

## Change-log Version 1.02

- Changed some settings on the Camera in the “Game Scene”. Clipping Planes have been returned to their default values, and the clear flags set to “Depth Only”. These are currently the only changes.
- Updated the ScreenFaderSingleton’s preprocessor directives from “#if UNITY\_5\_3” to “#if UNITY\_5\_3\_OR\_NEWER” with regards to “using UnityEngine.SceneManagementManagement”, as opposed to the old “Application.Scene methods”. That should allow for seamless transition using the SceneManager for the Unity 5.4 Beta as well.
- Updated the “RotateObject” script because of a small issue that I ran into with a different obstacle setup/configuration. It just so happened that if the obstacles WOULD have had a rigidbody attached, that they would not have spun. The line... `childRB.MoveRotation(rot);` needed to be... `childRB.MoveRotation(childRB.rotation * rot);` so that it would ACTUALLY move. It was just something that was not caught (though Rigidbodies cannot be used on the obstacles with their current setup (because it would make the child “colliders” one compound collider, and we use them separately (enable/disable to control passable areas). Never the less the script was defective, so I fixed that line. It was just not something anyone noticed/cared about because it was within a block of code that is not used in CSC.
- \*\*\*Note: a number of users were having some “artifacts” on various mobile devices. I was trying to combat the issue by adjusting the clipping planes, BUT the actual fix was to set the camera clear flag to “Depth Only”. Thanks goes out to an individual by the name of Shahid, for taking the time to figure that out! These changes should fix any issues related to artifacts on mobile devices. You can make the above changes to the camera in your scene, apply the changes to the prefab, save, and rebuild and it should resolve the issue. After this update the settings will be correct on import.

## Change-log Version 1.01

- Fixed a typo in the Standalone Player Settings. The Max Screen Height was incorrect.
- Added a section in the Documentation regarding changing the color of the player, and obstacles per user request.

- Fixed an issue where a couple versions of Unity (between 5.0.1 and 5.3.3) after building to android the application would not recognize taps. The user could not hit the play button. The fix was to delete and re-add the EventSystem in each scene, save, and rebuild. Somehow the Touch Input Module was no longer on them, when it was required.
- Changed all canvases to “Scale by Screen Size” from “Constant Pixel”. I also changed the Reference Resolution. Many users were confused by the UI/Menu appearance when they imported the project into the editor. A detailed written section and a link to a video is in the included documentation now. It discusses the current canvas setup and production settings.
- Removed leftover metadata that referenced my initial key-store alias. This caused the user to have to tick “Unsigned (debug)” or creating a key-store before initially building to android. It’s now back to default Unity state.
- Updated a few file names that had bad file names. Example... “0001.png” -> “FullResIcon\_1024px”.