MergeCubeSDK V1.2.0
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MainSDK:
- Updated SDK to work with new built-in Vuforia features for Unity 2017.2
- Moved Development Key and Cube Scale Factor to new Merge Configuration File
- Added Helper tools to assist users in upgrading their projects to the newest SDK and Unity 2017.2
- Separated PermissionProcessor from IntroSequencer.
- Fixed issue related to MergeMultiTarget's ReferenceCube being the wrong scale.
- Modified controls for Cube Scale Factor adjustments.
- Modified UI to work with iPhoneX devices
- Various bug fixes

MergeCubeSDK V1.1.4
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MainSDK:
- Separated PermissionProcessor from IntroSequencer.
- Fixed issue related to MergeMultiTarget's ReferenceCube being the wrong scale.
- Modified UI to work with iPhoneX devices
- Various bug fixes

MergeCubeSDK V1.1.3
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MainSDK:
- Remove User Account System.
- New Recording Plugin For Android.
- Handle Camera and Photo Gallery permission pop up instead of all pop at beginning.
- Handle device rotation between full screen mode and merge mode(VR mode).
- Build in merge native recording and permission plugin.
- Add scan cube to begin when app open before any cube tracked.
- Fix top menu bar size issue on android.
- Flash light auto turn back on after app pause.
- Fix UI size on ipad screen.
- Bug fix: intro sequence.

Tutorial:
- New tutorial handle full screen mode and merge mode(VR mode) will play different tutorial.

MultiTarget:
- Scale factor added to size the cube relative size.
  - Hierarchy:
    - MergeMultiTarget
      - -MergeMultiTargetScalerRoot
  - Anything put under MergeMultiTarget will need manually size to the relative size. Anything put under "MergeMultiTargetScalerRoot" will be auto resized to cube scale factor size on Merge Cube Core. !!!notice: Particle system will not be auto sized, particles require manual resize.
  - Scale factor located at prefab MergeCubeSDK->MergeCubeCore script.
- Tracking system now allowed to switch scene.
  - Merge multi target, MergeCubeSDK and vuforia will not be destroyed and keep tracking after switch scene.
- MultiTarget only work with Retail Cube now.

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MergeCubeSDK V1.1.2
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Merge User Account:
    Merge User Account is optional to Use.
    Add documents for user account system.
    Add debug mode so user account will not popup all the time.
    Add user account documentation to explane how to use user account.
GazeCaster:
    Change when it is in full screen you can tap anywhere to "click".
MergeMultiTarget:
    Add option DoNothing and DisableSelect.
      DoNothing will let you have full control how you want to handle your objects when marker find/loss tracking.
      DisableSelect will disable the gameobjects you select(refenced in scene) when loss tracking, and enable them when find.

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MergeCubeSDK V1.1.1
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Fix core issue.

Fix Merge User Account signin issue.
Update Merge Development Key system.
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MergeCubeSDK v1.1.0
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Brand new SDK system.
Add Merge User Account.
Add Multi Cube Support.
Add Multi Headset Support.
New Tutorial.
New Intro Sequence.
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Before releasing your app on the Apple App Store or the Google Play Store,
please consider purchasing the "In-App Web Browser":
https://www.assetstore.unity3d.com/en/#!/content/57532

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Input Tool Scripts:
How to Use:

GazeCaster:
- Add this Gaze Caster on your ARCamera in the scene.
- Set the lMask in the inspector to whichever layer you wish for gui collisions to occur.

GazeResponder:
- This script is the base interface that you may inherit from to allow your scripts to accept gaze events from GazeCaster.

BasicGazeButton:
- This is an example implementation of the GazeResponder. It behaves similar to a UnityEngine.UI Button.
- Attach it and a box collider to an object, set its layer to the lMask defined by your GazeCaster, and then it will do anything you specify in the exposed Unity Events.

GazeSpriteButton:
- This is an example implementation of the GazeResponder. It behaves similar to a UnityEngine.UI Button, with added functionality to swap sprites of an expected Image component.
- Attach it, a box collider, and a UnityEngine.UI Image component to an object, set its layer to the IMask defined by your GazeCaster, and then it will do anything you specify in the exposed Unity Events.
- Additionally, this script allows you to swap sprites based on your interaction with the button.

InputRelativeRotation:
- Attach this script to the ImageTarget. Then register to the OnRotationChange event to listen for changes in rotation.
- This event call will happen every update.

PointerControl:
- Attach sprite renderer object to ARCamera to ensure reticle stays in place on screen.
- Attach script to your sprite renderer reticle.

InputVelocity:
- Register to the OnVelocityReached() event to receive the average direction once terminal velocity is reached.

AndroidAutofocuser:
- Attach this script to the MultiTarget object that handles tracking the HoloCube.

BasicTrackableEventHandler:
- Attach this script to the MultiTarget object within the scene.

CubeOrientation:
- Call this script's OrientateToCamera function from another script by using the proper namespace:
    Merge.CubeOrientation.OrientateToCamera (Transform imageTargetLocation, Transform target);