What's New in Version 1.3

1. Updated the cloud face manager to work with different service locations (by default: westus).
2. Fixed Azure face-api and emotion-api keys in the demo scenes.
3. Other little fixes and improvements in the scripts and demo scenes.
4. Updated the package to Unity 5.5.

What's New in Version 1.2

1. Updated the user selection scene to utilize the new Unity UI system.
2. Updated the face & emotion detection scene to utilize the new Unity UI system.
3. Upgraded the user recognition demo to two-scene demo, i.e. user login and game scene.
4. Renamed FaceManager-component to CloudFaceManager and UserManager-component to CloudUserManager, to avoid interference with similarly named components.
5. Improved the cloud face manager and cloud user manager, to work in non-blocking mode.
6. Removed the package reference to the external Newtonsoft Json library.
7. Updated the package to work with Unity 5.3 and the internal JsonUtility-class.

What's New in Version 1.1

1. Fixed 'Rate limit exceeded' issue, when new user group is created.
2. Added option to Group Manager, to train the group when the previous group training has failed.
3. Added functions to UserGroupManager-component, to check the training status or retrain the group.