

7.5.0

A major release for the beginning of the new school year!!

We are now supporting unlimited teams for Multiplayer games as well as Spawn Zones!

Spawn zones are particularly useful in Obby's when creators want players to restart from a checkpoint after failing.

Players can now be set to invisible which allows "replacing" them in 3rd person perspective with any object like cars, robots, etc.

All premium users including students can now export their 3D Blocksmith models to use in game engines, Tinkercad and other 3D apps. Note we specifically support .stl export for 3D printing of Blocksmith models!

Our new customizable Indoor Room creates a simple room setup with perfect lighting.

See <https://www.blocksmithxr.com/blog/whats-new-750> for details and cool videos!

New: Spawn Zone Object

New: Allow adding multiple teams in Multiplayer

New: Add Set/Remove Tag event actions

New: Add a Custom Room to Indoor Platform Selection

New: Make object export available for all premium users, not just for pro

New: Show current tags on objects in the Viewer's Debug Log

New: Set up the forgedlearning.com site. It is happening!

New: Additional backup for experiences and quests

New: Make exporting models available for all premium tiers

New: Signup Dialog Design

Improved: Increase transform tool handles when Large Fonts setting is enabled

Improved: Add error messages to Multiplayer connection dialogs

Improved: Deprecate the "Use Players' Avatars" setting for Multiplayer Lobbies

Improved: Head Slot Object Editing

Improved: Add a Player Model Selection: None

Improved: Account sign up improvements for iOS Viewer

Improved: Update Oculus Plugin

Improved: Handling of Unknown Controllers

Improved: Show VR keyboard instantly when Host/Join Private Multiplayer events occur

Improved: Sync Set Font/Set Font Color events in Multiplayer

Improved: Re-structure green Event reference lines to be removed when switching/playing scenes or loading experiences

Improved: Allow Navigable objects to work as Global Objects

Improved: Create General Project window UI for WebGL Builder

Improved: Sign-up dialog improvements

Improved: Add "Set Ambient Color" Event Action

Improved: Change newly added Characters' scene name to the provided name

Improved: Capture mouse pointer when recording video from Camera objects

Improved: Show a "Waiting for \(\x\) more player\(\s\) to join" message when minimum player count has not been reached

Improved: Apply Spawn Zone's rotation to respawned players/objects

Improved: Resize 3D model image preview in Export window to avoid overlapping elements
Improved: View icon on exp info page is clickable, breaks down views per device
Improved: Verification links expire after 24h
Improved: Updated Privacy Agreement to clarify that a school can see student activities
Fixed: Experience preview images sometimes failing to load in the Web Builder/Viewer
Fixed: Ready Player Me models appearing white sometimes
Fixed: Uploading a sound file doesn't show it under "my media" in the scene music dialog
Fixed: Head slot & Hand slot items lagging in 3rd person (when launched\)
Fixed: Experiences using Conference Room don't play in Viewer
Fixed: Builder logged out when opening
Fixed: Export 3D Model pricing dialog shifts the "Don't Save" button in the New Project window
Fixed: 3rd Person Player speed can't be increased and jump can't be disabled
Fixed: Art Gallery Template is consistently crashing the iOS Viewer
Fixed: Look into stability issues in Space Bots 2 experience
Fixed: Reflections on Ready Player Me characters disappearing in Realistic modes
Fixed: Dojo Platform not appearing initially and possibly causing a black fade panel to not disappear on Web Viewers
Fixed: Objects not appearing and scaling correctly in a multiplayer scene
Fixed: Global Objects don't receive Broadcast Events
Fixed: Projectiles getting blocked by the player avatar and scene objects in Guinea Pig Survivors
Fixed: AI Text generation shows error 500
Fixed: AI Coupons don't work for users without a hub. Yes. If you are reading this we love you and you can ask for a free ai credit coupon at help@blocksmithxr.com.
Fixed: Claiming an anonymous score on the web leads to an error
Fixed: Blendshapes are getting lost when converting model files to glb
Fixed: Spaces are allowed at the start of Hub names

7.4.2

With great features come great patches.

Please note that we have deemed the ability for 3rd person players to perform multi-jumps a bug, not a feature, and fixed it for now. Creators can program multi-jumps by using "send player input" to the player and then evaluate it for users pressing the jump buttons. That way creators also have great flexibility on how multi-jumps work for users.

New: Animations have an option to correctly interact with physic objects
Improved: Fall back to 1st person player for 3rd person player when in VR
Improved: Multiplayer Sync of Text Object Event Actions
Improved: Compress textures and show File Size in Builder's FBX upload process
Improved: Show Error Dialog with more detailed info when initial connection to Multiplayer game server failed
Improved: Reset 3rd Person Player's movement/pose during scene transitions
Improved: Show a confirmation message after a successful Manual Autosave

Improved: Avoid overwriting the Experience Preview with a scene snapshot after a user has uploaded a custom image

Improved: 3rd Person Player's view should follow their knocked down avatar

Improved: Map Sony PS4 Controllers with the joystick name "Wireless Controller" automatically

Fixed: Remixable dropdown not visible in Share window of Experience Page

Fixed: Cannot copy/paste text in WebGL Builder

Fixed: 3rd Person Players are able to multi-jump

Fixed: Instability and UI issues appearing in the Quest Viewer

Fixed: Player Camera without pointer control and lookaround makes the WebGL menu appear with every click

Fixed: Stop Animation always is sending multiplayer sync messages to others leading to animation hiccups

Fixed: "Is Not Multiplayer Host" returns inverted values.

Fixed: Camera connection remains in experience even when dissolved

Fixed: Join/Host Multiplayer Private Room does not work in VR

Fixed: Imported models are sometimes too reflective in realistic mode

Fixed: Remote players don't receive broadcast messages after a scene transition

Fixed: Ready-Player-Me Avatar of a multiplayer user is occasionally not loading when the same user is joining a second time

Fixed: Move control changes don't affect remote players

Fixed: Private Multiplayer Room codes with letter 'P' do not work (embarrassing bug of the month badge right here!)

Fixed: Spawned objects behave weird after respawn

Fixed: Handheld object consistently causing many Mesh collider errors

Fixed: 3rd person behaves differently than 1st

Fixed: Making Web Builder autosave files more reliable

Fixed: Room Code input field reverses entries when the Web Builder/Viewer is fullscreen

Fixed: Loading experience failed due to long model texture filenames

Fixed: Launch Player events do not have any effect on 3rd Person player models

Fixed: SetTextColor and SetTextFont sync

Fixed: Green connection lines to other objects not disappearing on de-select

Fixed: Players are sometimes failing to switch to a camera view

Fixed: Variable objects become non-clickable in the Builder in some cases

Fixed: Reset player after knockout causes player to be invisible or offset.

Fixed: Attaching a simple Primitive object to a 3rd Person Player's hand causes their hand/arm to look weird

Fixed: Respawnning a 3rd person player from within a trigger does not record its trigger exit

Fixed: Time based score numbers are not correctly formatted in scoreboard dialogs

Fixed: Default Blockcharacter does not animate after a custom avatar has been used in a previous experience

Fixed: Different Player view modes in multiple scenes causing Player avatars to appear incorrectly

7.4.1

A quick patch with important improvements and fixes.

Improved: Teachers/Delegates can now see all classes on their hub

Improved: Chromebook character loading behavior

Improved: Sign up dialog on tablets

Improved: Allow the Builder view access to expired hubs

Fixed: Reset Scale ability does not work well with Players/objects that are not 100x100x100cm

Fixed: 3rd Person Players activating "Trigger Enter/Exit" events when Knocked Down

Fixed: Hit Target on animated objects affects their animations

Fixed: Players not able to see the host in multiplayer

Fixed: Event targets for slot objects are temporarily missing after deleting external objects

Fixed: Objects are invisible after assigning them to a character object until a scene change or update happens

Fixed: No such version Error appearing in all Embed popup windows

Fixed: Paid Access licenses assigned through Access Request workflows are not providing access to the hub

7.4.0

Our biggest release of the year so far, packed with new features.

Experiences can now be configured to be played in 3rd person view!

We added a "smart" 3rd person camera and the ability to customize how hand object animations are being played, so Player avatars can now correctly fire a magic wand, do a sword fight or conduct an orchestra.

Player avatars can now be animated and prevented from interacting so it is possible to make multiplayer games with elements like the Fortnite Boogie Bomb or freeze other players.

Custom materials can now be used for stylized and realistic artstyles and we implemented AI texture generation and seamless tiling.

AI text generation is available to make your story games shine.

AI credits can now be bought for a hub and be given to students.

Variables and message parameters feature more types now including Boolean. Yes it was possible to use integers with 0 and 1 but we want students to learn how to use Booleans the right way.

Now that players can see their characters in 3rd person mode we want to provide a method to customize them from within the viewers. Hit ESC on tablets or on the web to pause the game and click on the character avatar to create a Ready-Player-Me character to your liking.

Multiplayer games can now stretch over multiple scenes (all players will go to the scene the host goes to), we support spawn zones and private multiplayer lobbies.

Instead of sorting by major and minor changes we are grouping the feature lists for this release by category.

Players:

- New: 3rd person perspective for Players
- New: Player Characters can now animate with character animations & events
- New: Updated Ready Player Me Avatar workflow allowing low end character models.

- New: Players can be prevented from clicking with "Deactive/Activate Player Interaction" event actions
- New: Add Crouch ability to the Player
- New: "Player Distance" Condition to Event System
- Improved: Allow 3rd person characters in either Aim or Normal modes to click on objects directly above them

AI:

- New: The absolutely magical AI Prompt to Texture tool
- New: Seamless AI tiling feature
- New: Zoom In feature to Image and Material Generation in the Builder
- New: ChatGPT integration with AI Prompt to Text
- New: AI Hub Credits - Teachers can buy credits for students
- New: AI Priority Queue makes generation timeouts less likely
- New: Coupons for ai credits (let's try it out: if you read this, send us a coupon request and we'll send you some credits! aicoupon@blocksmithxr.com!)

Viewer Apps:

- New: Customize pause menu with navigation options for your experience
- New: Add Account info and Character Customization into Viewer Pause Menu
- Improved: Change iOS Viewer to show 30 FPS by default
- New: Character selection and creation in Viewers, tap on your avatar icon to start
- Improved: Map the Quest Viewer's controller inputs so non-player objects can be controlled - play all the games in VR now!

