Updating to version 1.3:

Unity 4.1+ users: Unity 4.1 introduced a new feature called custom material inspectors. The Glow Effect takes advantage of this feature for specifying the source of the glow that you want to apply for each material. Because the Glow Effect supports Unity versions prior to 4.1, there are two extra steps for Unity 4.1+ users:

1. Delete the Demo and Shaders folder from the Glow Effect folder (don't worry, it'll be replaced in the next step).
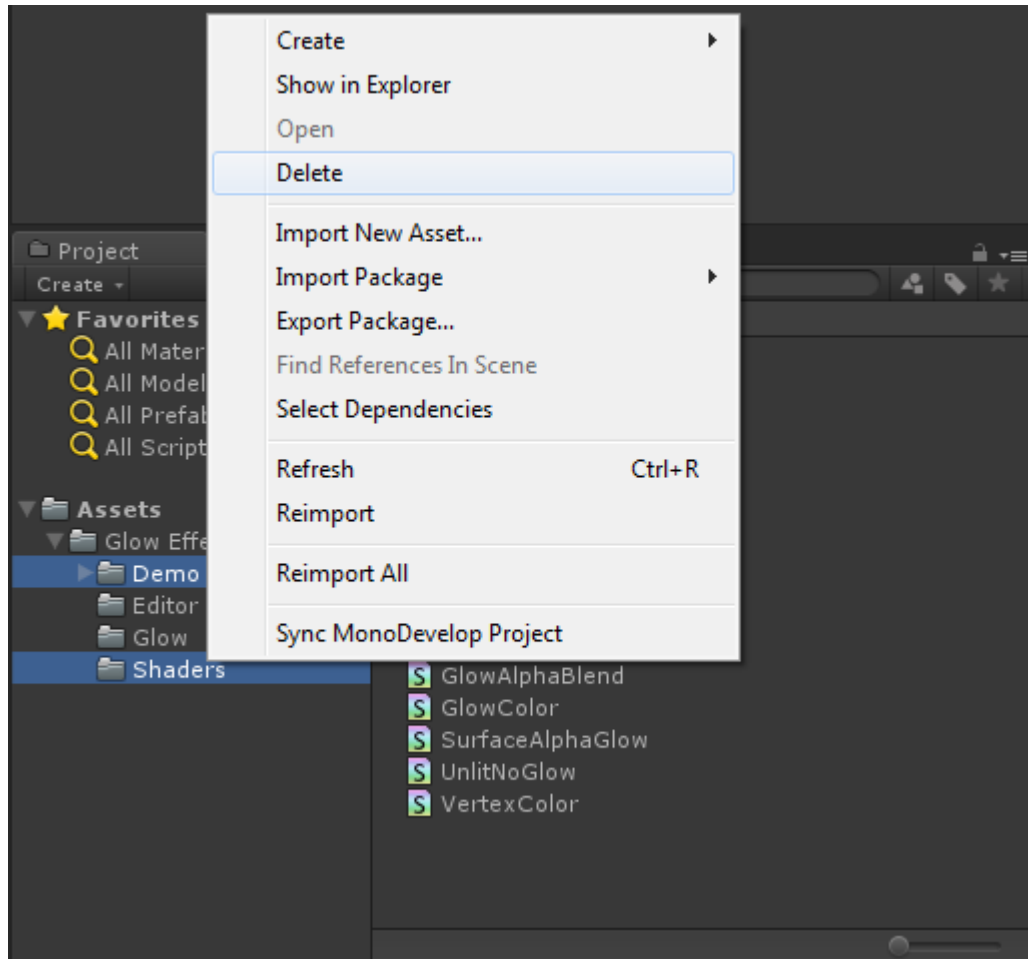
2. Extract GlowEffect4.1+.unitypackage located in the Glow Effect directory. The Demo and Shaders folder will be replaced. If that doesn't work, you can download the same Package at http://www.opsive.com/assets/GlowEffect/GlowEffect4.1+.unitypackage.

Updating to version 1.2.4:

The camera "Render Camera" which was attached as a child to the main camera is no longer needed. It had the script "FinalBlit" attached which has been removed from the package.

Updating to version 1.1:

If you are using standard glow, the shader tag "RenderEffect"="NoGlow" is no longer needed. To add glow to a shader, use the tag "RenderType"="Glow" instead of "RenderEffect"="Glow". The docs online have been updated to reflect this change.