Patreon Release Notes

Release Patch 1.0.1

Jul 21, 2017 at 10:55pm

To install, download the above file, run the exe, and point the patcher program to the "Release1.0" directory inside the directory where you unzipped Virt-A-Mate to. The patcher program should do the rest.

This small patch release contains the following changes:

1. Physics rate cap disabled. I think this was causing some issues with asynchronous timewarp and/or reprojection. This was also causing the slo-mo effect people were seeing. This was due to physics being forced to run at same rate as rendering. If you were in reprojection (<90fps), the physics would go into slow motion. Now physics will continue to run at 90fps except in extreme cases. Instead of slow motion, you might see some motion stuttering if you are facing framerate problems. There is a new toggle in the User Preferences to turn the cap back on if you prefer it that way.

2. Targets will now only display if the UI is open since many complained they were distracting and on touch were too easy to trigger due to it being a natural resting position of your thumbs on A or X button. There is a new option in User Preferences to go back to old behavior if desired.

3. Added new option to swap Oculus Touch trigger and grip buttons if desired. Someone asked for this and it was easy to add.

4. Added new User Preferences tab that exposes some existing options that were only in prefs.json before, and also adds the new options described above.

   a. Mirror To Desktop option exposed

   b. Target transparency option exposed. This allows making the joint targets less visible.

   c. The 2 options describe above have toggles here to control.

mega.nz link
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Release 1.1 Is Out!

Aug 30, 2017 at 1:51am

Includes new free content as well. Download Link:

mega.nz link

Simplified Patreon distinction:

* free - limited content

* $2 - all content (characters, objects, morphs, clothing)

* $4 - all content + ability to load community created scenes + bonus scenes

* $8 - all content + ability to create new scenes and animations

System updates:

* Unity version update

* SteamVR version update

* OVR utils update

New Content/Objects:

* 6 new built-in scenes, most featuring motion-captured animations

* $4/$8 - 3 bonus scenes

* male character enabled!

* Added 1 new toy object to play with! Many thanks to Patron MagillaGorilla for providing this model! More coming in next release!

* 20 new morphs for female character

* clothing - new underwear set

* hair - 2 new female hair options - bald and ponytail

New Features:

* $4 add ability to load community created scenes (was already in $8)

* $8 Motion Animator

    * Using new Animation menu on the main HUD, you can animate controllers using your head and/or controllers and record the motion. The motions will save with the scene.

    * Added arm mode for selecting which controllers will be recorded.

    * Added layered recording. Record whole scene animation by using several passes, a joint or two at a time. Further passes can auto-stop record at end of timeline to avoid overrun of layered capture.

    * Added loop mode

    * Added Start/Stop trim feature for cutting out captured motions

* added new GrabPoint object - this object can make a joint to another object to allow remote grabbing

* example - put a GrabPoint on each hip of a character and attach the GrabPoint to the pelvis joint. Now there are 3 points you can grab the pelvis from instead of just the interior one

* this is most useful when possessing a 2nd character and you cannot grab the internal point easily due to hand colliders getting in the way

* Will also be useful for real-life "accessories" where you want to attach the controller to a specific point not directly on the joint

* added head collider - allows interaction with head and prevents some of the clip through - toggleable in User Preferences "Other Prefs" tab

* create new default scene and make it embedded scene object so file does not need to be included as side file

* added save/load preset for characters for all backer levels - can save poses and appearance in single file

* added possess mode - when possess mode is enabled and head or controllers move into position of possess-enabled targets - these controls will 'jump' to the controller and auto-link to them.

* Possess mode will extend to support Vive trackers in future release for up to 6 point possession

* added atom icons to make it easier to find objects in the scene

* added full save/load preset buttons to save pose and appearance at same time

* benchmark scenes added - just launch with "CPU Benchmark", "GPU Benchmark", or "Baseline Benchmark" shortcut

Tweaks:

* adjusted quality levels to not be as high of requirements for High and Ultra

* when adding new objects, they now default to having collision on - was able to enable this by adjusting max rigidbody velocities

* adjusted max rigidbody depenetration velocity to prevent major physics glitching when turning on something that is deeply overlapping another object.

* improved initialization of soft vertices and auto colliders so character is more stable on enable

* store soft vertices adjustments correctly in save json

* genital area soft body physics adjustments to reduce clipping and other artifacts

* Joint tuning:

  * tweaked jaw joint to not rotate laterally when head is turned at limit to prevent odd looking result

  * tweaked neck joint to be less stiff by default and head joint to be more stiff by default - makes neck bend a little more when manipulating head

  * fix hand bend and other deformations of hands that look unnatural

  * doubled off-axis finger joint strenght to minimize side wobble

  * tuned leg joints for more natural low-resistance movement - doubled joint hold spring but lowered max force to give a more consistent resitance across entire range of movement

* changed animation pattern to also save substeps in preset save

* disabled thumbsticks for UI control (slider, popups)

* disabled Vive thumbpad UI manipulation

* disabled joint name popups when UI is hidden and that option is enabled

* added option to hide motion controller balls when UI is hidden

* main window screen now has more clear message about putting VR headset on

* after pushing start, the button and other UI elements will disappear so it is more obvious it worked. model will fade out as main scene then loads

Bug fixes:

* fixed launch from Oculus home causing issues (seems like Unity and OVR version update has addressed this)

* fixed skin materials not restoring properly in some cases

* fixed exploding character when character is disabled, moved, and the re-enabled - large change in positions without pausing the simulations was causing this

* fixed not being able to add animation steps after linking

* fixed select object from scene issues

* fixed atom selection popups not updating correctly when loading scene or using select from scene button

* fixed dust/halo options for light not saving in scene file

* fixed on load - objects that linked to other atoms in some way were not showing linkage correctly in UI

* fixed missing laser pointers on start screen

* fixed keyfile issue with keys entered with lowercase letter

* fixed colliders on RelectiveSlate and ReflectiveWoodPanel

* fixed Glute Mass paramter not hooked correctlyup in play mode UI

Performance improvements (roughly 10% improvement CPU and 5% improvement GPU over release 1.0):

* GPU - Shadow system - optimized shader code a bit more

* CPU - enabled threading on mesh merger

* CPU - additional skin optimization to avoid extra memory copy of vertex arrays

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Performance improvements (roughly 10% improvement CPU and 5% improvement GPU over release 1.0):
* GPU - Shadow system - optimized shader code a bit more
* CPU - enabled threading on mesh merger
* CPU - additional skin optimization to avoid extra memory copy of vertex arrays

Release 1.2 Available

Sep 30, 2017 at 3:56am

Includes new free content as well. Download link:

mega.nz link

Highlights:

* 150+ morphs added

* Grab world navigation added. Teleport revised.

* Controllers now completely interchangeable (1 handed operation)

* Male anatomy control (direct or animatable)

* Possess and Align feature added for simpler head possession

* Major joint tweaks for stability and realism (fingers, hands/wrist, feet, tongue)

* Soft-body physics prediction system for more accurate/natural look

Details:

New Content/Objects:

* 1 new female skin set

* 1 new female hair option

* new clothing

    * new underwear set

    * new stockings

* morphs

    * more than 150 morphs added!

    * now organized by category selector

    * extensive facial customization morphs

    * new body shapes

    * new body part morphs

    * new female genitalia morphs

* 6 new built-in scenes, most featuring motion-captured animations

* New Furniture: Lounge Chair

* New Toy: Hook model. Thanks to Patron MagillaGorilla for providing this model!

* New Wall/Floor: Stained Glass Panel

* All previous scenes refreshed to work with the joint tweaks made in 1.2

New Features:

* Male character anatomy controls - please use responsibly! :D (you can animate the penis now such that it appears to have a mind of its own)

* Possess and align head

    * no more messing with getting lined up with character before head possession. Also eliminates the snap.

* Hard reset - if you make a character explode (what exactly were you trying to do?), press this button. All is forgotten.

* Motion animation playback speed control

* Added option to enable which of position, rotation, or both is controlled when grabbing or possessing a control

* Helps fix some issues with GrabPoint - can disable rotation grab-ability on the GrabPoint such that it only acts as remote control of position

* All save/load preset/pose/appearance character buttons exposed to play mode and all backer levels

* Teasers and entertainers can now load community-created poses and appearance for the characters

* Community should post poses/appearance presets to share to this reddit: https://www.reddit.com/r/VAMscenes/

Tweaks:

* Controllers now completely interchangeable (1 handed operation)

* Navigation overhaul

* Most notably, grab world navigation was added

* Teleport removed on Rift Touch, revised on Vive to not allow rotation. Still useful for moving long distances

* Major joint tweaks:

* Hand/wrist/arm revised. No longer gets shakes. Much more natural twists. When bending to extreme, now just wraps around to more stable position if needed.

* Tongue redone with new colliders and dynamics

* Finger wobble removed when moving quickly. Fingers much more stable now when touching something.

* Male anatomy distortion fixed.

* Toe curl issue fixed. Happened when bending feet in extremes.

