - Re-worked layout (i.e text, buttons, etc.)
- **Puzzler Welcome** - Updated **Welcome** & **Setup** tabs
  (i.e changed text and buttons, etc.)
- **Puzzler Welcome** - Added progress bar for Activating Puzzler
- **Top Menus** - Moved to "**Tools**" bar

2. Demo Scene

- **Light Puzzle** - Fixed missing script issue (i.e scare handler)

3. Misc

- **Added changelog**
- **Updated documentation**
- **Updated demo scene**
- **Updated welcome screen**
- **Removed asset packs (i.e edits, gizmos, etc.)**

Thank You

Thanks a lot for purchasing this asset and I really hope that it helps you out with your project, I hope this documentation has helped explain the systems functions and intended use.

If you have any questions feel free to send me an email at: dizzymediainc@gmail.com

If you like this asset and want to see more like it, please help me out by rating the product on the product page. Ratings let me know people like the products, encourage others to use them as well and increase our business overall, leading to more updates, expansions and new products.

Thanks again!

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