Change LOG

Version 1.5

- Upgrade Documentation

- Support Unity 2018-2019

Version 1.4

- Update for new terms

- Fix Example Scene

Version 1.3

- Upgrade for Unity 2018

- C# Scripts Update

Version 1.2

- Unity 2017.3

- Documentation update for Customer

Version 1.1

- Unity 2017.1

- Warning not used variables "*isIDLE*" & "*Obj*" fixed.

Version 1.0

- Initial release.