* hip and feet hold rotation default spring increased from 100 to 250 for better default spring. Might change some existing scenes around slightly

* Soft-body physics:

    * new prediction system to overcome physics->skin lag

        * when moving character or joints quickly, soft joints now hold much better to movement giving a more natural look. Also greatly improves skin clipping when character is moving against another object or character.

    * Breast soft physics tweaked to be a bit more natural. Less odd nipple issues if soft body physics params are adjusted from default.

    * Glute soft colliders adjusted slightly to improve clipping

    * Female genitalia adjusted to not be as resistent to penetration

* Faster morphing for morphs that change bone structure in some way. Should allow the tongue morphs to be animatable in future release. Some morphs will never be animatable (example: height) because they adjust too many nodes.

* Slider controls for UI dropboxes

    * Can now modify dropboxes without looking. Example - change eye texture while looking at character.

* Help checkbox is now a user pref that remembers if you have it on/off

* When UI is off and targets hidden, grabbing now prefers to grab "On" targets over "Off" ones. Useful for targets that are grouped close together like hip/pelvis/abs/thighs.

* Glass params can now be modified in play mode (helps $2/$4 backers get this feature).

* World scaling - now scales in place around player

    * because of this - free slider manipulation is disabled to prevent eye strain. Rapidly adjusting world scale can really hurt your eyes. So now scale can only be adjusted using increment/decrement buttons

* Decrement/Increment buttons added to AnimationPattern and AnimationStep objects

* UI for Atoms now open to special tab by default if available

Bug fixes:

* workaround for users not able to press Ready button. Provide new launch shortcuts.

* fixed scene save to be more than 100X faster - really helps scenes with longer animations

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* fixed glasses clothing item not being in proper place when character had bone morphs applied (height, etc.)

* fixed issue where you could not grab a control if your controller was pointing at UI

* fixed issue with character getting distorted when gender has been changed

* fixed many UI oddities (extra tabs, incorrect labels, etc.)

* fixed reset/new scene not resetting everything

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* minor text fixes

Performance:

* slight degradation in CPU performance from 1.1 due to new soft body physics prediction system

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* minor text fixes

Performance:

* slight degradation in CPU performance from 1.1 due to new soft body physics prediction system

(Release 1.3) I'm Finally Ready For You

Oct 31, 2017 at 8:56pm

Download Link:

https://we.tl/Zxz5x8dzzZ

Highlights:

* Halloween-themed content added

* 2 full-fledged rooms added

* 3 new female hair options

* many new female clothing options

* Motion animation record - capture of controller state

* PlayerNavigationPanel object added - increased teleport control and adds ability to animate the players movement on a platform

Details:

New Content/Objects:

* 2 full-fledged rooms added
    * old-style room
    * crypt
* 1 new female skin set
* 3 new female hair options
* new clothing
    * 3 Halloween themed sets featuring many sub-items
    * silky PJs
    * dress
* morphs
    * a few Halloween themed morphs added: fangs, claws, pointed ears
    * a few more face and body shapes
* 7 new built-in scenes, most featuring motion-captured animations

New Features:

* Motion animation record - now capture controller state
    * allows control to be off and have object controlled by physics, then picked up naturally and animated, and then go back to physics state when released

* Allow save/restore of scene while head possess active

    * on restore, player is moved and aligned to head possess position

* Teleport

    * new PlayerNavigationPanel object added. You can now place panels that can be teleported to and they can be aligned in any orientation

    * added option to teleport for Rift users

* Moving platforms

    * combined with new teleport to platform feature, allows player to navigate onto a moving platform

* Free Move mode added for Vive users

* Screenshot feature

* Added option to allow UI to render in overlay so it is always on top of everything

Tweaks:

* Autocolliders adjusted for more character stability and to remove bouncing. Characters should not slide or bounce around as much when on another surface

* Friction adjustment - friction greatly increased on all surfaces

* Moved "Hard Reset" button - it is less likely to be hit by accident now

* Added teleport rotate back as option

* Improved female upper chest/shoulder/neck/head colliders

* Redid player height system. Needed to work with the new PlayerNavigationPanel object. Free move now has option of tracking floor height while moving to allow more natural environment navigation.

* Added Touch and Vive controller thumpad/thumbstick customization

* Save now prompts to take a screenshot after saving the json. This allows repositioning and also lining up for the exact thumbnail you want

* Tweaked possession system to only use regular links, but added option to control the spring setting that gets applied when possessing

* this allows recording while in possess mode to be more accurate

* Added spring/damper multiplier to breast/glute based on clothing that is being worn

* Added clothing colliders to some clothing items

* Switched method of determing if using Oculus VR mode for controls - might help with bug that doesn't allow some users to interact with UI

Bug fixes:

* Fixed control to joint binding when toggle off/on of character

* Fixed fallback shader user by ponytail so it will work on lowest LOD setting

* Fixed issue with Omri and other hair shadows flickering

* Fixed x/y/z pos/rot lock to properly save and restore

* Fixed right hand distortion when colliding deeply

* Fixed freeze motion not correctly pausing/restoreing patten and step.

* Fixed issue with possess and align when top of characters head was pointing downwards

Performance:

* slightly faster (2-3%) than 1.2 release

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1.4 Release Has Become Massive...

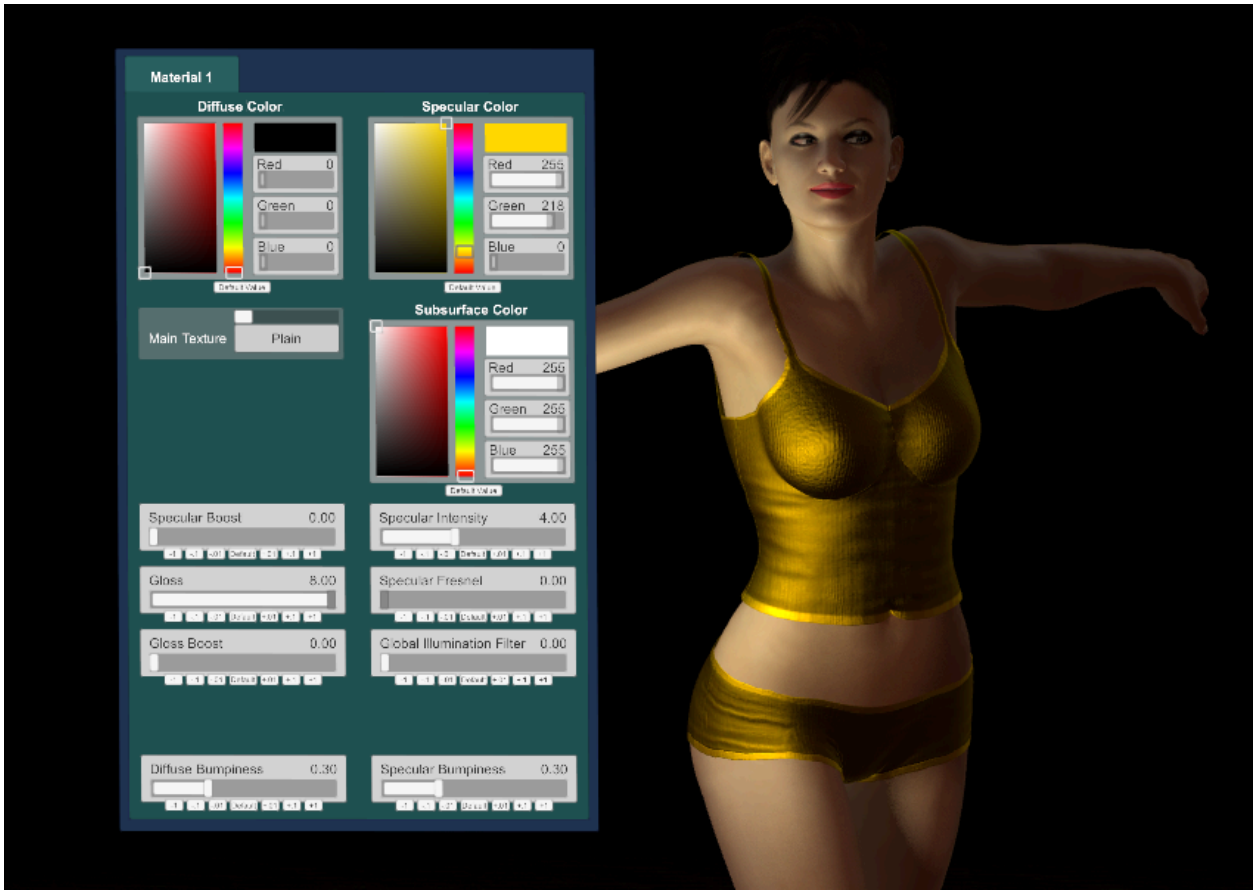
Nov 29, 2017 at 6:22pm

...and therefore needs to be pushed out to mid-December to complete everything. Apologies, but I promise the wait will be worth it! I have about 10 exciting things in progress, but none close enough to complete the build in time for the usual end-of-month release. I have therefore decided to push the release out to December and make it a double packed release. I'm also going to re-organize how I plan things on Trello that works better for my working style and will reduce my stress around each release. It is quite hard to know at the beginning of month where the development path will exactly take me, so I would prefer to just have things in a progress list and then move to completed as I finish them. I hope you can understand and will continue to support this project in spite of the delay and slight change in strategy. I'm so very thankful for each and every backer out there! I would not have made it this far without you. I'm in this project for the long term so I have to be smart about how I manage my time and stress. Sometimes that might mean making adjustments to the release schedule or planned items for that month.