Builder:

- New: More message parameter & variable types, incl... Boolean!!
- New: Set Font Size and Set Font events
- New: Private Multiplayer with room codes (not available for free users)
- New: Multiplayer over several scenes
- New: Multiplayer spawn zones
- New: Support different quality levels for Ready-Player-Me characters
- Improved: Create Screenshot and 360 Image should return to the builder after snapshot creation.
- Improved: Prevent non-droppable objects' image previews from disappearing in the Inventory
- Improved: Remove Placeholder, Walkable, and Multiplayer Sync from Player's Advanced Settings
- Improved: Better preview image for the Water material
- Improved: Prevent an empty FBX/GLTF model from being uploaded with an experience when an unverified user saves it
- Improved: Show a warning dialog when a user saves FBX/GLTF models that will be blocked when uploading

Class/User management:

- New: Purchase hub subscriptions as gifts
- New: Access Request Pages now support Multi-Select
- New: A wizard to apply Licenses/Quests to individual Hub Users
- New: Cancel domain subs when a user deletes account

Misc:

- Improved: Improve the network error/image generation popup window
- Improved: Don't change a snapped hinge point when an animation depends on it
- Improved: Add option to Multiplayer Lobby objects to Randomize Starting Team
- Improved: Show "Player Joining" when loading another player in (web viewer)
- Improved: Improve Change/Append Text event's text input area
- Improved: Allow Hand/Head slot objects to be viewed/selected in the Debug Log
- Improved: Apply Spawn Zones on all multiplayer scene changes
- Improved: Hide "Crouch" and "Sprint" buttons in Mobile Viewer UI when those movement settings are disabled
- Improved: Replace RapidXR logo in "signed up on pro hub" email with Blocksmith logo
- Improved: Show Class Setup page after naming a hub with prepaid slots available
- Improved: Do not consume AI Creation Credits if an error occurs and show a better timeout error
- Fixed: Checking if a user had lost their subscription is detecting a recently expired subscription as still active
- Fixed: Quest Progress dialog breaks with quests with empty sections
- Fixed: PIN logged-in users are not able to join private multiplayer matches
- Fixed: "Add global message" popup
- Fixed: Using set font color on a text object shows a fully transparent font color as default
- Fixed: Changes to a sound's pitch are not audible when playing the sound's preview
- Fixed: Lava material and its variants are not loading/working properly
- Fixed: Set Zoom event with a duration causes incorrect material zoom
- Fixed: Grouping a Multiplayer lobby with another object breaks the Multiplayer setup
- Fixed: High quality clouds/skies are not appearing in Scene Previews
- Fixed: Inputting negative scale values for objects is possible and leads to disappearing objects
- Fixed: Inverted object movement can sometimes occur after copy/pasting objects
- Fixed: Copy/Paste UI buttons do nothing if used quickly
- Fixed: Snapshot previews and captures do not show HDR Glow
- Fixed: Reflections visible on some Imported Models in Low Poly mode
- Fixed: Isometric Camera's initial preview is incorrect
- Fixed: UV map for Capsule is different in Stylized and Low poly
- Fixed: "Loading/Generating AI Images" dialog becomes stuck if AI Image Generation window is closed while loading/generating
- Fixed: Timer Reached and Sound Finished Events are being called for each multiplayer client
- Fixed: Generating AI Images dialog becomes stuck if "Create" button is double-clicked
- Fixed: Map object is blank initially and appears blank for all MapQuest options

- Fixed: Scripts are not working on Float Variables
- Fixed: Large Navigable groups are not creating a navmesh agent leading to errors and no movement
- Fixed: Raycasts do not affect Players in Multiplayer scenes
- Fixed: Selecting Multiplayer popup window elements is not possible when Pointer controls are enabled on a Camera
- Fixed: "Start Hidden" setting breaking variable connections when a scene is restarted
- Fixed: Spawner and Raycaster objects appear in the scene with non-proportional scales
- Videos do not sync in multiplayer scenes
- Fixed: 3rd Person characters can walk through walls with video objects covering the surface
- Fixed: Restart Level menu button is not working in the Web Viewer
- Fixed: Raycaster objects always return 0 as the X Hit Point value
- Fixed: iOS Viewer shows a strangely rendered menu UI and black objects when playing scenes
- Fixed: Set Image event does not sync for secondary\+ players in multiplayer scenes
- Fixed: Global messages are not imported to an experience when added from a template
- Fixed: Animation inside a handheld object not playing after restarting the Viewer
- Fixed: Images do not appear in the Quest Box when there is no line break between them in Markdown
- Fixed: Events on an animated object are causing the animation to jump/skip
- Fixed: User's Display Name is not appearing in a specific multiplayer scene

7.3.4

We are excited to announce the release of a small but powerful feature: Hinge Events!

Objects and players(!) can now get attached to a hinge on an animated object, which will apply the position changes of that object to the hinged element.

This is a great way to temporarily attach players to moving platforms, elevators and even objects like cars, planes, etc. Creators can allow players to still move around but they will also move with the object they are hinged to.

We also took another round on stabilizing FBX/OBJ imports, including making sure that saving and loading them as 3D models works.

Annoyed by "Peer created..." error messages in multiplayer games? We found a bug that might have caused that. And fixed it!

- New: Add Set Hinge Object and Release Hinge Object Event Triggers to Hinge Objects
- Improved: Change Hinge Points to be proportionally scaled, smaller and have a precise boundary box
- Improved: Show a warning message when a user applies physics on an object/group with holes
- Improved: Viewer's Debug Log in Multiplayer show all current connected players in its Hierarchy
- Fixed: Error when trying to create AI content with free user credits
- Fixed: Model Load Error appearing when importing some OBJ models

- Fixed: An animation on a Hinge point does not work and creates issues with nested animations
- Fixed: Broadcast events are not received by remote players in MP matches
- Fixed: Incorrect clouds appearing when the cloud setting is changed in the Web Builder
- Fixed: Not able to deselect Special/FX objects in the scene
- Fixed: Not able to select objects in the Hierarchy when multiple objects are selected
- Fixed: Walkable setting and gaps are ignored by navigable objects
- Fixed: Rotating a grouped Hinge point through deep-selection or during Edit Group causes unexpected results
- Fixed: The countdown timer of the multiplayer join dialog triggered the retry to join a random room a lot of times instead of just once which causes connection issues.
- Fixed: Restart experience in WebGL Viewer does not actually start to play.
- Fixed: Imported models lose their texture references when copied/pasted between scenes

7.3.3

A lot of small improvements and bug fixes.

Creators can show scoreboards in games and access the display name of players to use in games.

Teachers can now require students requesting membership to be managed. They can track hub managed student scores and use it for progress tracking for learning experiences and games.

Fixed FBX/OBJ model import on MacOS as well as saving such imports as Blocksmith models.

- New: Add a "Show Scoreboard" event to open the current Scoreboard
- New: Add isControllerConnected event condition
- New: Add Event Value for "Display Name" of any Object.
- New: Add "Require members to be managed by hub" option in "Access Settings"
- New: Add a Class Setup page to School/Redemption key hub creation
- New: Add a new "Scores" overview section for Hub Admins/Teachers
- Improved: Do not show a "Next" button in the Quest box for Project submission steps until a project has been successfully submitted
- Improved: Break the Quest Progress bar into chapters when applicable and make chapters selectable, showing the steps and projects for that chapter only
- Improved: Show "Hub Created Successfully" page after using a Redemption key to create a hub
- Improved: Rename "Limited Group" license to "Blocksmith Creator"
- Improved: Change Class Setup page to only appear when redeeming codes and improve its layout and text
- Fixed: Conference Indoor Room is only rendered on one eye using SteamVR - Oculus Quest
- Fixed: Set Color events do not work after setting Glow
- Fixed: Builder hotkeys to store inventory items \Z/X\ do not work
- Fixed: Controller Calibration window shows two OK buttons
- Fixed: Control Change Wizard does not work well for controllers with buttons

- Fixed: Controls changed by mouse click in Player Controls window on Chromebook
- Fixed: Activated/deactivated objects are not synching correctly in a specific experience in multiplayer
- Fixed: Debug Log UI in the Viewer does not scale well in some cases
- Fixed: Play at start on an animation sets the start time of the scene, even if the object is deactivated at start
- Fixed: Saving Imported Models as 3D Models in the Builder does not work
- Fixed: Play in Viewer Debug Log Console does not show hierarchy in multiplayer mode
- Fixed: Loading message stuck and error occurring on Classes window
- Fixed: Creator licenses not appearing when assigned to a class on the Classes page
- Fixed: Creator licenses applied to a class are not appearing in the Add Members window
- Fixed: Unverified users can redeem Redemption codes
- Fixed: Errors and UI issues appearing on the Class Setup page
- Fixed: Attempting to Accept/Accept all Full accounts on a Pro hub results in unresponsive page and error
- Fixed: Inputting text into Long Description fields on the web does not work well

7.3.2

Another small round of bug fixes.

- Fixed: Record Video button in the Viewer's Pause bar is broken
- Fixed: Zoom level does not work in Realistic mode with Lava material and its variants
- Fixed: Snapping a Hinge point object causes a crash on Web Builders
- Fixed: Some materials like Lava and Water not working correctly in some Builders

7.3.1

A couple of bug fixes and greater control for teachers to include or exclude AI features.

Server improvements to make it easier to apply licenses when accepting students to a hub.

- New: Add "History" to Builder's AI Creation Tool
- New: Create a wizard to add classes and apply Licenses/Quests to accepted Access Requests on Hubs
- New: Allow AI Tools to be toggled off/on by Hub Admins in a new App Settings menu in the Admin Corner
- New: Newsletters are now opt-in, not opt-out
- Improved: Change "Hub Setup" page to show the correct format for hub URLs
- Improved: Change signup default for newsletters opt-in to unchecked
- Improved: NSFW image filter (thanks Izzy!)
- Fixed: Hubs requiring members to have their own accounts can still see management requests
- Fixed: Muzzle Flash effect realistic has black borders
- Fixed: Debug Log flooded with Null ref exceptions when opening Show Logs while playing in viewer
- Fixed: In-Builder Screenshot previews appear blurry in Snapshot upload window

- Fixed: Stylized image creation uses the old “zelda” prompt add ons in the Builder
- Fixed: Error occurs and event breaks when attempting to add an event to the subgroup/child of an animated object
- Fixed: Storm/Heavy clouds appear very bright when Medium graphics are enabled
- Fixed: Delete button on Scoreboard window does not remove individual scores

7.3.0

A big release filled with new and long awaited features.

The AI revolution is here, and is empowering creators with new ways to craft their vision into reality. We start with adding text-to-image and text-to-speech tools, and are carefully monitoring the space for the first text-to-3D implementations.

Teachers and hub administrators can track student prompts and will be able to limit access to AI tools for their students. We are partnering with STEM Forged to develop curriculum that teaches AI core concepts, thus helping students and teachers understand the ethical and legal challenges in this space.

AI tools are available in the Builder, and on the Web at <https://www.blocksmithxr.com/generate>

Furthermore we updated controller support with setup and calibration options.

Pro users can now configure hubs to offer paid access and earn money by selling premium games through our system. Educators can bulk purchase those game licenses and even subscriptions to such hubs.

Creators can now use custom fonts, a long awaited feature.

Raycasts can now be queried precisely where they hit an object.

Creators can now selectively enable shadows on mobile devices and disable them on other objects on desktop environments.

