

PuppetMaster Release Notes

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[BETA \(0.1\) - 18.11.2015](#)

Version 0.2

Upgrade Guide

1. **MAKE A BACKUP!** Open a new scene, delete the previous version and reimport.
2. “Collision Layers”, “Collision Threshold” and “Walkable Layers” have been moved from PuppetMaster to BehaviourPuppet (“Walkable Layers” renamed to “Ground Layers”). They need to be reassigned so before importing 0.2, make a note of those settings in PuppetMaster.

Improvements

3. Added Collision Resistance Multipliers to the BehaviourPuppet. You can now specify how much objects unpin the puppet based on their layers.
4. PuppetMaster “Target Root” disappeared from the Inspector. It will now be found automatically. This simplifies setup process for custom rigs.
5. PuppetMaster “Behaviour Root” disappeared from the Inspector. It will now be found automatically. This simplifies setup process for custom rigs.
6. Final IK components and your own scripts using OnPuppetMasterRead/Write can now be added to every gameobject in the Target hierarchy (disable this by setting puppetMaster.broadcastMessages to false to improve performance, but all IK/script then need to be on the root gameobject of the Target hierarchy).

Fixes

1. Fixed some bugs with removing components when setting up PuppetMaster.
2. Removed JointDriveMode obsolete warnings from Unity 5.3.
3. BipedRagdollCreator now looks for an Animator in the entire hierarchy.
4. Setting up PuppetMaster now parents the rig to the same parent that the PuppetMaster gameobject was parented to.
5. Setting up PuppetMaster will not remove Cloth colliders on in the target rig.

Changes

1. Moved the animator states required by BehaviourPuppet and BehaviourFall to Sub-State Machines in the demo AnimatorControllers so they are easier to copy to your own controllers. When you copy the “BehaviourPuppet” Sub-State Machine to your own controller, just make a transition from it to the state you wish to go to when the puppet has got up. No need to make a transition from the “BehaviourFall” SSM.
2. Moved collision and ground layer masks and collision threshold from PuppetMaster to BehaviourPuppet. This simplifies setup process for custom rigs and improves performance.

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Initial Release