To hopefully ease the pain of waiting for 1.4, here is a teaser of some things in store for 1.4 release!

1. Clothing customization. Choose from various texture sets unique to each item. Zillions of color options. You will have full access to every shader parameter! You can make a gold metallic thong if you so desire. As you can see below there are a lot of options.

Material 1
Diffuse Color
Red 93
Green 209
Blue 156
Specular Color
Red 255
Green 255
Blue 255
Main Texture
Plain
Subsurface Color
Red 255
Green 255
Blue 255
Specular Boost 0.00
Specular Intensity 1.00
Gloss 2.00
Specular Fresnel 1.00
Gloss Boost 0.00
Global Illumination Filter 0.00
Diffuse Bumpiness 1.00
Specular Bumpiness 1.00

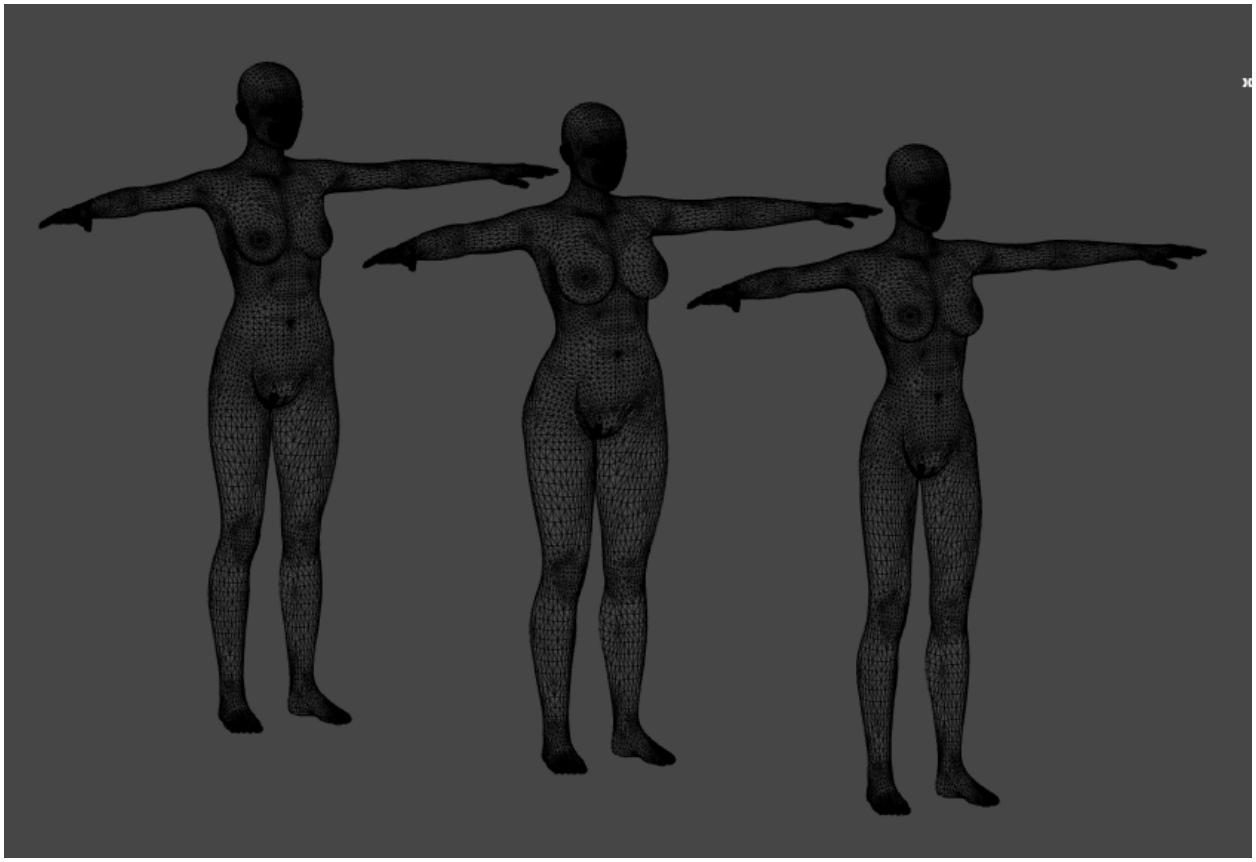


2. Hair customization. Choose from texture sets and colors, similar to clothing material editor.

3. Web Browser & Image Panel objects. Open image in web browser, click the copy to clipboard button, and then in Image Panel click copy from clipboard. Instant decoration using any image from the web! Or use the Image Panel to display an image reference to help you build the perfect character. Also works with animated gifs. Make a room with walls covered in jiggly bits.

4. New environment. Bedroom with windows and web TV. Sit back and relax on the bed and watch some YouTube with your favorite Mate, or spy on them through the window while they are watching something naughty.

5. 40+ new female morphs. Many new body shapes!



6. Improved character details. Improved female genitalia soft body physics and morphing. Added male character eye blink, eyelid movement, and micro-expressions (to match what female has now) to get rid of that zombie look.

Several more surprises coming in 1.4...

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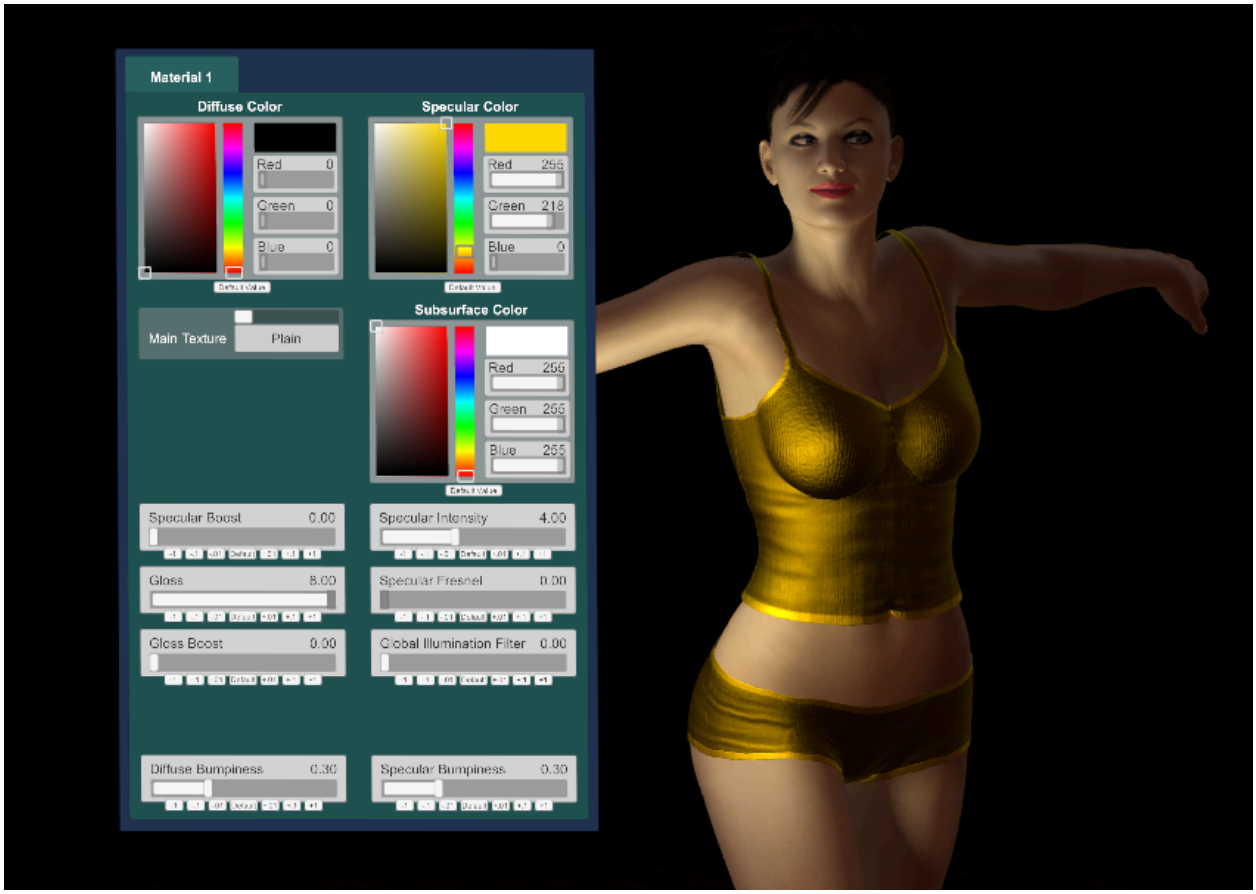

