

## Updating from 0.5

Simply download from the Asset Store and import. If you are using any custom Reference-type Blend Systems, these will no-longer work. See the updated documentation about why, and how to upgrade them.

## Updating from 0.4 or lower

1. Download (don't import!) the latest version from the Asset Store as usual.
2. Start a new, blank scene from the File menu and make sure it is open. This will ensure references to scripts aren't broken in your scenes.
3. Copy the Presets folder from Rogo Digital/LipSync to the root of your Assets folder to keep any custom presets safe. Also move any LipSyncData files if you saved them under the Rogo Digital folder.
4. Also move the Project Settings asset from Rogo Digital/LipSync to the root of your Assets folder, to avoid breaking any custom emotions you have defined.
5. Delete the Rogo Digital folder from your project.
6. Import the new version of LipSync from the Asset Store.
7. Move the Presets folder back into Rogo Digital/LipSync.
8. Move your Project Settings asset back into Rogo Digital/LipSync.
9. **Reopen any scenes that contain a LipSync character and select it. You will need to select a blend system for each of your characters. Select the default Blendshape Blend System to keep the same behaviour as in 0.4. All other settings on the LipSync component should be restored automatically once a blend system has been selected and the required fields filled in.**