

3.1.7 Release Update

July 28th 2021



New & Improved

- Directory structure changed to match Unity guidelines for packages.
- Each module of anything world (eg. AnythingHabitat) is now under a namespace for better ease of use and reduced clutter when developing.
- Optimised adding and removing AW behaviours from the inspector.
- Improved search algorithm in Creator panel.
- Complete voice panel overhaul with better reliability on windows devices and options to choose your input microphone.
- Many other small optimisations behind the scenes to improve package performance in runtime and editor.

Fixed

- Fixed issues with some models not being scaled or positioned properly in some situations.
- Habitats now spawn consistently.
- Fixed bug that caused occasional frame rate dips in Unity while using the AnythingWorld editor windows.
- Fixed several animation scripts
 - WingFlap now works for WingedFlyers
 - Hopper has been optimised
- Fixed various prefab structures to match changes in our central data structures.
 - “Quadruped” prefab fixed to display hands correctly if present.
 - Some “Winged” prefabs are fixed to display necks and heads correctly.
- Fixed bug with initializing voice panel.

- Fixed some compilation errors introduced in the last package update.
- Fixed issue with AnythingSettings and AnythingSetup initialization that would sometimes throw exceptions.

Changes

- Removed requirement for attribution text to be present in a UI element, it is now at the developers discretion to access and display attributions.
- Removed many obsolete animation scripts.
- Migrated most Google Poly models over to our internal database so we can continue to serve those models.