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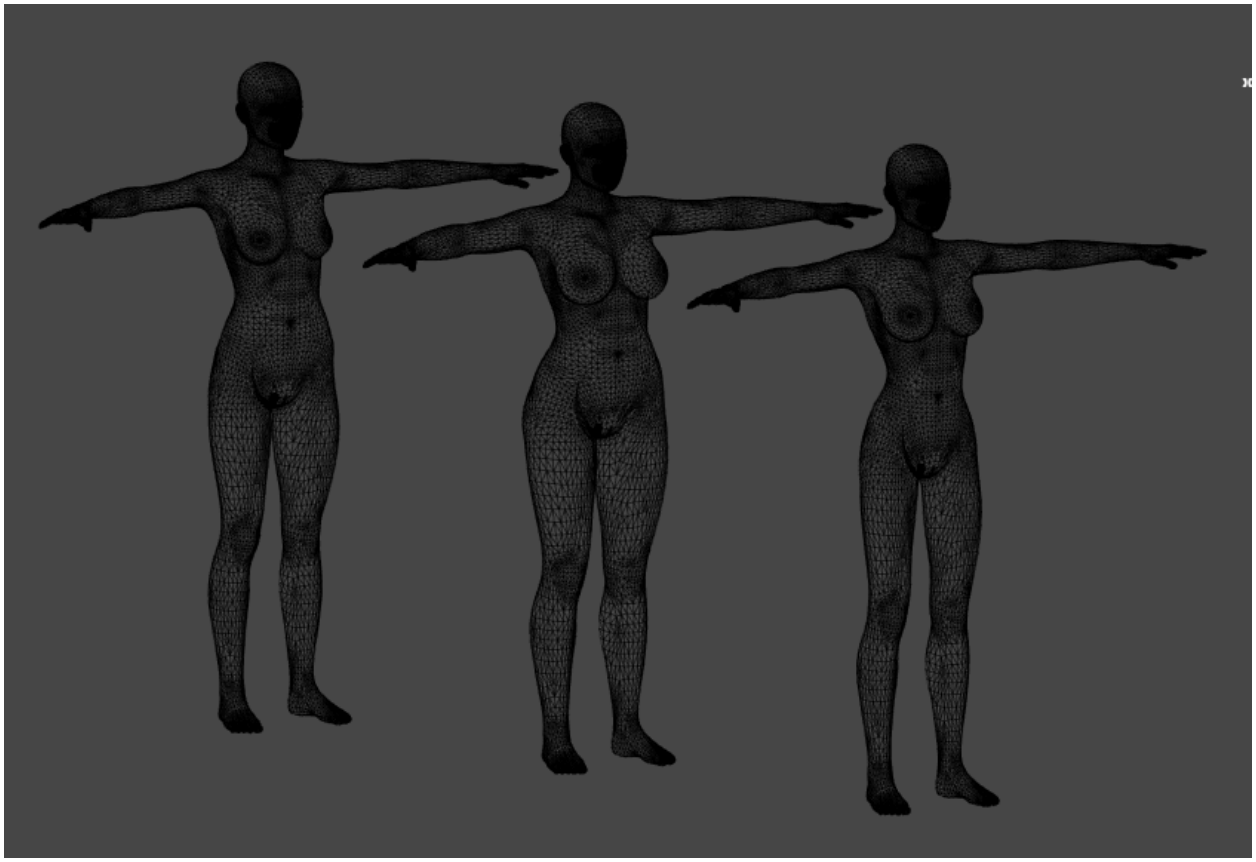

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Several more surprises coming in 1.4...

Can I go to sleep now? (that Release 1.4 is complete?)

Dec 22, 2017 at 9:07pm

Download link:

https://we.tl/SCLpauqwjD

Highlights:

* this release is all about character customization!

* Clothing customization - materials and some new states

* Hair material customizmation

* new female hair (Leslie) that includes some morphs to adjust the look (still not simulated so it will be very static looking)

* high heels!

* new female skin

* eye target control

* improved female genitalia soft-body physics

* new apartment-style bedroom environment with web TV

* web browser, web tv, and image panel objects added

* overhauled scene and preset browser and save system

Details:

Known issues:

* Leslie hair morphs are not stored or reset properly

* Serious performance issue with male pants (looking into it - I made a dumb change somewhere)

New Content/Objects:

* Image Panel

* feed it a URL and it will display the image at that url. Even works with gifs

* Web Browser and Web TV

* capable of browsing the web - cut and paste in URLs from your existing browser or to the Image Panel

* DOES NOT include licensed video codecs (h.264), but is capable of using flash to play videos (many sites support this, including youtube)

* To get flash to work in the in-game broswer, follow these instructions to install a special version of Flash:

Install the Adobe Flash Player on your system.

Go to https:*get.adobe.com/flashplayer/otherversions*

Select your OS

Select the latest "PPAPI" version available.

Uncheck boxes for things you don't want.

Download now.

* morphs

 * 40+ new morphs

 * many new body shapes

 * some new breast and areola morphs

 * a couple new face morphs

* new environment

 * bedroom with windows and web TV

* 1 new female skin set

 * Sumiko

* 1 new female hair option

 * Leslie hair - longer, morphable hair (static but can be adjusted)

* new clothing

 * high heels!

 * knit pants

 * some holiday gear (sorry not much was available!)

* several new built-in scenes, with some featuring motion-captured animations

New Features:

 * Clothing customization

  * transparency, texture sets, color, and lots of shader params to get just the right look

  * more clothing states added for some existing clothing items

  * some items, like glasses, now have position and rotation controls

 * Hair customization

  * transparency, texture sets, color, and lots of shader params to get just the right look

 * many hair styles have multiple layers to allow a mixed look

 * simulation hair style now has some adjustable parameters to modify the look

* Exclusive clothing region support

* easier to swap specific types of clothes now

* Overhauled scene and preset browser and save systems

 * subfolder support

 * rename/delete

 * choose name of save during save if desired

* eye target control

 * can now choose to have character look at player or a movable target (that can be animated)

* AnimationPattern

 * added ability to select what is controlled (position, rotation, or both)

* WindowCamera

 * field of view controls

* screenshot cameras

 * field of view controls

* process priority control

 * adjustment of process priority in game - default is now "High" instead of "Normal"

Tweaks:

 * female soft body physics improvements

 * female genitalia improvements - better collision and morphing

 * better sorting of morphs - now sorted by display name

 * "Entertainer" now gets access to scene options panel (gravity and global lighting)

* suspend animation when grabbing a node - this allows grabbing something that is animated and it can go back to animated state when you release

* fixed panty clothing colliders to work much better when legs are bent

* Male character now has same eyelid and micro-expression support as female character

* material store/defaults tweaks to properly save only when needed and restore defaults correctly

Bug fixes:

* transparent material fixes

Performance:

* slightly faster (2-3%) than 1.3 release due to improvements in soft-body physics and some shaders

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Bug fixes:

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Performance:
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1.4.1 Patch Released

Dec 24, 2017 at 10:43am

Link: https://we.tl/xzFndVoSfK

You must install full 1.4 version 1st, then run the patch exe from the link above. Select the Release1.4 folder where you installed VaM and continue with patcher.

* fix male character performance issue

* fix for not being able to set male character materials

* fixed default materials for Simple Top and Simple Underwear Shorts

* fix for materials with alpha transparency in base color losing alpha settings on load (glasses were effected by this)

* Dream Street Bedroom - fix for TV not showing up in screenshot camera

* fix for all web browsers - now rendered on geometry queue to avoid hair transparency rendering oddities

* Image Panel - transparency sorting issue fixed

* Simple Sign - now rendered as unlit geometry

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* Simple Sign - now rendered as unlit geometry

1.5 Release - Go!

Feb 8, 2018 at 3:36pm

Download link:

https://we.tl/RP0q4dw0lV

Release notes:

More details on Trello: https://trello.com/b/LDlEpfvk/virt-a-mate-public-plans

Highlights:

* Audio 1.0

* Triggers! Triggers allow using either animation timeline or collision to drive actions or parameters

  * Future releases will include a lot more eligible parameters, a lot more trigger types

* Desktop mode (alpha)

* Quick select

  * objects can now be found in the main HUD and has option for quickly moving to them

Details:

New Content/Objects:

* RhythmForceProducer

  * produce forces with sound!

* ImagePanelEmissive

  * like ImagePanel, but self lit for making better skyboxes or other effects

* WebPanel

  * like WebBrowser, but controls are hidden away in UI (like the web tvs)

* morphs

  * 25 new face morphs including highly requested brow morphs. Thanks to community member Ren for this contribution! (Known issue: currently only Creator can access these morphs in Edit mode)

New Features:

* Audio 1.0

  * Some sounds included. Dynamic sounds can be loaded from URL

  * Sounds can be triggered from collision or timeline triggers. Future may include AI control/interaction

* Triggers! Triggers allow using either animation timeline or collision to drive actions or parameters

  * Future releases will include a lot more eligible parameters, a lot more trigger types

* Desktop mode

  * Keyboard and mouse controls

    * Mouse: Right click drag to rotate around view target. Middle click drag to pan. Mouse scroll to move in/out towards focus points. Focus can be set to selected object for easy editing.