Major:

- New: AI image creation
- New: AI Text To Speech
- New: Controller Calibration option
- New: Controller Advanced Button mapping
- New: Add "Constant Force" and corresponding Constant Physic Event Actions
- New: Allow the Builder to report multiple scores for different scoreboards in the same experience
- New: Add an Option to upload and use TTF font files for Text Boxes
- New: Subs for Hubs
- New: AI Webinterface
- New: Pro users can configure their hubs for paid access
- New: Hub admins can buy bulk licenses to access paid hubs
- Improved: Add "Raycast Hit Position" to the Raycast Hit event's parameters
- Improved: Allow Dust Cloud and Sandstorm FX color to be changed
- Improved: Mobile Shadows

Minor:

- New: Add option to Model Export to allow exporting to .stl format
- New: Add "Is Controller" Event Condition
- New: Ability to Remove Event Else Block
- New: Add event action to show player controls config dialog (offer configuration from within game)
- New: Add Camera Pointer Control and Look-Around event actions
- New: Let javascript understand "let"
- New: Advanced Object Setting: Placeholder
- New: Add Sign in/Sign up options to Standalone Apps
- New: AI Panel availability can be toggled in Builder's Preferences
- New: Add capability for hub admins to see AI prompts
- New: New "Play Now" button for experience pages
- New: Edit Button on Experience Page
- New: Expanding the Scoreboard System to allow multiple boards per game
- New: Give free users three ai prompt credits
- New: Send celebration email for school keys used for upgrades
- New: Add the ability and UI for Scoreboards to be Global, Hub, and Class specific so students on a hub can compete with each other
- New: Add a new publishing state for Public called "View" and rename "View only" to "Play" on the web
- New: Add options to hubs' Access Settings to enable/disable the Request Access or Membership button on the hub homepage
- New: Change "Access" to "Membership" for Showcase hubs
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- Improved: Change the Camera object to be non-collidable by default
- Improved: Change Apply Gravity setting on Spawners to "Curved Path"
- Improved: Disable "Curved Path" setting on Spawners when a Physics object is attached and show corresponding message
- Improved: Always show "Enable Shadows" option on light objects independent of the current quality setting.
- Improved: Add Option to disable Shadow Casting for individual objects
- Improved: Show a "Device not connected to the internet" warning message in Builder and all Viewers
- Improved: Remove video recording activation from 'r' key in the Viewer
- Improved: Show Controller icon/button next to Record button when the Builder detects a controller is connected
- Improved: Smoother Mouse panning
- Improved: Show object's Rotation and Scale values in Debug Log and allow info column to be scrolled
- Improved: Show a Controller icon in Viewers' Controller screen when a controller is connected
- Improved: Better Player Controls UI
- Improved: Change "Look at Start/Finish" events to work with pointer controls
- Improved: Add an option for Variables to set a background

- Improved: Show a warning message in the Builder when a non-verified user tries to upload media
- Improved: Include Hub management option to Signup dialogs in the Builders/Viewers
- Improved: Download ReadyPlayerMe characters with morphTargets parameter
- Improved: Better UI for Character model upload
- Improved: Show "Pro Subscription Required" window when users try to download a model when logged out or without a pro subscription
- Improved: When selecting a hub from the menu go to the hub homepage
- Improved: Add Hub management option to Sign up window for under-13 users on Blocksmith main as the default selection
- Improved: Always show the "View More" button on Scoreboards on the web
- Improved: Small changes to the new "Play Now" flow
- Improved: Help page defaults to "Search" tab when opened
- Improved: Add Licenses and Quests columns to Hubs' Classes page
- Improved: Change "Type" and "Paid by Hub" columns on Hubs' Users page to show License info
- Improved: Don't show the Newsletter signup UI for non Blocksmith hubs
- Improved: Add options for Hub Admins to toggle Creations and Search on/off on their hub's homepage
- Fixed: Blocksmith Logo in Emails fails to load
- Fixed: RPM character's glasses are disappearing in the Builder
- Fixed: Reflections cannot be changed on objects when in Low Poly or Stylized modes
- Fixed: Cardboard Viewer often freezing during experience loading process after several experiences have been opened
- Fixed: Skies in the Vive Viewer look low-quality
- Fixed: Set Color events do not work as expected on Groups and Image objects
- Fixed: Scene Fade setting causing pickup items to disappear from Player's slots
- Fixed: Sound media library files are copied into user's media files when saving experience
- Fixed: Shadows from scene objects do not appear when Indoor is selected
- Fixed: Texture import error is occurring when loading a specific experience with OBJ models
- Fixed: Cannot change Stylized Water shader's color multiple times
- Fixed: Spawned Physics objects remain in the scene when returning to the Builder
- Fixed: Timer Reached event does not occur when there is a Myself/Parent Deactivation event action
- Fixed: Objects not showing correct color in "Fast" art style in specific experience
- Fixed: On Awake event is not working as expected when Playing the Viewer in a specific scene
- Fixed: Media is duplicated when saving a collaboration
- Fixed: Particle FX appear behind Backgrounds and Image objects
- Fixed: Errors occur when default input value for some Event actions is not changed
- Fixed: Low LOD objects visible in Play Scene and disappear from Builder after Playing the Viewer

- Fixed: Pressing the Esc key while dragging/rotating an animation preview in Edit Group mode deletes the animation
- Fixed: Snap Points appear on exported 3D models if active when exporting
- Fixed: Animation step previews visible in scene after a multi-step animation is deleted in a group
- Fixed: Distance fog appearing over 360 images when Viewer is paused/unpaused
- Fixed: Hub list does not refresh if Builder is started when there is no internet connection
- Fixed: Fix "shadows" under popups in the Builder that do not have them/do not grey-out the background

7.2.1

A quick patch release fixing some issues introduced with the graphics improvements in 7.2.0 as well as some bugs reported by our users.

Pro users can export images and videos without watermark.

Our "manage your users via your hub" is very popular with schools and we are changing the behavior of the site to remain on the hub after a user logs out. This makes subsequent sign-ups much easier and faster.

- New: Shift "no watermark" to Pro tier
- Improved: Remain on a hub after signing out
- Improved: Clean "info" log entries
- Improved: Don't restrict zoom beyond 1000m
- Improved: Show a Variable object's value in Debug panel
- Improved: Show hitpoints value on objects with hitpoints enabled in the Debug panel
- Fixed: Reflection slider does not allow precise changes
- Fixed: Text cursor not appearing in JavaScript editor sometimes
- Fixed: Android Cardboard Viewer crashing when playing experiences, especially multiplayer
- Fixed: Navigation Component does not Update its Destination Target when Playing in Viewer for the second time.
- Fixed: Builder doesn't show log entries created with Experience=>Log events in Info tab
- Fixed: Several indoor platforms have strange graphics
- Fixed: Saving and reloading an imported FBX model removes transparency on the model
- Fixed: Thin gap is visible on new Realistic Water shader
- Fixed: Default reflections are much stronger on Characters in Stylized mode in 7.2.0
- Fixed: Camera interacts with objects it is pointing at when Pointer controls are enabled
- Fixed: Quest Box code blocks are using default font instead of special code block font.
- Fixed: Firework FX not appearing after submitting a file for a Quest

7.2.0

Lots of small improvements and a big change in the rendering pipeline we are using. Check out the new clouds and water.

We have a first implementation of saving playerdata to preserve game progress for users.

Targeting slot objects is now much easier.

VIP perks can now be implemented in experiences (experimental, players can't buy those yet).

Fixing problems in experiences has been greatly improved with new debug view options when playing in the Viewer and improved event logging.

Major:

- New: Save Playerdata data and event actions
- New: Add Primary, Secondary, and Head Slots as event targets for NPCs
- New: Rendering Improvements
- New: Advanced Debug option when playing in Viewer incl. targeting one object to see its variables and events
- New: VIP Player system
- Improved: Show paste event button on Event's top bar so events can be pasted above
- Improved: On Hub Access Requests page, show when accounts are requesting payment
- Fixed: Timer Reached isn't correctly filtering components
- Fixed: Movie making doesn't pick the right size
- Fixed: Media file loading broken on some versions of MacOS

Minor:

- New: Offer "Hide" at start as advanced object setting
- New: Add Retarget Time to Navigation Component
- New: Add Set Sound Volume and Set Sound Pitch to Sound Configuration and Events
- New: Allow Player events to check their VIP status
- New: Show Popup when opened from the web with model load
- New: Delete Player Data
- New: user links should contain user name instead of id
- New: Allow users to manage their credit cards
- New: Add a Delete button/ability to Collections on the web
- Improved: Unify depiction of null references for objects as "None"
- Improved: Use Builder selected hierarchy sorting to show hierarchy in Viewer
- Improved: Move message parameters into two lines
- Improved: Add a dropdown menu to Float Variables that allow changing decimal place visibility
- Improved: Detect when an animation preview has NaN as a rotation value and reset it to zero
- Improved: Event Log improvements
- Improved: Allow Start Timer event action to reference other values with bracket button
- Improved: Change default text box settings for better-looking text boxes
- Improved: Do not allow Viewer Feedback to be sent if form is empty
- Improved: Allow imported 3D models to be copied/pasted across experiences
- Improved: Show slicing plane when using the Show/Slice slider ability
- Improved: Allow parameter text comparisons
- Improved: Add delete and movement functionality/buttons to Event actions
- Improved: Show full Creator page from Account Menu link

- Improved: Allow collection content to be shown on expired hubs
- Improved: Notifications Popup
- Fixed: Null Reference Exception in UIEventActionEntry.Update when selecting the event panel on an object in a certain experience
- Fixed: Extra text appearing in the Quest Box where code-style text should appear
- Fixed: Objects spawned in a scene are still present after switching scenes
- Fixed: Specific scene transition taking very long on Chromebook
- Fixed: Merge template problem
- Fixed: Animating a Character Model breaks generating further Scenes
- Fixed: Grip Handle object reappears after being deleted from a group using Deep Selection
- Fixed: Using default values for parameter comparison doesn't work
- Fixed: Navigation Component causes Low Framerates when used on lots of objects
- Fixed: Player with Movement set to None still moving/not reappearing/interacting with objects in a specific experience
- Fixed: Player speed does not change when viewed from 3rd-person
- Fixed: Deactivated Slot objects cannot be activated
- Fixed: Anchored Special objects appear in Manual and Automatic scene snapshots
- Fixed: Triggers sometimes do not detect entering objects when entered twice or more
- Fixed: Selecting an object for the Approach Object navigation mode shows "missing" after selection
- Fixed: Approach Player Navigation mode follows a camera when the Player view is attached to it
- Fixed: Set Color doesn't work to add opacity
- Fixed: Rotate To event doesn't work well on Player
- Fixed: Experience/Scene Timer event does not fire when set to 0
- Fixed: Imported 3D models that have been deleted from a scene are still being uploaded when the experience is saved
- Fixed: Extra shadows appearing in the Scene Preview snapshot sometimes
- Fixed: Set Color event setting wrong color with duration
- Fixed: Logging in as part of media loading doesn't load media
- Fixed: Color pallet does not update after switching to a different object
- Fixed: Removing users from a Class with the X button does not work
- Fixed: Pricing Page: Large libraries of sound is 0
- Fixed: Admin dashboard doesn't show guardian managed users correctly

7.1.3

A quick fix for Javascript editing.

