



# ***DynaBone***

*Easy bone creation in a few clicks*

**Changelog**

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## v0.2.1

### 1. Misc

- Removed Read Me files (Deprecated)
- Updated documentation

## v0.2

### 1. Updates

- **DynaBone\_Presets** - Re-worked editor UI layout and display
- **DynaBone\_Presets** - Re-worked for new options & actions
- **DynaBone\_Presets** - Added **Create Type** (Root Transform or Original Transform \*Dynamic Bones only - not colliders\*)
- **DynaBone\_Presets** - Added head preset & transform for animal & human (Collider)
- **DynaBone\_Presets** - Added ears preset & ears points for animal (Bones)

### 2. Fixes

- **DynaBone\_Presets** - Removed the need for collision points in order to create dynamic bones

### 2. Misc

- Updated **Dizzy Media** welcome window
- Updated docs
- Added changelog

## 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!

Tsuyoi Raion  
**Dizzy Media Inc.**