

Recommendations/Considerations

I recommend using Unity Version 5.3.4 or 5.3.5. If you pay attention to the graphics below, you can see in *fig. 1*, that when the pieces fall, there is no rotation in the animation (it looks rather bad). If you look at *fig. 2*, you can see that there are rotations with the cut pieces of fruit falling. I cannot test with every version of Unity, but **this kit was originally authored with Unity version 5.3.4**. The versions that I have checked this asset in are listed as follows: 5.0.1, 5.2.0, 5.3.4, 5.3.5, and 5.4.0b.

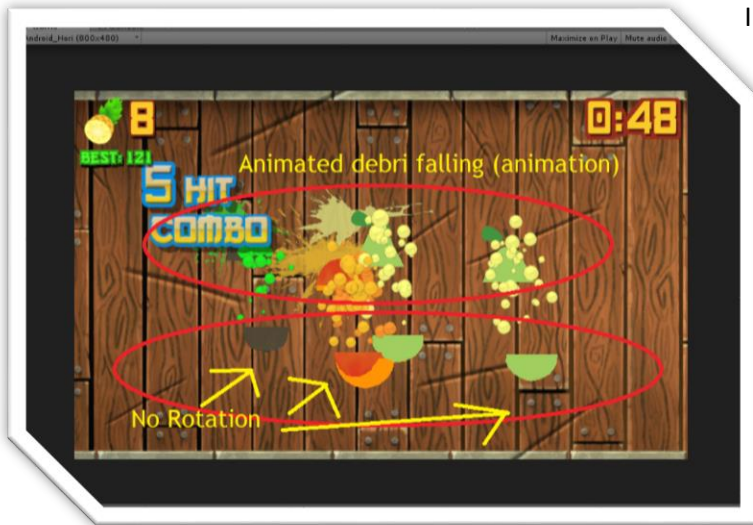


Figure 1- Unity 5.0.1, 5.2.0 - No Rotations working for Unity Animations made with Unity 5.3.4

Not only do the rotations work properly, but there is also increased performance in the 5.3.4/5 versions. We all know that when Unity 5 initially hit, there were a number of rapid changes and fixes. IMHO anybody downloading this kit running versions prior to 5.3.4 and/or 5.3.5, I have to recommend upgrading.

I do not know when the rotations came back into the equation, but I do know that in versions 5.3.4, and forward, they have returned. When making the kit backwards compatible with 5.0.1, I noticed that in the Unity animation tab, where there used to be properties for position and rotation, there is now only properties for position and position raw.

Clearly, UT had made significant changes to the animation system, or some internal ordering of the properties/components, but they are just not compatible. If you download the .apk or play the WebGL version, you'll notice that when you cut the fruit, the rotations look nice, like in *fig. 2*.

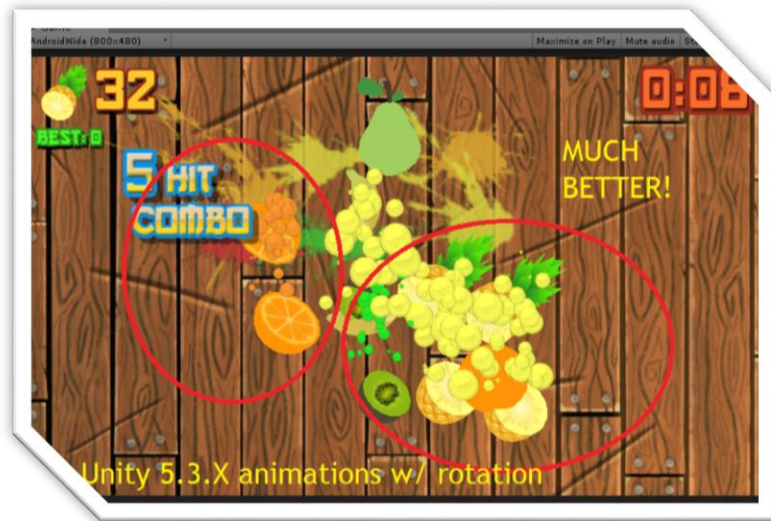


Figure 2- Rotations Working!!! Yay Unity 5.3.4,5.3.5, and 5.4.0b

Best Regards

-Brian 🚀👤