7.1.2

Blocksmith Creators can now use all VR Controller inputs to control their games. Try our Moonlander game in VR and see how it feels to command a spaceship with your Controllers.

We also tuned the Scene Transitions mechanic. Experiences load much faster and use significantly less memory while playing.

Blocksmith Hubs now default to showcasing their best public experiences and models. We have seen some amazing productions in recent weeks.

Scoreboards are now being shown within the games where Scoreboards are enabled. And Non Player Characters can now be targeted with events for advanced storytelling.

Major:

- New: Load Secondary\+ scenes during the Scene Transition process and show a Loading bar if it takes a while
- New: Show Scoreboard in Builder/Viewer apps
- New: Rotate VR Player 45 degrees left/right when a joystick/touchpad is pressed left/right
- New: Support VR movement input controls
- New: Allow Non Player Characters to be targeted with events
- New: Auto-create and show "Most Popular" and "New and Updated" collections for public experiences and 3D models on hubs
- New: Allow users to delete their accounts from mobile apps
- New: Privacy Popup for EU pages

Minor:

- New: Show an object's forward vector with an arrow while rotating it
- New: Add Velocity and Torque to be referenced as object variables using Events
- New: Add a "Reset Animation" event
- New: Add access to Ragdoll rig elements for physics events
- Improved: Show the "Log" event action in the Info log filter
- Improved: Show Particle FX in Scene thumbnails and Camera views
- Improved: Allow Raycast beams to pass through Triggers
- Improved: Remove "Animated FBX not supported" warning message from Viewers
- Improved: Retain Player Position - Now a feature for all users
- Improved: Change Drag slider max value from 100 to 10
- Improved: Allow an object's Scale to be referenced with Events
- Improved: Change default Hierarchy sorting to A-Z
- Improved: Show Physics button/configuration window for Characters
- Improved: Allow Hub Admins and Teachers to reset any hub managed users' passwords
- Improved: Media processing
- Fixed: Small Forest Template scene not loading properly and leading to errors
- Fixed: Too much light appearing in most Indoor Platforms in the Viewer
- Fixed: Characters' Event-based Navigation speed is different than the Object tab Navigation speed
- Fixed: Trigger Exit event not firing reliably in the Viewer
- Fixed: Dropdown menu tooltips becoming stuck and appear everywhere in the Builder
- Fixed: Adding a template that already exists as a scene breaks both scenes
- Fixed: Duplicate character appearing when object added to a Character in a Spawner

- Fixed: Prevent triggers to send enter/leave events when object physics is enabled / disabled
- Fixed: Some Shadows may flicker in viewers when materials need to be downloaded.
- Fixed: Characters appear in the wrong position after getting up from a Ragdoll/Physics force event
- Fixed: Able to Upload media after surpassing Storage Quota processing seems to hang

7.1.1

A little polishing around events and physics.

And we started posting all public activity to a Discord community server. Join at <https://discord.gg/SvtUqq5VGK>

Major:

- New: Post our public server activity to Discord
- New: Update Add Spacebar/Jump button to the Event system's Player Input controls
- New: Show Collidable checkbox on Camera and allow it to be unchecked
- New: Apply Physics events to kinematic Characters
- Improved: Allow physics objects to roll/fly normally when dropped in Quest Viewer and WebGL Viewer/Builder
- Improved: Expose new physics event actions in Javascript
- Fixed: Experiences with Imported FBX/GLTF models are black/flickering in the Quest Viewer

Minor:

- Improved: Apple Sign In
- Fixed: Quest Viewer controller labels do not point to their correct locations
- Fixed: Experiences with Characters set to Ragdoll can't load in the Quest Viewer
- Fixed: Change text event not working properly in the Web Viewer
- Fixed: Objects and Groups' boundary boxes changing sometimes
- Fixed: Can't merge scenes in certain scenarios
- Fixed: Moving a Player to their own y-axis position launches them into the air
- Fixed: Triggers unselectable in a group in a specific experience
- Fixed: Player can't be selected in certain experiences
- Fixed: Component names are resetting if the Enter key is not pressed
- Fixed: Tooltips for Bounce and Friction settings are incorrect
- Fixed: Grip Handle object is collidable
- Fixed: Submitting a score and pausing leads to frozen Builder
- Fixed: Interactions events sometimes not activating on Oculus Quest Viewer
- Fixed: Cave of Dogs experience broken on WebGL Builder on Chromebook

7.1.0

Advanced Physics!

We are giving our creators a lot more options to use physics in their experiences. Change gravity, apply bounciness, friction and forces, and more!

Players and characters can be put into Ragdoll mode which is a great way to make them react to hit events. In this mode they can even have physics forces applied to them.

Physics works in single and multiplayer experiences.

Check out some examples with short video clips <https://www.blocksmithxr.com/blog/new-in-71> and our physics showcase on <https://www.blocksmithxr.com/hub/games/collection/60>

Community is so important and we didn't like turning off comments on our main hubs. Now we are re-introducing comments with a review system that we will use ourselves and give to hub administrators.

Per our user guidelines we do only allow meaningful and encouraging comments! We strongly suggest to our EDU admins to do the same, it makes for a much nicer environment for those who create in it.

Major:

- New: Ragdoll Mode Option for Character Models
- New: KnockDown Event Action to Players to turn remote Players into Ragdolls
- New: Allow free users to export 3D models in the Builder
- New: Add Physics-specific Event Actions
- New: Add Physics Materials
- New: Add "Gravity" input field to Scene settings
- New: Comment Review System
- New: Offer "Require Approval" checkbox under Comments in Hub Access Settings
- New: Comment Flags section for Hub Admins. Send email when triggered

Minor:

- New: Events: Allow to delete message parameters
- New: Allow Characters in Ragdoll mode to be affected by Physics events/settings
- Improved: Show a warning message when a non-physics object has a physics event
- Improved: Change the Camera object to be Collidable by default
- Improved: Change Launch event's power selection from slider to input field
- Improved: Randomize starting team when multiplayer match starts
- Improved: Show scene gravity without checkbox
- Improved: Change update dialog on Mac
- Improved: Show a number representing the amount of comments pending approval next to "Comments" in Student Creations sidebar
- Improved: Show a "This comment is pending approval" message on comments needing review
- Improved: Handling of subscription expiry
- Fixed: Remove deleted Collections from Hub UI in the Builder
- Fixed: Knocked down event does not affect VR players
- Fixed: Multi-click deep selection doesn't work on non-collidable objects
- Fixed: Launch event is often launching the Player with different launch powers
- Fixed: "ConnectedtoMaster" MP message getting stuck sometimes

- Fixed: Set Color event action does not work on Light objects or objects with the Water shader
- Fixed: Search and Replace can't find scene objects if they have a special character in their name
- Fixed: Simon Character has white eyelashes in Realistic mode
- Fixed: Animations cannot be played from an OnAnimationFinished event
- Fixed: Group pickup items with pickup item children behaving unexpectedly
- Fixed: Skybox moving when Player is moved in Medium and Fast modes in the Builder
- Fixed: Consumable Pickup Items Lifetime Issues
- Fixed: Play Animation doesn't work when finishing the same animation

7.0.2

Hub Admins can now set their hubs to "Comments must be approved" in "Access Settings". This is a great way to enable comments and not to be worried that kids will post nasty things. New comments will now go into a review pipeline, hub admins and teachers/managers can approve or reject them. We will use this on all Blocksmith hubs, we know Creators love constructive and encouraging feedback!

Minor:

- Improved: Characters stand on ground when being dragged into a scene
- Fixed: Can't set Glow Value to 0

7.0.1

Sharing remixable files and collaboration wasn't working in some scenarios. Fixed!

7.0.0

Today is a big day for us and our creators: We changed our Terms of Service and now allow all free users to use remixable experiences to make their own, as well as giving them full access to all our high-end materials and objects!

Students who learned Blocksmith in schools can now fully use it at home to create and share more of the amazing stuff we have seen hitting the platform this year.

To clarify: All educational institutions including home schools must use a paid license, either personal tiers or edu bundles. All commercial users must use a Pro license.

With this change, we introduce the best XR Builder app we've ever released:

- *The XR Builder can now search all objects in a scene and replace them with whatever you want in a few seconds! For example, if you want to replace all of the windows on a building, you no longer need to manually delete and re-duplicate them. Now you can search for and replace all of the windows at once. Same if you edit a complex object with events, you can replace all existing versions of that object in the scene in no time.*

- *The Spawner now has competition! A new object, called the Raycaster, has been added to Special objects. It "fires" a ray instead of spawning an object, which has huge advantages! It is far better for performance, and can even detect what it is touching and send that information back to the Raycast object.*
- *Ever wondered how to detect when an Event with a Duration has finished in the XR Builder? You can now easily determine when the Duration is done using the Callback option.*

Some highlights of the server changes we did:

- *You can now select multiple experiences or 3D models on the web and then publish them all to a hub at the same time, with just one click of a button!*
- *A Blocksmith record was recently broken! An awesome Tron Rollercoaster experience hit the max upload limit, so we doubled the file size for uploads.*
- *Teachers and team leads can now see the progress their students make through all assigned Quests in one screen*

Major:

- New: Search and Replace Object ability
- New: 3D Models can be viewed and edited right on the web
- New: Pre-fill 3D Model descriptions with technical information
- New: Open remixable for all users
- New: Create more multiplayer match 'rooms' when the current one becomes full
- New: New Special Object: Raycaster
- New: Callback for Event Actions with Duration
- New: Lift single file upload limit for group admin and limited group accounts to 20MB
- New: Add Multiselect and Mass Sharing options on the web
- New: Add "Quest Progress Overview" button and table to hubs' Quests page
- Improved: Models should search "Everywhere" by default and show current/implicit follow Hubs on top of results
- Improved: Overhauled the Save Successful/Sharing windows
- Improved: Optimize Set Color/Set Glow events

Minor:

- New: Add Description and Update Notes fields to the Save/Update Model window
- New: Add Sound settings for the Viewer and Builders
- New: Add About, Settings, Feedback buttons/windows/options to Web Viewer
- New: Add tooltips for Event Duration and Callback abilities
- New: Metallic slider for character models
- New: Redirect experience requests for hubs they are not published on to homedomain
- New: Change TOS