    * Keyboard: WASD (shift for faster movement). Z/X for up/down

  * future release will add ability to select by click as well as move nodes around without have to use the "Move" UI panel

* Quick Select

  * quickly get to the UI of a specific object or even move yourself so it is in view

* Nipples now fully controlable and animatable

* New benchmark scene - crypt

Tweaks:

* new scene load system

  * much more consistent loading. Simlution paused during load

* update to newer version of Unity

* memory optimization

* more atoms have material editing, including dual materials on some objects

* improved directional light shadows

* SimpleSign - Major improvements

* can now change the background using the materials tab

* text entry now done in UI and no longer steals cursor or messes with game interaction

* text can be changed through triggers!

* eye target icon is now an eye

* enabled mipmapping on image panel - they should look better now

* added disable interaction feature to web panels and browser to prevent them from stealing the pointer

Bug fixes:

* Too many to list - please see Trello!

Performance:

* slightly faster than 1.4 release due to new Unity version and a couple of tweaks

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Performance:

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Happy V-Day! 1.5.1 Release Is Ready

Feb 14, 2018 at 6:49pm

Patch Download (must have 1.5 installed 1st):

The download is large (1.1GB) because of how assets are organized and the large number of fixes made. I plan to correct this for smaller future patches.

WeTransfer: WeTransfer link

Mega: mega.nz link

Wasabi: Wasabi link

Full download links available on main project overview page. I have replaced 1.5 links with 1.5.1 because 1.5 should not be used given the number of bugs!

https://www.patreon.com/meshedvr

Highlights:

31 bug fixes! Yeah that is way too many bugs. I'll do better next major release. :)

* See Trello for more info: https://trello.com/b/LDIEpfvk/virt-a-mate-public-plans

15 tweaks to make using VaM easier

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2 new features

* AnimationPattern can now be a target of triggers. You can set Animation patterns to perform various actions based on animation timeline or collision triggers.

* Trigger and TriggerAction duplicate feature added

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1.5.2 Patch Released

Feb 17, 2018 at 6:10pm

This one is small (9.4MB) and just fixes these few issues, but I felt it important to push out because I really wanted URL audio to work correctly.

* fixed issue with URL audio restore

* fixed issue with URL audio not saving more than 1 clip

* fixed AudioSource pitch not saving correctly

* fixed breast joint physics not restoring correctly

Download link:

Direct download

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Download link:

Direct download

1.5.5 Released

Mar 3, 2018 at 11:23am

1.5.5 is mostly a quality-of-use update, but I've included a couple new features and content as well. I wanted to get this out before leaving on a short 5 day family vacation. Any bugs found will have to wait until my return as I'll be away from the VR rig for that duration. Please keep that in

mind if it seems like I'm not as responsive! Thank you! I could really use a bit of a break as I have been working 80+ hour work weeks these last few months.

Upon my return I'll be diving deep into 1.6 development as I would like to have that out before end of March.

Download links:

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Direct

Release notes:

* Feature: character scaling! This was a lot of work, but I think worth it in the end!

* Content: 69 new morphs (no that was not the planned number!). Most of these are thanks to backer Ren! Thank you Ren! Look in Face, Head, and Upper_Body sections for the new morphs.

* Tweak: Layered linking support - after grab, node returns to previous state, including link back to original

* Tweak: Possession end - return nodes to previous state

* Tweak: URL audio and URL images - support for save directory relative path - allows much easier bundling and sharing!

* Tweak: URL load enhancements and capture of errors and reporting to user. Fixes stuck scene that doesn't start animation

* Tweak: Added jaw angle limit for audio control

* Tweak: Jaw joint tweaks to prevent some odd physics issues

* Tweak: InvisiblePanel - added mesh outline render when selected so it can be seen

* Tweak: Disable secondary physics rate cap so audio syncing will still work on lower end machines that can't maintain 45fps

* Tweak: Minor breast joint tweaks

* Tweak: reordered Person controls in quick select drop list based on most-used controls

* Tweak: Load Preset and Load Pose now pause simulation and prevent big jumps and glitches

* Bug Fix: Locked controls/joints not restoring correctly

* Bug Fix: Jaw Control - x rotation audio multiplier not restoring if over 1000

* Bug Fix: 3rd URL dropdown not refreshing after adding more URL audio

* Bug Fix: AnimationPattern - on start/load control should have been placed at 1st step position, not pattern position (fixed big jump issue)

* Bug Fix: AnimationPattern - remove now correctly removes all steps

* Bug Fix: AnimationStep - remove button at top was not correctly removing and breaking the AnimationPattern

* Bug Fix: Fixed issue with Low Shader LOD transparency shaders and other Low LOD tweaks (looks better!)

* Bug Fix: Animation Trigger Action UI not responsive and could not be removed

* Bug Fix: URL audio not getting cleared properly on scene load

* Bug Fix: Allow Grab UI text fixes on Person atom

* Bug Fix: Fixed nipple animation (was animating penis tip!)

* Bug Fix: End Action remove not working

* Bug Fix: Screen UI rendering under scene geometry

* Bug Fix: TriggerAction duplicate - Transition and End Actions were not duplicating in correct position causing dropdown UI issues

* Bug Fix: Fixed occasional black textures in environment atoms

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1.6 Released

Apr 1, 2018 at 4:18am

More details on Trello: https://trello.com/b/LDlEpfvk/virt-a-mate-public-plans

Important note for this release:

Web browser and web panel web access has been turned off by default. You may see red error messages on scene load indicating this. You must opt-in on the User Preferences panel if you want to enable web access. This is to alleviate privacy concerns and web access without permission. There is known issue here with DreamStreetBedroom. Even if web TV is disabled, it still generates the error message if you have not opted-in to web access. I will address in a patch.

Download links:

WeTransfer

Direct

Mega.nz

Highlights:

* Multi-scene scenario "The Neighbor" - choose your path. This is a very simple demo of what is now possible in VaM - simple games!

* Many animation and trigger enhancements

  * Scene loading triggers (the 1.6 multi-scene demonstrates this)

  * GUI button object added. Add custom buttons to control triggers (load scenes, start animations, etc)

  * Physical button object added (same as GUI button, but involves touching with physical object in game)

  * Animation of morphs. Expression morphs added to allow animating expressions

  * Added timeline control and triggers to AnimationPattern

  * Atoms now can be turned on/off using triggers

* Many new morphs

  * 15 more face morphs thanks to backer Ren!

  * Dozens of expression morphs

  * Several new body and head morphs

  * Can now completely disable the auto-expression system and eye blink system (in Head Control)

* Audio and Image file browser for easier scene building

* Desktop mode enhancements

  * Mouse select of objects

  * Mousewheel support for UI

* Lightweight (merge) scene loader - useful for fast changes in multi-scene scenarios

* Thumbnails added for skins, hair, and clothing

Details:

 * Please see the Trello board for what else was completed. There were many small tweaks, enhancements, and bug fixes. I'm too tired to write them all out here!

More details on Trello: https://trello.com/b/LDlEpfvk/virt-a-mate-public-plans

Important note for this release:

Web browser and web panel web access has been turned off by default. You may see red error messages on scene load indicating this. You must opt-in on the User Preferences panel if you want to enable web access. This is to alleviate privacy concerns and web access without permission. There is known issue here with DreamStreetBedroom. Even if web TV is disabled, it still generates the error message if you have not opted-in to web access. I will address in a patch.

Download links:

WeTransfer

Direct

Mega.nz

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Details:

