



Change LOG

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.