- Improved: Show a Warning message when a user tries to add a Multiplayer Lobby to a Multiplayer scene
- Improved: Recently opened experiences should link to the Hub they were originally opened on
- Improved: Change Pro hubs to "Allow users to choose" their Builder UI
- Improved: Add search engine explainer text to Short Description area of the Edit Description window
- Improved: Change how we display Experience Date and updates
- Improved: Sorting order for hub dropdown
- Improved: Make the Download button visible for non-logged in users on models' webpages
- Improved: Improvements to the URL links in the Builder
- Improved: Show "Searching..." when searching for Models/Exps and "No results found" when searched and nothing found
- Improved: Add tooltips for Raycast and On Raycast Hit events
- Improved: Do not show Single axis movement lines when typing in the Save Model window
- Improved: Disable physics on animated objects/groups
- Improved: Hinged animation automatically stretching when moved/rotated in Edit Group
- Improved: Enabling the Log in the Viewer should not automatically resume playing
- Improved: Show Block Characters in the Web Viewer only
- Improved: Remove last event log UI from the Builder
- Improved: Show a warning message when auto-grouping during Slot Placement
- Improved: Remove free with ads tier on iPad
- Improved: Adjust ad cadence on iPad
- Improved: Shorten experience url in Save Successful/Sharing window
- Improved: Clear cache should start a new experience, clear the cache, then restart the Builder
- Improved: Change "Saving Experience" to "Autosaving Experience" in Playing Viewer dialog
- Improved: Better FX animation previews
- Fixed: Old workspace links redirect to the base domain instead of the hub
- Fixed: Login with Apple button leading to invalid request page
- Fixed: Logfiles page showing Error 500
- Fixed: Canceling the Connect window when there is an active MP session loses the connection and can't be rejoined
- Fixed: Multiplayer errors/unexpected behavior occurring if Start New Game countdown is interrupted then started again
- Fixed: Loading local media taking a very long time/forever in the Web Viewer
- Fixed: Characters holding large triggers/groups with triggers flying at viewpoint when AutoStacked
- Fixed: Navigation mode doesn't reset after exiting the viewer
- Fixed: 3D model tiles in collections do not look at cached file version.
- Fixed: Objects picked up into inventory make a copy in the world

- Fixed: Reset scale does not work well with Characters
- Fixed: Unable to select a different experience in the Update existing experience window
- Fixed: Player's slot objects jumping positions when Playing the Scene
- Fixed: Scene pickup objects held by the Player do not reappear when the Scene is restarted
- Fixed: Slot objects are not visible in the Object tab after Playing the Viewer
- Fixed: Open external url by event goes into pause menu when played in viewer, but does not show the mouse after clicking to open the url.
- Fixed: Instability around auto-grouping with grip handle during Slot Placement
- Fixed: Slot Placement not working and UI getting stuck when used on the Player
- Fixed: Object being dropped in the wrong direction
- Fixed: Hub sorting order in the Builder changing when signing in/out of accounts
- Fixed: Scale by Factor event shows incorrect UI
- Fixed: WebGL Builder's pause menu becomes stuck when opened during a MP countdown process
- Fixed: Random Animations with a 0-1 duration sometimes jump positions

6.6.7

A bug slipped through the cracks in 6.6.5 and needed to be squished.

Major:

- *Fixed: Special objects/effects are visible in the Viewer and Video recordings when a Character is holding their group*

6.6.6

Skipped. No need to poke the Beast.

6.6.5

A quick patch release fixing a couple of small issues that cropped up.

Minor:

- New: Expose for a spawned object which spawner spawned it
- Improved: Character jumping animation
- Fixed: ResetObject \("Respawn" an object\) is not multiplayer synced
- Fixed: Objects transformed by events are not synced for players hotjoining mp matches
- Fixed: Scene Triggers not working in MP when hit by Player Spawns
- Fixed: Campfire Ember effect doesn't work well with Low Poly/Stylized art styles
- Fixed: Large experiences with ReadyPlayerMe Characters might crash at load
- Fixed: Hide Object and Animations do not sync correctly in MP matches
- Fixed: Correct hub not opening when selecting its button in the Explore a Hub window
- Fixed: FX/Lights do not respond to Hide events
- Fixed: The player does not respond to broadcasted messages

6.6.4

Introducing “Hubs”, previously known as Workspaces! Hubs are public or private Collections of Experiences and 3D Models, used by Schools and our most prolific Creators to organize their classes and creations.

With this release we also introduce a new folder structure with descriptive links for all content.

A lot of optimization went into our multiplayer system, our trigger fields and pickup items.

For Creators we introduce “Duration” for more events, making small adhoc animations and smooth movements very easy to set up with events.

Creators working on multiplayer games can now log the number of multiplayer calls their games cause and optimize them.

We changed the “drop” functionality to throw the object in front of the player which makes it easy to create triggers that “catch” dropped objects and generally looks much better.

Head slot objects can now be marked as “HUD” which makes them invisible to other players in multiplayer games.

Last but not least, global objects are now an official “Advanced Object Option” which makes it easy to create an end scene that remembers the score from the game scene.

Major:

- New: Rename workspaces to hubs
- New: Switch workspaces to folders
- New: Add division operation
- New: Add duration to more event actions
- New: Add "Log Multiplayer performance" checkbox to Builder Advanced Settings
- New: Add button to insert an action line to each action, which enables the user to insert actions in between existing ones
- New: New Object “Advanced Option”: Multiplayer Sync with detailed sync config dialog
- New: Add Option "Use head slot object as HUD" to player's head slot, which shows the object only to the local player.
- New: Give Picked Up event ability to check the player's team
- New: Global Objects
- Improved: Change slot object dropping mechanics
- Fixed: Material/color disappearing when importing a .glb model exported from Tinkercad

Minor:

- New: Disable "Load Character" buttons when "Use Player Avatars" is enabled on the MP Lobby object
- New: Retain published content but "freeze" a workspace when it expires
- Improved: Change name of models everywhere to 3D Model(s)
- Improved: Immediately load characters when new player avatars are selected
- Improved: Show a confirmation message when 3D model exports locally successfully
- Improved: Change saved models name everywhere in the Builder to 3D Model(s)
- Improved: Prevent the "Gravity" setting from being enabled on the Player
- Improved: Prevent many Salsa warnings appearing when a Block character joins a MP session
- Improved: Show 404 errors in the Log Console with additional info

- Improved: Show new file info URLs
- Improved: Allow scrolling in the debug log of the Viewer in a paused MP session
- Fixed: Autocollect items can't be dropped when held in both of the Player's hands
- Fixed: Autocollect zone on pickup objects activate triggers
- Fixed: Scene Transitions are causing multiplayer initialization issues
- Fixed: Hub directory in the Cardboard Viewer 3D menu overlaps with background UI
- Fixed: Objects attached to a hinge should rotate on the hinge axis when used by Events
- Fixed: Set Zoom and Set Glow event sliders not moving well
- Fixed: Switching workspaces in the Quest Shop area doesn't work
- Fixed: Triggerzones included in Hit Target events
- Fixed: "Not a domain admin" error appearing when Domain Admins try to open Quest assignment page from Builder
- Fixed: Change Float timer behavior to act like the Integer timer
- Fixed: Trigger Object enter and leave events should trigger only once for a scene object in a multiplayer match.
- Fixed: Sound previews do not play after Playing the Viewer
- Fixed: Imported .glb/.glTF models disappear when grouped if model import object is included in the group
- Fixed: "Apply to all players" does not include the head slot
- Fixed: Signing up for an account on a hub does not send an access request to the Hub Admin
- Fixed: Cancel button in account email settings doesn't work

6.6.3

A quick patch fixing a problem where some users saw a "Claim Score" button even if they were logged in.

While at it, we now allow Creators to reset a whole scoreboard for an experience. Players can refresh the scoreboards right on the page.

In certain scenes, creating a navigation mesh can take a very long time. Creators can now easily see that in the logs.

Character models now load faster than ever before. Great for scenes with many characters and multiplayer games with custom characters.

- New: Refresh scores feature
- New: Reset Scoreboard
- New: Add navigation mesh creation info in debug log
- Improved: Character model loading time
- Fixed: Claim Score button shows for logged in users
- Fixed: AR placement on iOS not working
- Fixed: Team A Desktop Player in MP scenes can become unstable after Playing Scene/Viewer
- Fixed: Workspace access request Notifications do not show the requester's username
- Fixed: Media processing failing for Ready Player Me models

6.6.2

Great news, users can now set custom characters for multiplayer games! No worries, lower end devices like Chromebooks will automatically fall back to the Block character.

For users without an email account we now have notifications right on the website, showing system and admin messages.

We made unsubscribing from workspace emails much easier for users.

Creators can remove single scores from their scoreboards, in case they find the top scores suspiciously high.

Power Creators will love the extended features for the Debug window and that it stays open in between sessions. When returning from "Play in Viewer", the Builder app is now exactly where a user left it before.

Lots more small useful changes, check out the logs below!

Major:

- New: Enable users to set a character as their multiplayer avatar
- New: Remove single score - feature for Creators
- New: Notifications
- Improved: Keep object selection and inspector panel when returning from PlayScene or PlayViewer
- Improved: Unsubscribe from weekly system emails

Minor:

- Improved: Automatically reconnect to multiplayer games when connection drops for less than a minute
- Improved: Sharing the Builder app via Google Meet or Zoom
- New: Add multiplayer sync log level to show multiplayer calls
- New: Add option to sync animations in multiplayer
- Improved: Pressing ESC in the Viewer when after using the "export video" menu should exit the Viewer
- Improved: Improve multiplayer sync around object spawning and late joining / reconnecting
- Improved: Keep log window open between sessions
- Improved: Change Initial value for Start Timer event to be 1
- Improved: Change WebGL Builder's Viewer to show "Exit with p" instead of "Exit with Esc" in Click to Play popup
- Improved: Change "Just Play" button to say "Quick Play"
- Improved: Builder search across all workspaces
- Improved: Show a loading bar over Ready Player Me characters when added to a scene from the model pool
- Improved: Prevent the Builder from becoming Not Responsive when loading a lot of Ready Player Me characters
- Fixed: User scores in scoreboard don't update when changing sort order
- Fixed: Claiming a score doesn't update the scoreboard

- Fixed: Collections can show content from previous collection when Load More button is used
- Fixed: JavaScript error occurring on WebGL Builder start sometimes
- Fixed: Don't use buffered rpc calls when syncing script store values, as this can cause big delay when joining a mp game
- Fixed: Can't select the Viewer's multiplayer in-game window when the Log is open
- Fixed: Play restartable effect needs to be multiplayer synced
- Fixed: Workspace's "Configure Builder Layout" setting is not applying correct UI for managed workspace users
- Fixed: Restricted workspaces are accessible by workspace managed users in the Builder
- Fixed: 400 Bad Request when saving over shared with me experience

6.6.1

A quick patch release introducing some fixes around scores and new "Best only" Scoreboards. Showing the score info in the experience doesn't pause it anymore, creators must make sure their experiences are in a paused state themselves (like a 'win' scene). Timed scores look much better now.

We also fixed a bug where the "Import Character" button was gone in some Builder versions.

6.6.0

Creators can now enable and use Scoreboards for their games. Scoreboards (aka Highscore lists/Leaderboards) are a great way to make games more fun. Players compete on daily boards and on all-time boards. Check out <https://games.blocksmithxr.com> for examples.