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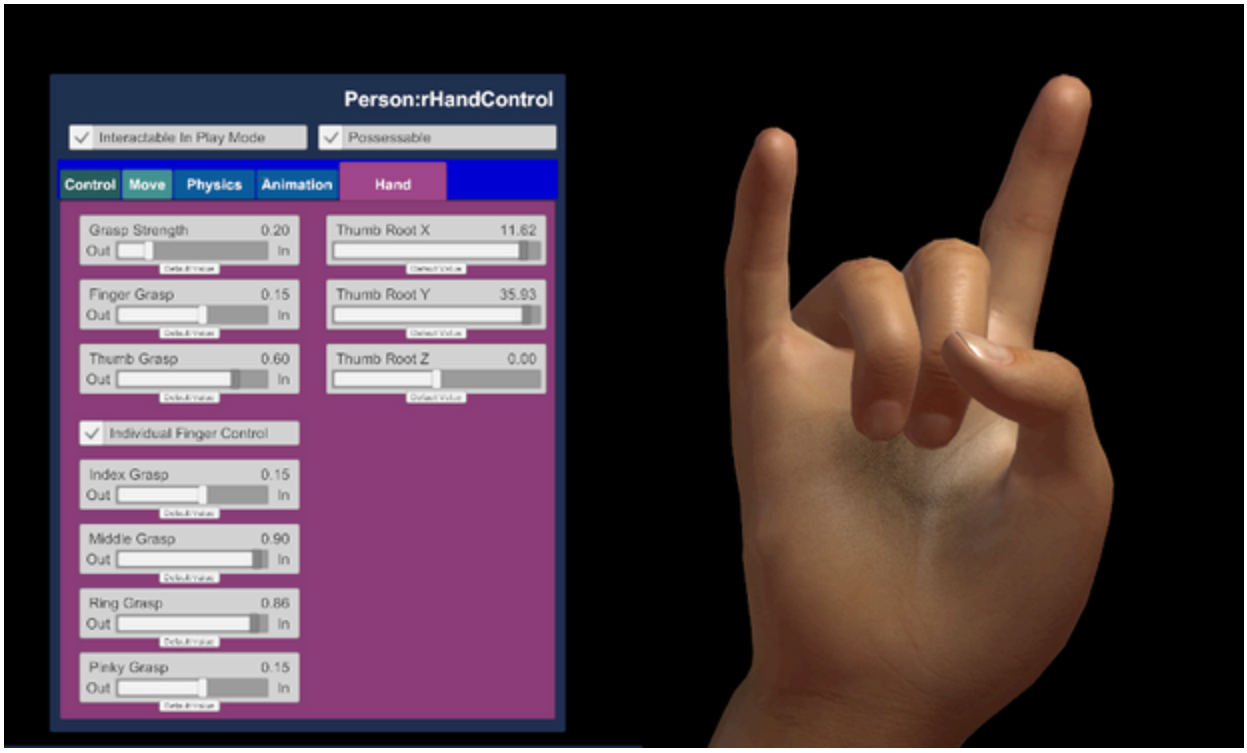
1.6.1 Released

Apr 5, 2018 at 1:24pm



New features and tweaks:

- Individual finger control!!!!
- Animation of fingers (all params shown above can now be selected as trigger target)
- Added Play button to AnimationPattern to allow easier testing
- Moved error/log message boxes to not overlap regular UI

Bug fixes:

- Fixed Transparency issue with eyelashes
- Fixed Merge Load fatal error
- Animation Pattern - fixed Reset
- Animation Pattern - more reliably call triggers at min and max of timeline
- Animation Pattern - fixed 1 step animation set to loop to run triggers correctly
- Fixed named triggers to not have messed up UI
- Fixed eye twitch/reset issue when modifying morphs that have bone movement
- Fixed scene load issue with Male that starts out set to off
- Fixed blank image and audio url hanging save scene
- Fixed Master Animation Timeline manual scrubbing to properly activate triggers

Download links:

WeTransfer

Mega

Direct

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Download links:

WeTransfer

Mega

Direct

1.6.2 Patch Released

Apr 8, 2018 at 6:44am

This patch just fixes 1 critical bug:

https://trello.com/c/Yypma5hI

Download:

Direct

You must have 1.6.1 installed before you can apply 1.6.2 patch.

This patch just fixes 1 critical bug:

https://trello.com/c/Yypma5hI

Download:

Direct

You must have 1.6.1 installed before you can apply 1.6.2 patch.

1.7 Released! Are you ready for your private dance?

May 4, 2018 at 6:10pm

Download links:

- WeTransfer
- Direct
- Mega

Release highlights:

- The Club environment & props. Glowing laser lights and other cool stuff! And finally a proper dance pole!
- Major performance updates. VaM should generally run much better now!
- Male character improvements: new skin, 100s of morphs, new clothes, advanced colliders in pelvis region (more regions coming in future release), anatomy completion
- New flexible dildo toy thanks to contract work from backer TerCraft! Thanks TerCraft! Great work!
- Included community looks pack compiled by NutkinChan/Ross Parker. Thanks NutkinChan! The community is so grateful to have you!
- 2 new female skins, and a new skin material param to bleed out the diffuse texture so you can get whiter skin types (many asked for this!)
- Tweaked female groin colliders. Things should um...go in and stay in a bit better and not shoot through the leg anymore - eek!
- Several bug fixes

Short on time, so please see Trello for full list!
https://trello.com/b/LDlEpfvk/virt-a-mate-public-plans

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- WeTransfer
- Direct
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Short on time, so please see Trello for full list!
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Come soak yourself in 1.8!

Jun 2, 2018 at 10:18am

Download links:

- WeTransfer
- Mega
- Direct

Release highlights:

- Content: Jacuzzi terrace apartment, furniture, and props. Jazuzzi has water effect, controllable steam and bubble effects, and controllable light built in.
- Content: Cityscape with day and night options
- Content/Feature: Skyboxes! Many more choices of global illumination and accompanying skyboxes can now be displayed and adjusted
- Content: New female 5 skin
- Content: New clothing - bikini, male swim trunks, swim pullover, hat, and sunglasses
- Content: 2 new female hair styles - both with morphs

- Content: 2 new male hair styles
- Feature: Animatable speech and thought bubbles. Send text to these via triggers. Controllable display time.
- Feature: New trigger type - Look-at trigger with controllable look at and look away time for activating actions
- Feature: New trigger action - start and stop hand possess (user must align controllers to hands after start)
- Tweak: Added physics rate user preference (low or high). High is what 1.6.2 had. Low is a better version of what 1.7 had.
- Tweak: Increased light shadow default from low to medium and added per-light control for the shadow resolution for fine tuning per scene as some lights do not need higher shadow resolution to be effective
- Tweak: Greatly improved screenshot quality
- Tweak: Once all controllers are possessing, automatically end possess select mode
- Tweak: Heels now auto-set toe joint drive angles to align
- Bugs: 16 bug fixes (see Trello board for details)

See Trello for more info!

1.8.1 Released

Jun 6, 2018 at 1:45pm

Two options for patching this time. Either the previous-style .exe patcher or a .zip file you simply overlay into your install folder to overwrite files. You can pick whichever you prefer. Some did not like the exe patcher so I included zip with only updated files as alternative. I tried to use a new patcher system for 1.8.1, but it required that the original install contain some files that I'm missing in 1.8 so I could not use it. 1.9 will start using the new system with launcher, downloader, and updater. I'm hoping to have my global CDN online for 1.9 as well so this might be the last of WeTransfer and Mega.

Download links:

- WeTransfer (both options included with single link)
- Mega exe
- Mega zip
- Direct exe
- Direct zip

Release notes:

- 21 bugs fixed !!! See Trello for more details.
- Tweak: ResetAnimation is called on all AnimationPatterns right before save. This puts objects back in their original positions to avoid glitches during load.
- Tweak: Added trigger validation system that will automatically clean up triggers if you mark morphs as no longer animatable or remove an atom that the trigger was targeting.
- Tweak: Error UI is not stuck to player head to make sure it is seen and text fields were increased in size so entire message can be seen
- Tweak: Improved loading screen to be consistent dark grey floor
- Content: Bonus jacuzzi scenes: All backers - additional interactive scene in jacuzzi. Entertainers and Creators - additional animated scene in jacuzzi.

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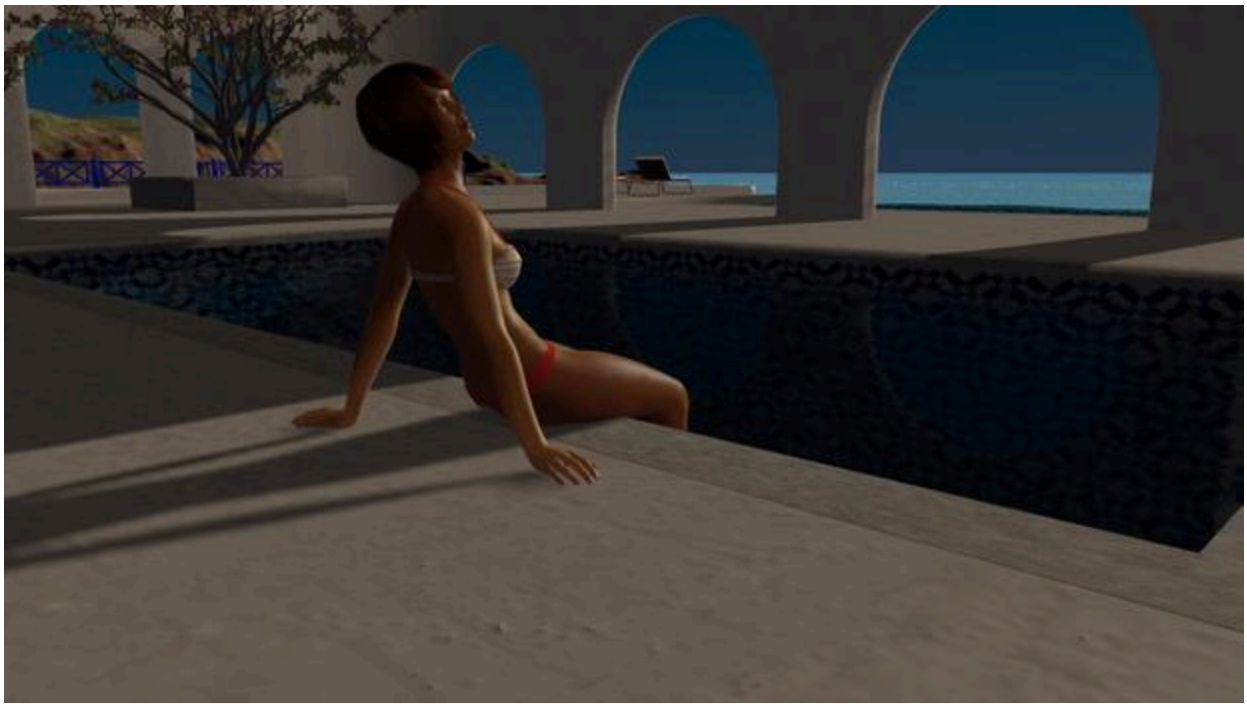
1.9 Release

Jul 3, 2018 at 6:28pm



I had last minute trouble with a new installer program and CDN and I don't want to delay the release any further, so it is the same download approach as last release. I was meaning for this release to use a new small-download installer program that then uses a CDN to quickly deliver the release worldwide. But that will have to wait until next release.

