What's New in Version 2.0

1. Added Windows-MR interface, to provide support for HoloLens and WinMR headsets.
2. Added more general input actions (click, grip, release), to replace the touch-only input.
3. Added Multi-AR overlay surfaces, to replace the platform specific surface visualizations.
4. Added MultiAR-Manager settings, to specify visualization, occlusion and collider materials.
5. Added default cursor, and cursor-display options to the MultiAR-Manager in the scene.
6. Added object scaler demo scene, to demonstrate simple object scaling in AR.
7. Added surface-collider demo, to show virtual object collision with AR surfaces.
8. Added occlusion and portal demo scenes, to show some AR occlusion options.
9. Added multi-scene demo, to demonstrate MultiAR-Manager utilization across the scenes.
10. Added surface saver & loader demo scenes, to show some visualization/saving options in AR.

What's New in Version 1.0

1. Initial release – cross platform support for AR-Core and AR-Kit.