Those working with characters will see them blinking their eyes when talking with lipsync, and we are introducing a feature that makes accurate placing of objects into their hands much easier. Look for the "Place Object" button after assigning an object to a character slot.

We are also rolling out a new "Play in Viewer" pause bar with useful options to record videos and to show a debug side panel that reveals which events are playing.

To make events more streamlined, there is now an option for "If... else...!"

You can now program players to drop their objects, a long requested feature.

Also based on community feedback, we added a quarter cylinder to the shape selection.

Finally, we found nobody liked the dialog that offered to add a template to the experience when clicking on load. So we removed it. To add one or more scenes from a template, use the "+" button on the scene tile.

Major:

- New: Scoreboard on experience page
- New: Scores can be claimed when a user plays not being logged in
- New: "Place Object" option for handheld objects
- New: "Play in Viewer" status bar with recording and debug log panel
- New: Events: "Drop object" event action
- New: Events: Add "Interacting slot object" to Interaction Event Actions
- New: Events: List primary and secondary slot object as target for events for the Player

- New: Events: Introduce "Else" logic
- New: Event: Change how the player can move with "Set Movement"
- New: Add Shape: Quarter Cylinder

Minor:

- Improved: Allow usable Ready Player Me models to be uploaded through the Media page
- Improved: Replace default character models provided by the Architecture Wizard with their VR versions
- Improved: Improve Hill 3 and Hill 4 colliders
- Improved: Add "Set Movement" to the Player Configuration event
- Improved: Rename "View History" to "Recent"
- Improved: View History in Builder app shows duplicates
- Improved: Backgrounded Builder is taking a lot of resources
- Improved: RPM characters blink eyes when lipsynching
- Improved: Add Mobile/Button support for Trigger1 / Trigger2 Player Input Values
- Improved: Add Update Time \(\=Time.deltaTime\) to Experience Values
- Improved: Set video export default to youtube
- Improved: Character tab should sort by newest
- Improved: Add "Set Hitpoints" event action
- Improved: Add tooltips for the Player Movement events and conditions
- Fixed: Player movement changes when top-down camera is used
- Fixed: Component variables sometimes don't synch in multiplayer games
- Fixed: Collections not appearing sometimes when first opening a workspace
- Fixed: Builder not showing the correct Publish status for Public workspaces
- Fixed: Teleport Points in Vive Viewer causing view to go black
- Fixed: Sliders on Events are getting stuck when trying to move them
- Fixed: Ready Player Me characters show T-pose when replaced
- Fixed: Broadcast event doesn't work in certain scenarios
- Fixed: Scene Camera's height and rotation applied to Lobby camera in VR Viewer
- Fixed: Builder shows locked UI and non-remixable message when a workspace follower opens a public template exp

6.5.0

With this release, we added a lot of features for making short films with Blocksmith!

A camera object that can be placed in the scene and used for video recordings. Cameras can be attached to animated objects, and can be placed in multiple positions in a scene. We now support curved animations to allow a camera to circle around a scene.

Can this also be used to make games? Yes, in fact Creators can now:

1. *Simulate surveillance cameras*
2. *Use vehicles a player can control*
3. *Create a 3rd person camera that follows a player or vehicle*
4. *Make in-game cutscenes*

5. *Create 2D menus and games*
6. *Transition from 2D to 3D views and back*

To make some of these examples work, we now provide a way to use the player movement controls with the event system. Find some cool videos and details here:

https://www.blocksmithxr.com/blog/new_in_65

Lot's of other really nice features made it into this release, we can't wait to see what everybody will be doing with them!

Major:

- New: Special Object: Camera
- New: Curved Animations
- New: Capturing player movements
- New: Player and Video object option: Use Camera
- New: Rotate Sky
- New: Add duration to moveTo, scaleTo and rotateTo
- Improved: Allow users to re-submit experiences for Quest submission steps
- Improved: Allow users to disable comments on their experience pages
- Improved: Improve Character's Moods to work better with Lip synching
- Improved: Change "Look at Object" for characters so they look at faces

Minor:

- New: New Camera Event action: Use for Recording
- New: Count up variable names for all objects when added/duplicated in a scene
- New: Video object can use Camera object
- New: Video exports can use Camera object
- New: Direct ReadyPlayerMe integration
- New: Timer Reached event to trigger when a timer reaches a certain time
- New: Enable Analytics Cookies for non EU users, disable for EU users unless opted in
- New: Cookie Popup disabled for non-EU
- New: "Cookies" Link next to privacy in footer
- New: Cookie Setting Page
- New: Blog Post Side Reel
- New: Ads for non-paying users
- New: Add "Waiting for more players" to auto-collection criteria
- New: Public api for 3rd party student and quest management (Contact us for access)
- Improved: Rename "Export" to "Create"
- Improved: Better Lip Sync for new Ready Player Me characters
- Improved: Adjust Player height and camera settings. Players are now eye level with default Ready Player Me characters (only in non-VR)
- Improved: Allow Pro users to be able to assign Quests to themselves
- Improved: Update privacy policy to describe cookie handling
- Improved: Add "Manage" link to cookie popup

- Improved: Change aspect ratio for cropping blog post previews
- Improved: Add shortcut link to other notification settings
- Improved: Add a iOS Builder/App Store link to the Download page
- Improved: Allow email unsubscribes without having to sign in
- Improved: Add tooltip for Move Locally By event action
- Improved: Allow pickup items in a group
- Improved: Show green connection lines between Cameras and their sources/viewpoints
- Improved: Cache the character animation list so it doesn't have to re-load each time
- Improved: Update Player's camera setting when camera is removed from a scene
- Improved: Ask user for login when uploading screenshot
- Improved: Rename "Pick a scene" to "Start with scene" in the Record Video window
- Improved: Add bloom glow support to the Realistic Lava shader
- Improved: Do not show some special objects in Snapshot preview
- Fixed: Exported 3D models with Photorealistic Artsyle show strong reflections
- Fixed: Architecture wizard's preview image shows strange contrast
- Fixed: Character Animation's list resets when scrolling after searching for a term
- Fixed: Duplicating group doesn't change object references
- Fixed: Distorted sound when recording video with loud sounds
- Fixed: Player is disappearing from the Hierarchy after Play in Viewer
- Fixed: Playing the Scene then the Viewer when Classroom UI is enabled can cause problems with panels
- Fixed: All Ready Player Me characters are stretched vertically when added to a scene
- Fixed: Isometric distance setting shifts viewpoint away from intended position
- Fixed: Release notes link in Update available window doesn't work
- Fixed: X button on inventory window does not work in the WebGL Builder/Viewer
- Fixed: WebGL Builder on Chromebook/mobile devices shows black bar when Classroom UI is active
- Fixed: Ready Player Me characters sometimes have their eyes closed
- Fixed: Attempting to add former workspace members back to their workspace shows Disallowed message

6.4.0

We are featured on the Hour of Code website! Check out our Beginner coding game "Bot is sus?!" here: <https://hourofcode.com/blocksmithbot>

When visiting the game page, there is a new "Suggested by this Author" section. With this release, that feature is now available to all users. When you get traffic on any of your experience pages, make sure to replace the automated "More from this Author" with a collection of your best experiences.

Playing experiences on the web has been sped up significantly, and we are adding a couple of nice features for collaborations as well as some bug fixes.

Major:

- Improved: Reduce (Web-)Viewer and Builder size
- New: Allow Creators to replace "more from this Creator" with a collection

- New: Allow collaborators to edit the metadata of shared experiences
- Fixed: Pressing Esc does not exit the Viewer in the WebGL Builder

Minor:

- Fixed: Selecting "Games" in the Explore a Workspace popup sometimes opens projects workspace
- Fixed: Some FX do not work well when scaled down
- Fixed: Attempting to unpublish a model from sandbox does not work in the Builder
- Fixed: Incorrect snap previews appear when snapping objects inside of a group with Deep Select
- Fixed: 180 degree Rotation animations do not rotate in the expected direction
- Improved: Ready Player Me characters' lip synch motion
- Improved: Prevent text-cutoff in Notice window on Android Cardboard Viewer
- Improved: Allow a click to highlight URL in Open Link event
- Improved: Visual consistency between builder and viewer perspectives
- Improved: Show the Cookie popup only once across all workspaces

6.3.1

Couple of small fixes to help with our Apple App Store submission and three really nice features.

Experiences can now open website links as Event Actions! As an example, this is great in AR where you can now make AR exhibits that open a website when tapped on.

And we have a new option in "Export Video", "Record while playing in AR" which will record the AR session after a user is done placing the experience. Really useful for AR videos.

Finally, all premium users can now opt to remove the watermark from exported videos and screenshots.

Major:

- New: Add "Open Web Link" event action
- New: "Record while playing in AR"
- New: "Remove Watermark" option for exports

Minor:

- Improved: More prominent TOS inclusion in the app
- Improved: "Increase font size" setting behavior
- Fixed: Collections with exactly 12 experiences result in duplicates
- Fixed: Ads are broken after repeating an experience too many times
- Fixed: The unsubscribe link in the "Weekly Digest" is broken
- Fixed: Some embed links show an Error 500
- Fixed: Do not require case-sensitive emails for Password Reset

6.3.0

iPad version with Apple Sign-In and Subscriptions. Tablet optimized UI and workflows make it amazing to create interactive scenes on tablets. Supports a new "free with ads" mode.

We keep improving how experiences can be played (and edited!) right in a web browser. As part of this effort, we greatly reduced experience loading times: We now load scenes on demand when viewing on the web or desktop. In VR we keep loading the whole experience for uninterrupted viewing.

Performance of the XR Builder on slower devices and Chromebooks is a big priority for us and with this release we introduce the new “Simple Modern” UI which greatly improves working on those devices.

Users can now create automated experience collections on their workspaces and Creator page. All subscriptions can now be stacked. Great news for district-wide installations, teachers using Pro accounts with more space for bigger story-telling projects, and individual users running several workspaces.

Most experiences on our ‘games’ and ‘projects’ workspaces are now fully editable.

Last but not least, we clarified some parts of our privacy agreement. It now outlines what happens with the data of users using “free with ads” and how we continue to strive for maximum privacy for those and our premium users. Furthermore, all Blocksmith data is now hosted in the EU territory to further comply with strictest privacy laws.