Download links:

- WeTransfer
- Mega

- Direct

Release highlights:

- Content: Lots of new morphs. Viseme (speech), tongue, hand, toes, and other pose-oriented morphs.
- Content: New primitive shapes that support independent axis scaling
- Content: New female and male skins
- Content: New female clothing set: casual denim
- Content: New environment - island resort
- Feature: Tons of desktop mode improvements. See Trello for more detail
- Feature: Vive Tracker support - up to 3 trackers can be used in this release for additional motion capture options. Recommended to use new 2-Stage Possess option with them or manually link something to them using the Link features on every controller. Trackers will be found in [CameraRig] atom.
- Feature : 2-Stage Possess - allows possessing with offsets. Link 1st, then lock in with 2nd select press after in desired position
- Feature: Atom renaming
- Feature: Player thought bubble
- Feature: Independent axis scale on select atoms that can support it
- Feature: Scale is now animatable
- Feature: Tongue is now animatable and controls moved to morph system
- Tweak: Improved asset bundle handling. No longer cache data to users AppData area (saves lots of disk) and improved load times all around
- Tweak: Water lighting tweaks
- Tweak: morphs that should not be animated due to potential performance issues are now marked in red
- Tweak: Jaw angle control is now handled by morphs
- Tweak: heels now drive foot joint drive angle for a more natural pose
- Tweak: Tongue/jaw tweaks. Tongue is now fully jointed to allow new bone rotation morphs to work and also now allows the tongue to push on the jaw again
- Tweak: Screenshots - no longer render player controls and now also give visual flash feedback when screenshot is taken
- Tweak: Performance enhancements - helps lower-end systems the most. Still hard to make 90fps with 2 Person atoms.
- Bugs: A few minor bug fixes - see Trello

See Trello for more info!

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See Trello for more info!

1.9.1 Patch Plan

Jul 5, 2018 at 6:16pm

Hi all-

1.9 has several bugs in it. I plan on releasing a patch sometime tomorrow, July 6th, to address at least 2 of the 3 listed below:

- Bug 1: Localization issue. This caused white screens, mangled characters, and all sorts of other odd issues because it forced everything to be spawned at the exact same point. It affected users running language other than English on Windows (specifically localizations that use , for decimal instead of .). I have a fix already completed for this one and was able to test it out to confirm.
- Bug 2: mp3 audio loading no longer works. I spent nearly all day today trying to fix this. Unfortunately I'm using a 3rd party dll for mp3 conversion to a format Unity can use, and even though I have the source code, I was not able to fix it. It seems to be a fundamental compatibility issue between Unity's il2cpp system and using c++ libraries. If I can't fix, mp3 audio support will be temporarily dropped. You can still use .ogg and .wav formats and there are many easy converters out there so hopefully not much of a limitation.
- Bug 3: tongue collider issues that can cause character explosion. I'm hoping to come up with a fix that won't compromise the new tongue functionality introduced in 1.9.

Thank you for your support!

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- Bug 3: tongue collider issues that can cause character explosion. I'm hoping to come up with a fix that won't compromise the new tongue functionality introduced in 1.9.

Thank you for your support!

1.9.0.1 Patch Released

Jul 6, 2018 at 5:01pm

This uses a new direct download updater which will be similar to how future releases and updates will be handled. 1.9.0.1 fixes all 3 major issues listed in yesterday's note.

Instructions:

- Download the zip below
- Unzip into the folder where VaM.exe is located
- Run VaM_Updater.exe (Windows Defender SmartScreen might complain the 1st time your run this, but choose More info -> Run Anyway)
- The updater should download 1.9.0.1 patch and update your copy.

http://releases.virtamate.com/1.9/VaM_Updater1.9.zip

If I release any more 1.9.X updates, this same updater will be able to be used to get those.

Thank you for the support!

Meshed

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Thank you for the support!

Meshed

1.9.0.2 Patch Released

Jul 9, 2018 at 10:11am

- Bug fix: new mp3 importer only allowing single mp3 url to be imported
- Bug fix: Auto colliders not sizing correctly on scene load
- Bug fix: reset buttons should pause simulation to prevent glitching
- Bug fix: Web panels and browser – fixed issue with desktop mode not getting mouse and key focus
- Bug fix: Tongue collision was turning off with auto expressions toggle
- Bug fix: UI popup sorting issues in User Preferences panel
- Bug fix: Desktop batch file was leaving command window open
- Tweak: More tongue collider tweaks and glitching fixes

If you have already downloaded and installed 1.9.0.1 patcher, you simply need to run VaM_Updater.exe again. It will download and auto-patch to 1.9.0.2. If you have not yet installed 1.9.0.1, follow the directions below to get the new patcher:

Instructions:

- Download the zip below
- Unzip into the folder where VaM.exe is located
- Run VaM_Updater.exe (Windows Defender SmartScreen might complain the 1st time your run this, but choose More info -> Run Anyway)
- The updater should download 1.9.0.1 and 1.9.0.2 patches and update your copy.

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Meshed

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http://releases.virtamate.com/1.9/VaM_Updater1.9.zip

If I release any more 1.9.X updates, this same updater will be able to be used to get those.

Thank you for the support!

Meshed

1.9.0.3 Patch Released

Jul 10, 2018 at 1:57pm

This patch updates web browser plugin and reverts VaM back to using mono backend instead of il2cpp backend to prevent further c++ plugin issues. This fixes all Web* atoms.

This will be the last patch before 1.10 as I would like to get started on the new 1.10 features and content and it is already 1/3 of way through month.

If you have already downloaded and installed any of the earlier 1.9.X.X patchers, you simply need to run VaM_Updater.exe again. It will download and auto-patch to 1.9.0.3. If you have not yet installed any 1.9.X.X patcher, follow the directions below to get the new patcher:

Instructions:

- Make sure you already have 1.9 version installed. Patcher only works with 1.9 or higher
- Download the zip below
- Unzip into the folder where VaM.exe is located
- Run VaM_Updater.exe (Windows Defender SmartScreen might complain the 1st time your run this, but choose More info -> Run Anyway)
- The updater should download 1.9.0.1, 1.9.0.2, and 1.9.0.3 patches and update your copy.

http://releases.virtamate.com/1.9/VaM_Updater1.9.zip

If I release any more 1.9.X updates, this same updater will be able to be used to get those.

Thank you for the support!

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Instructions:

- Make sure you already have 1.9 version installed. Patcher only works with 1.9 or higher
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If I release any more 1.9.X updates, this same updater will be able to be used to get those.

Thank you for the support!

Meshed

1.10 Release

Jul 31, 2018 at 3:44pm

1.10 is here! Some changes have been made to all backer levels with this release!

- Teaser backers now have the ability to load scenes!
- Entertainer backers now have the ability to save scenes!
- Creators have the highest level of editing tools available, having exclusive access to Edit mode and ability to add new atoms
- All backers now have the ability to import custom textures on the female character. In addition an obj/mtl export feature is included to allow exporting a static mesh to load into external 3d programs to help with texture painting.

We hope these changes will boost the number of people creating and using community content. Some amazing work is posted over on VAMScenes on reddit. Since all backer levels now have the ability to load custom scenes, we will likely stop including built-in scenes in future releases unless we magically find some free time to make some! Instead we are focusing more on features that enable even more community content and customization.

Discord:

- We are much more actively communicating on Discord than on Patreon, so if you want to follow what is happening between releases, please join in!
- If you connected Patreon to Discord (in your account settings area), you have already been auto-joined to the Discord server and you will get a rank based on your backer

level. If you don't want to connect Patreon to Discord, but would still like to join in, you can join us at https://discord.gg/7RDRf64

Download links:

1.10 is now distributed through an installer/updater system using a global CDN, but we have included a traditional zip link as well in case there is trouble with the installer/updater.