Major:

- New: Tablet Edition!
- Improved: Experience loading time
- New: Usernames can have capital letters and can be changed
- New: Multiplayer character names
- New: Super lightweight UI option for a faster Builder experience on slow devices
- New: Auto-Collections
- New: Stackable subscriptions

Minor:

- New: Show which workspaces an experience is published on
- New: Unnamed Workspaces allow premium users to name their space later
- New: Switching workspaces opens corresponding page
- New: Add "Start New Project" button in dashboard
- New: Landing Page for 3rd party oauth login
- New: Enable trial users to create a workspace
- New: New preview option for premium workspaces and member only content
- New: Add option to auto-populate collections, and differentiate between automatic and manual collections
- New: Show username over multiplayer character
- New: Transfer Builder sign in to web when opening website links
- New: Change the UI style for non-Win/Mac WebGL Builders to be “Simple Modern”
- New: Allow Help pages to be opened in the Builder
- New: Unity ads for iPad

- New: Apple ID signup
- Improved: Prevent GroupAdmin to assign Quests to themselves during trial
- Improved: Link directly to Blocksmith's Oculus Store page from Oculus Download button
- Improved: Transfer user's sign in when using "Open in Builder on the Web"
- Improved: Show the experience(s) I'm working on in "recent"
- Improved: Replace all occurrences of sign up/login with "Sign in"
- Improved: Improve Material panel opening process
- Improved: Update model window improvements
- Improved: Rename Quality levels
- Improved: Improve Viewer controls for mobile Viewers
- Improved: Add Automatic Collections to the Builder
- Improved: Show "You need a valid subscription..." window when adding models from the Premium workspace
- Improved: Remove "Arrange" menu
- Improved: Export - Screenshots: Have an option to screenshot "Builder" or "Play" mode
- Improved: Allow the reticle to be toggled on/off when Exporting Video
- Improved: Show a reticle in the Web Player on low-end devices
- Improved: Add option to show/hide Movement controls on iPad Builder's Export video
- Improved: Do not allow strings to be input for numerical input fields on some Events
- Improved: Delete the install folder on Macs to prevent Builder renaming
- Improved: Change "Update Downloaded" message on Mac Builders to include manual replacement steps and help page link
- Improved: Show JavaScript line number with public method error
- Improved: Replace Shift+Enter with Enter in Textboxes/Scripts
- Improved: Add Play in AR option for View only exps in iPad Builder
- Improved: Add filter to log window for events and scripts
- Improved: Show last log entry for events or scripts under performance bar
- Improved: Show js errors with originating object in debug log
- Fixed: Rock Objects' boundary boxes becoming distorted after grouping
- Fixed: Advanced Zoom deactivating after Y-axis slider is used
- Fixed: Console logs are not being saved or sent on Macs
- Fixed: Videos are not loading in the Quest box on Mac Builders
- Fixed: WebGL Builder/Viewer progress bar not working
- Fixed: Builder is slowing down some Mac computers
- Fixed: Very long objects have really big handles

6.2.2

Again Mac only, this fixes a code signing issue that made the downloaded installer look "damaged" to MacOS. While there is a workaround for that as the file is not really "damaged", we found a way to prevent this with this update.

For the interested, the Mac Builder is capable of getting started from the Web. Users can click a "Open in Builder" link on experience pages. Similar to how the Zoom app can be started from a calendar link or an email. This is called deep linking and that library needs to modify the installer

in order to make this happen. And that is what caused the trouble with the code signature. Thank you for coming to our Ted Talk.

6.2.1

A Mac only hotfix release fixing problems with the file open dialog for model and media file uploads. It also brings back video recording from within the app and fixes some issues with video playback for Quests on older Mac models.

6.2.0

This release is jam packed with features and improvements.

Our new sign-in flow paves the path for Classlink support (and soon: Apple ID!). That's right, no more account juggling when your school supports Classlink.

We are seeing more visitors coming to our website and your workspaces every month so we've majorly improved our experience Web-Player. From better quality to fullscreen display, you name it.

Want to make a quick change to your own experiences or those you can remix? Load them directly into our online Web-Builder from the experience page!

Using the Blocksmith Curriculum? Our helper clips are now streaming which reduces loading times significantly. And instructors can now expand the storage quota for their account and use it for the whole class.

Big, BIG feature for our Creators: You can now add new scenes from templates! And you can merge scenes. Build out your game mechanic in an empty scene, add a nice background scene, and merge the two!

We also improved our video and 360 recording features, and now give you better control over which platforms you suggest your experience to run on.

Finally, Augmented Reality experiences scale down to a tabletop size unless otherwise set up. That means pretty much everything you make automatically looks great in AR, but you can fully control the appearance, from life-size to table-top!

Major

- New: Classlink integration
- New: Add Scene from Template
- New: "Merge with next scene" option to Scene's "\+" menu
- New: Improved Web-Player
- New: Introduce automated downscaling for AR
- New: Add "Open in Builder on the Web" to experience page
- New: Platform compatibility setting in Save Dialog
- New: All BlocksmithXR servers storing user data are now hosted in the EU (Ireland) for enhanced privacy protection!

Minor:

- New: Sign-in workflow
- New: Full screen option for Web-Player
- New: Enable Pause Menu for Web-Player
- New: Desktop level quality for Web-Player
- New: Embeddable Collections
- Improved: Remove all direct sign-up buttons
- Improved: Do not copy Template descriptions over to the new experience when remixed
- Improved: Rename "Export Button" to "Publish/Share"
- Improved: Change share button to experience link
- Improved: Add "Discover more" Workspaces Option to Viewer 2D and Viewer 3D
- Improved: Experience weblinks in the Builder should direct to the current workspace
- Improved: Change Templates' panel UI
- Improved: Enable streaming of the Quest hover videos
- Improved: Allow to rename scenes
- Improved: Add "Number" as a new parameter in the message edit window
- Improved: Show a video's time instead of percentage complete in all video progress bars
- Improved: Remember all previous settings for each Export dialog during the current session
- Improved: Show Builder resolution in Record Video window next to "Builder Window Size"
- Improved: Esc and C keys should stop video recording when pressed in the Viewer
- Improved: After user starts a trial, reload editable experience
- Improved: Pressing Esc when the Web Preview is open should show a Pause menu
- Improved: Refresh Builder's workspace list when the Load window is opened
- Improved: Include snap points on hinge object
- Improved: Slow moving objects should push the player smoothly
- Improved: Personal Dashboard shows a history of experiences
- Improved: Change default sorting on /workspaces to Experiences
- Improved: Make warning banners dismissible
- Improved: Block publishing on Personal workspaces when the trial expires
- Improved: Change visible Help Categories
- Improved: Add "Get your own" to end of workspaces list
- Improved: Remove annually/monthly dropdown from Edu Pricing page
- Improved: Show the total cost of a license in parentheses on the Payment Method page
- Improved: Show quota increase options in user dashboard behind it
- Improved: Do not require Workspace Admins to approve their own Public projects
- Fixed: Exporting 3D models with lava/water like materials or Tree objects does not work
- Fixed: Sending logs from Android Builder/Viewers is not working
- Fixed: Cardboard Viewer showing login selection overlaid on login fields
- Fixed: Switching the Art Style in the Export 3D model window leads to corrupted file
- Fixed: Spawn Object event does not update correctly when a parameter substitution is used
- Fixed: Extreme white overdraw in AR mode

- Fixed: Hit Target event is not activating on slower moving animated objects
- Fixed: Creating animation on a group with an animated character shows problems
- Fixed: Unicode in the Quest Card not showing characters correctly
- Fixed: Options to allow shared users to collaborate/transfer ownership are unavailable
- Fixed: Disk objects hide when too close
- Fixed: Install Update ability doesn't work on Macs
- Fixed: Search from workspaces page
- Fixed: Accounts with expired trial status but a currently active subscription cannot remix experiences in the Builder
- Fixed: Can't update email preferences

6.1.0

The classic quick update after a big release, polishing some of the new features, introducing some that didn't make the cut previously and fixing some bugs.

Most notably, a recent iOS update broke support for Google Cardboard. And on Google Play, a recent OS update broke support for AR. Funny how things go, isn't it?

With this release we are updating all viewers in the App Stores as well as getting our first Oculus Quest Lab submission going, which will make it SO much easier to install.

Another big change: When we feature an experience that a user has published on their workspace, clicking on that experience will redirect to that user workspace, so the Creator receives full credit.

Last but not least, all premium users now have full access to all textures and assets as well as 500MB storage space to experiment with their own media files, models and characters. And characters can be animated with 2,500 animations.

New in 6.1.0 for Workspace Owners (EDU Admins, Personal workspace owners, Pro users):

Major:

- New: Switch to workspace an experience was published on when featured in a collection on another workspace
- Improved: Workspaces Overview page <https://www.blocksmithxr.com/workspaces>
- New: Increase Personal and Workspace account storage space to 500MB
- New: Download Page for Workspaces

Minor:

- Improved: Remove the website chat button/ability from workspaces
- Improved: Link "A BlocksmithXR Workspace" to workspaces page

New in 6.1.0 for All users:

Major:

- New: Updated iOS and Android viewers in review by the stores
- New: Artstyle selection for Model Exports

- New: Give Pro Assets to all premium users
- Improved: Improve scene thumbnail quality for the Chromebook (WebGL) Builder - Please use this for updating how your experiences preview on the Web and in the Builder!

Minor:

- Improved: Sharing experiences now uses "my.blocksmithxr.com" for the link
- Improved: Show help for the Add Character button
- Improved: Add "Export" as a Menu item
- Improved: Improve Quest project submission in the Builder
- Improved: Ready Player Me characters in stylized mode are less shiny
- Improved: Disable Builder hotkeys while "Upload Video Recordings" window is open
- Improved: "Dashboard" links now go to "my.blocksmithxr.com"
- Improved: Add Help link to "my.blocksmithxr.com"
- Improved: Renaming workspaces to not include the word "Blocksmith"
- Improved: Add Quota display to User Dashboard, My Account (Profile/Billing)
- Improved: Better Storage Space Description
- Improved: Disallow non-verified accounts from starting a trial
- Fixed: Variable object displays white square instead of value
- Fixed: Art Style button covered by Scenes/Quest panel if expanded in Classroom setup
- Fixed: Sound issues with recorded videos in the Builder
- Fixed: Lock UI Layout not working
- Fixed: Hide Object event not working on characters
- Fixed: Maps not working on WebGL Builder
- Fixed: Pickup objects do not drop after being destroyed
- Fixed: Components on the Player disappear when Playing the Viewer

6.0.0

A huge update establishing the Blocksmith system as a universal 3D content creation tool.

Beautiful UI, strong import and (new!) export options.

Get creative with our new Ready-Player-Me Character import with 200 human animations, facial expressions and lip-synching. We expect this to go up to 2,500 animations soon!

Create an architecture tour in minutes with our Project Wizards.

Export to Video, Gif or (Facebook friendly) 360 Image. Check out our new Web-Preview which can now be embedded on your Homepage, along with 360 images and 3D Models.

Lots of small changes for our school and camp administrators to make onboarding and running courses easier.

All previous "Pro" features are now available to all users and storage space has been increased for all premium users including student accounts. A Pro account now mainly adds more assets and the additional storage space professional users need to get their creations to the next level.

All of this can be found on our new and very pretty website at www.blocksmithxr.com. Check out the videos describing how Blocksmith works. They were all made with the 6.0 Builder version!

Quite a lot to celebrate with our new Firework effect.