(Option 1 - recommended) Installer/Updater:

- Download the installer and run it. It will pop up some instructions. You can point it to an existing install of VaM to save download time, or point it to a new directory if you want a clean install, but this will take more download time.
- Link: Installer

(Option 2) Direct download zip:

- WeTransfer
- Mega

Release Highlights:

- Feature: Import of custom female skin textures
- Feature: Import of custom female and male morphs
- Feature: Added support for up to 7 Vive Trackers
- Feature: Grid and snap feature
- Feature: Threaded texture loader for file browser - reduces/removes stuttering when browsing
- Content: New femalecustom skin. Release also includes the source textures in Textures/ folder. This set was exclusively commissioned from a DAZ artist for VaM and users are free to distribute and modify as needed to make new custom textures.
- Tweak: Many control handle (desktop) enhancements (see Trello for details)
- Tweak: Improved obj exporter to include mtl file and work better with Photoshop 3d painting features. Can use textures mentioned above or make your own from scratch!
- Tweak: Person parent atom adjustment to lessen soft body distortions
- Tweak: obj exporter on Person available in play mode UI and all backers to assist with texture painting in external 3d applications (Photoshop, Blender, etc.)
- 16 Bug fixes (see Trello for details)

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Discord:

- We are much more actively communicating on Discord than on Patreon, so if you want to follow what is happening between releases, please join in!
- If you connected Patreon to Discord (in your account settings area), you have already been auto-joined to the Discord server and you will get a rank based on your backer level. If you don't want to connect Patreon to Discord, but would still like to join in, you can join us at https://discord.gg/7RDRf64

Download links:

1.10 is now distributed through an installer/updater system using a global CDN, but we have included a traditional zip link as well in case there is trouble with the installer/updater.

(Option 1 - recommended) Installer/Updater:

- Download the installer and run it. It will pop up some instructions. You can point it to an existing install of VaM to save download time, or point it to a new directory if you want a clean install, but this will take more download time.
- Link: Installer

(Option 2) Direct download zip:

- WeTransfer
- Mega

Release Highlights:

- Feature: Import of custom female skin textures
- Feature: Import of custom female and male morphs
- Feature: Added support for up to 7 Vive Trackers
- Feature: Grid and snap feature
- Feature: Threaded texture loader for file browser - reduces/removes stuttering when browsing
- Content: New femalecustom skin. Release also includes the source textures in Textures/ folder. This set was exclusively commissioned from a DAZ artist for VaM and users are free to distribute and modify as needed to make new custom textures.
- Tweak: Many control handle (desktop) enhancements (see Trello for details)
- Tweak: Improved obj exporter to include mtl file and work better with Photoshop 3d painting features. Can use textures mentioned above or make your own from scratch!
- Tweak: Person parent atom adjustment to lessen soft body distortions
- Tweak: obj exporter on Person available in play mode UI and all backers to assist with texture painting in external 3d applications (Photoshop, Blender, etc.)

- 16 Bug fixes (see Trello for details)

1.10.0.6 and 1.10.0.7 Patches released

Aug 1, 2018 at 10:01am

1.10.0.6 was released yesterday and fixed dildo toy and added femalecustom thumbnail.

1.10.0.7 was released today and improves the .obj exporter to export 2 obj files, 1 that is morphed, and 1 that is morphed and skinned.

To get the patches, simply run the VaM_Updater.exe found in your install folder.

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1.10.0.10 Patch Release and 1.11 Plans

Aug 11, 2018 at 4:32pm

1.10.0.10 Patch is out. It fixes 6 bugs:

- Fixed issue with moving parent node when a child node was turned off. This resulted in child node getting stuck
- Added decal texture support for shaders used in famele14 skin
- Fixed texture import to report error instead of crashing when texture file was missing
- Fixed texture clear to always work. Was broken on decal slot after loading a 2nd texture
- Fixed issued with face texture reverting back to makeup texture when loading same appearance twice (or another appearance using same textures)
- Fixed male skins to apply limbs texture to fingernails and toenails

Just run the VaM_Updater.exe in the VaM install directory to get the update. If you have any trouble, you can try using Options -> Force Repair to verify you have all the correct files installed. If you use the repair option, you will have to re-enter you key.

1.11 Plans:

Here are some major features I hope to add to 1.11, but all of these items are fairly complex so might not be completed. If partially completed, I'll try to include as much as possible as a sneak-peek. In addition to these listed items, 1.11 will also include other smaller features, tweaks, and content.

- New hair sim with multiple new styles. This will be alpha release of this feature as I plan to enhance further after initial release to allow in-game styling.
- CustomAtom with .obj import. This will enable custom objects to be added to VaM. It will work sort of like ImagePanel but with a path to an .obj file instead of an image file.
- Improvements to installer/updater. Many people reported issues with this. I'm using a 3rd-party tool here, but I have the source code and I hope I am able to make it more robust.

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1.11 Released!

Sep 4, 2018 at 8:19pm

Lots of exciting features in this release! New hair sim system, custom unity asset atom to enable amazing community creations, new scene packager, and online scene browser!

Please note to get 1.11, you must use new installer and updater. Running existing VaM_Updater.exe will not get you the update. Here is the link:

Direct Download

(edit - added additional direct full download options for those that have trouble):

Mega

Direct

Release notes:

- Alpha Feature: New hair sim system. Still to come: performance improvements, in game styling, support for more hair types (pigtails, etc.)
- Feature: Scene packager. New Save Package button in main menu. Puts everything scene references & scene into single .vac file
- Feature: Online scene browser and downloader. Directly open scene json and vac files just by clicking on links in browser.

- Feature: Users can now set default new scene by changing contents of Saves/scene/default.json
- Feature: Control of Unity ambient light color. Mostly useful for Map Loader or CustomUnityAsset atoms where loaded Unity assets don't respond to VaM global illumination system
- Feature: CustomUnityAsset atom. Load Unity scenes or prefabs directly into VaM. Inspired by popular community created Map Loader mod
- Tweak: VaM_Updater.exe was made more robust with multiple retries on failed file downloads and better exception handling
- Tweak: VaM_Updater.exe now has a Launch Desktop button.
- Tweak: Added auto colliders to male chest region for more accurate collision
- Tweak: Added no hair option for male
- Bug fix: WebBrowser/Panels in play mode were not functional
- Bug fix: fixed seams on 5 female skins in genital area

1.12 Released! New UI and Plugin System

Oct 12, 2018 at 10:02pm

1.12 is a very technical release with a lot of core framework changes, so the impact of many of the items listed here might not be immediately obvious. The most obvious outward change is the UI overhaul. Many of the other changes won't be apparent until modders and advanced creators get some time with them. Now that the core is in much better shape, I plan to spend more time getting back to content oriented features like hair sim, clothing sim, and other primary focus on the Person atom.

Highlights:

- Alpha Feature: Plugin system. Dynamically load and run code to make VaM do things it doesn't support out-of-the-box!
- UI overhaul
- Triggers and animation: hundreds of new animatable properties and several new trigger types and options

- Sim Hair V2 improved collision and you can now move hair with hands

Download:

Updater method (2.5GB total download if updating 1.11 install directory). Extract zip to existing 1.11 install of VaM that has no mods installed (important) and run VaM_Updater.exe. If mods are installed the updater will fail. For this case or a clean install with full download, extract zip to new directory and run VaM_Updater.exe. Download attachment or Link

Full download (6.7GB) zip alternatives:

- WeTransfer
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Release Details:

Plugin System

- Load c# code or managed c# dll files dynamically. Template and a couple of samples provided. More info and documentation coming.
- Register new variables in dynamic code that get saved/restored in scene json file. These plugins act as true extensions to the core system.
- Custom UI support
- Quick and easy UI builder from code without the hassle of making a UI outside of VaM and importing it
- CustomUnityAsset can now automatically load a neighboring dll built from Unity using assembly definitions, meaning you can import custom behaviors that were developed with the asset in Unity
- CustomUnityAsset now finds embedded UI canvases and registers them so they can be interacted with properly. Also added ability to toggle these found UI elements on and off.

UI Overhaul

- New vertical tab design and nearly every panel was redesigned.
- New system is easily scalable and customizable to make future UI changes easier
- Complete trigger UI redesign to make it much easier to manage lots of triggers
- Long popups are all scrollable and have been moved to provide maximum viewing area
- Slider text can now be selected to allow typing in specific numbers
- Color pickers now have usable RGB sliders and values can also be typed in

Triggers

- Collision trigger: added Atom filter to only consider or exclude specific atom
- New AnimationStep triggers: OnActive/Transition/OnInactive. Often easier to adjust a timeline of triggers with this over AnimationPattern triggers.
- AudioSource: added volume based trigger system

- 100s of new parameters on the trigger/animation system. Lots more things are targetable

Other

- New Atom physics params: drag, friction, and bounciness
- Play mode changes to align this mode with long-term vision to make play mode the mode to run created scenes in with minimal fuss and complexity. In future you should be able to make “games” that run in play mode and not really know it is VaM under the hood other than the main menu.
- Play mode UI removed to pave way for future release that will support custom play mode UI.
- Tons of new furniture and prop atoms
- More interactable elements on environment atoms
- Installer/patcher now use https downloads

Many, many more tweaks and bug fixes. Please see https://trello.com/b/LDIEpfvk/virt-a-mate-public-plans for more details

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