Major:

- New: Export Experience as Video, Gif, 360 Image, 3D Model, Webplay enabled
- New: User Interface with adjustable panels and toolbar
- New: 3D Character import with Ready-Player-Me support and 2,500 animations
- New: Experiences will be played with the artstyle they are saved with
- New: Project Wizards helping to create experiences in minutes
- New: School Admins can lock UI Layout
- New: Website Redesign
- New: Offer Embed options for experiences, 360's and models
- New: Allow pro users to create sub-workspaces
- New: User Overview Page
- New: Storage purchase page
- New: Add success/celebration particle effects

Minor:

- New: Allow exporting models with characters
- New: Head Slot for Characters
- New: "Made with Blocksmith" watermark in exports for free users
- New: Preferences Menu Redesign
- New: Change "share per email" feature to use text blocks to avoid harassment
- New: Add manual screenshot icon/button to the Preview Image in the Save window
- New: Frozen Player View for UI and static scenes
- New: Comments for Events
- New: Pop-out Event Window
- New: Add "Send Log to Blocksmith" button/ability to Log Console in the Builder
- New: "Point To" event
- New: Gravity Placement tool

Server:

- New: Add a "Add Experience Link" ability on Edit Quest page
- New: Add a "Configure Builder Layout" button/ability to the Signup Settings page
- New: Add Media browsing filters
- New: Add "View Media" Button to Experience Page
- New: Add "Play Web Preview" to Experience Page
- New: Allow users to add experiences that are public on other workspaces to collections
- New: Pricing Page with detailed Feature Lists
- New: Create opt-in block list for contact attempts by other users
- New: Remove password confirmation field and check for signups
- New: Give all premium users collaboration and transfer capability
- New: Switch comments from global to workspace specific
- New: Provide options for Workspace Admins to disable comments on members' experiences
- New: Experience Ownership Transfer includes media files

- New: Introduce maximum file size per account type
- New: 360 image support
- Improved: Remove the "Click to Play" message from the Web Preview
- Improved: Show warning when root animated objects are in a Player/Character slot because that animation would clash with the character animation
- Improved: Show "Not supported" message for Export options on WebGL
- Improved: Add a dropdown dialog to Save and offer "Save as...". Yay!
- Improved: Make glb the default export format for models
- Improved: Show a warning message when a user attempts to apply an Approach/Walk navigation mode with a Character animation present
- Improved: Exclude FX from model export although wouldn't that be nice somehow
- Improved: Show a message with link to storage pricing page when a user hits their media limit in the Builder
- Improved: Change how deep selection works so root groups are selected when UI panels overlap on scene objects
- Improved: Move Slicer/Overview settings to Inspector
- Improved: Show warning message when a user attempts to play two animations on the same object at the same time
- Improved: Allow Characters to pass events to their handheld objects
- Improved: Add Select/Deselect buttons to Scene editor UI
- Improved: Single-axis movement tool visual improvements
- Improved: Remove the integrated Tutorial from the Builder in 6.0
- Improved: Show selected measurement Unit on Move/Scale events
- Improved: Show an error message if a model fails to load when importing
- Improved: Enable "r" key to start/stop video recording when Playing a Scene
- Improved: Quest Box step bubble improvements
- Improved: "Hide in AR" for Player
- Improved: Experience Browser View History
- Improved: Change default Graphics mode for Android and iOS Builders to Mobile
- Improved: Show warning message when an animation is present on the same object as a navigation component
- Improved: Move Quest Box settings to Preferences window
- Improved: Change warning message that appears on groups with Hit Target events to be more clear
- Improved: Alphabetically sort the user's workspaces list in the Builder except for Blocksmith workspaces
- Improved: Add option to add a new message from the Broadcast message event action
- Improved: HQ Sky Fog should be adjustable the Fog Density Slider
- Improved: Improve Light Object events
- Improved: Enable to Change Ambient Color for Indoor and Custom Scenarios in Scene Settings
- Improved: Show a loading bar when navmesh baking during Viewer opening process
- Improved: Sensitivity preferences max amount could be too low for some users

- Improved: Object Handles
- Improved: Spawners should show spawn path
- Improved: Special tab: Spawners' Launch Power should have a manual input field

Server:

- Improved: Do not show the experience Flag button for logged out users
 - Improved: Remove the dot on carousels when there is only one image/video
 - Improved: Add sorting option to Collection window
 - Improved: Add option to retain a student's public experiences when removing them
 - Improved: Show a number notification for pending access requests over the workspace Manage button
 - Improved: Sort the user's workspaces lists on the web to show Blocksmith workspaces and the currently open workspace on top
 - Improved: Explain what "Follow" does
 - Improved: Don't remove publicly shared experiences when workspace expires
 - Improved: Show expired workspaces in workspace discovery
 - Improved: Your workspace is going to expire email
 - Improved: Add follow button in search results
 - Improved: Allow searching across all workspaces
 - Improved: Ability to filter search results to show just models or just experiences
 - Improved: Expand search to show models
 - Improved: Allow workspace Admins to edit their users' custom info
-
- Fixed: Objects not animating or responding to events on Android Cardboard Viewer
 - Fixed: Copy/pasting an imported model from one scene to another causes it to lose its textures
 - Fixed: Sound components on characters do not play
 - Fixed: Characters imported from Fuse appear very large and do not show animations
 - Fixed: Hinged animations on uploaded models are offset in a scene
 - Fixed: Template scenes appearing foggy after loading them through Wizards
 - Fixed: Using CTRL\+drag selection ability does not reliably select objects inside the box
 - Fixed: Spawned FX from character's hands do not appear at the character's position
 - Fixed: Spawner in handheld object changing spawn angle after Player respawns
 - Fixed: Cannot scroll all the way down an experience list in the SteamVR Viewer
 - Fixed: Xml text containing "" inside text strings breaks the xml parser
 - Fixed: Background in AR is flickering green
 - Fixed: Shift-key inactive for auto-stacking when the button is already selected
 - Fixed: Player cannot interact with physics objects on mobile
 - Fixed: Zoom scroll speed is very slow on WebGL Builder
 - Fixed: Animation Finish does not trigger on forward animations when Loop Once is active
 - Fixed: Broadcasting messages does not reach children of groups initially
 - Fixed: Snap points not working well on the Quarter Ring object

Server:

- Fixed: Attempting to add a group of users to a class fails when some of them are already class members
- Fixed: Images on Quest pages are very large
- Fixed: Comments without timestamps show Error 500
- Fixed: User collection items can't be removed
- Fixed: Comment text does not disappear from the input field after submitting the comment

5.8.1

A quick patch release to improve how the Builder handles student logins as well as extremely long filenames that might occur in model imports.

Admins now can edit additional user information!

- Improved: Allow users to set a cache folder destination
- Improved: Workspace independent account management
- Fixed: Attempting to Sign up on a workspace linked Builder fails if the workspace requires extra signup information
- Fixed: Attempting to use the "Save As" button to make a remix of a Template does not work
- Fixed: Opening Templates only shows one template in collections when there are more
- Fixed: Some external links only open after an additional click on WebGL Builder

5.8.0

Models, models, models!

Over the years, our users have created a breathtaking assortment of Blocksmith models. And now we are opening these up to you! Access hundreds of 3D models across the workspaces you follow.

Wait, can I follow more workspaces then? That's right. We have a new discovery tool so you can follow other spaces that provide free experience and model access. Find out more here: <https://youtu.be/q3aD7yFsoyM>

Can your own workspace appear there? We would love for you to showcase your best work. It is completely up to you if you want to give out content freely for all users and/or hide a portion behind a member wall where you decide who you want to let in.

Can models be used in other programs like Unity, Unreal, Blender etc? Yes and you can download them directly from our website!

We also changed multiplayer to a more robust system, this means ALL devices wanting to join the same multiplayer game need to be on 5.8 or higher.

Otherwise we improved a ton of small quirks, see for yourself!

Major

- New: Workspace Discovery
- New: Show workspace models on the web under "Creations"
- Improved: Search across all collections and workspaces in model pool
- New: Model pool UI

Minor

- Fixed: Linked Builders looking linked status after update
- Fixed: WebGL Builders using incorrect workspace to link
- New: Sharing experiences with email
- Fixed: All objects starting -25cm beneath the grid when added
- Fixed: Low Poly and Stylized versions of Tree objects do not respond to Hit Target events
- Fixed: Text in text boxes are appearing slightly larger than before
- Improved: Better messaging about how to view an AR scene on Cardboard viewer apps
- Improved: More informational warnings on expired workspaces
- Improved: Exporting models functionality and information
- Fixed: Rotation degree slider is missing
- Fixed: Expanded Quest video/images/core videos can get stuck when progressing Quest steps
- Fixed: Variables disappear when seen over transparent objects with standard graphic mode
- Fixed: Cannot move your view with WASD when referencing Other Object in Events

- Fixed: Using Ctrl to multi-select objects in the scene and hierarchy is unreliable in WebGL
- Fixed: Upload Error occurring sometimes when updating existing models
- Fixed: Can't export models containing characters
- Fixed: Single objects with HitTarget events show incorrect warning message
- Fixed: "Update existing model" checkbox missing from Save Model window
- Fixed: Content in Load window occasionally never appearing/taking a long time to load
- Fixed: Hit Target events on scaling animated objects do not work
- Fixed: Workspace model view flickers/re-loads several times before showing models
- Fixed: Animation forward loop colliding with objects in animation path

5.7.0

We had a quick turn around for this release. Some polishing needed to be done for all the Load Dialog and Quest Hub changes that bled over into our Viewer Apps. And we added searching across workspaces.

That said, one of the most requested features has arrived! Quest progress tracking is now even easier for Workspace Admins and Teachers! See student information and classes. Ability to sort by this information.

And we've added snap points to effects and lights!

- New: Snap points on effects and lights
- Improved: Quest progress tracking
- Improved: Ability to search "everywhere" in the load dialog
- Improved: Add new event action to log lines in the log console
- Improved: Have play button on experience pages look more like a button
- Improved: Indicate when a model is processing on the web model pool
- Improved: Optimize model exporter
- Fixed: Most recent models being saved to the end of the model pool
- Fixed: Snapshot preview on WebGL appears blank
- Fixed: Recording experience videos on MacOS
- Fixed: Dark theme UI problems
- Fixed: Models appearing after loading experience in the Viewer Apps

5.6.1

There was a slight hiccup with our new "School Device" Settings. The Builder was forgetting what workspace is needed to send access requests to. We reminded it how to do this and it should not be a problem going forward.

- Fixed: Auto workspace access requests failing

5.6.0

This is a huge update with many new features and improvements!

New Template screen with 50+ scene templates on top of the original 5.

The updated Load dialog gives you easy access to the new “games” and “sampleprojects” workspace, now available to all users. These feature fully curated content from the Blocksmith team. We also have a new feature for Legal Guardians and Teachers to block access to non-curated workspaces for their dependents without having to “link” their software, making this important safety compliance feature so much easier to use.

Workspaces are full of models which can now be downloaded in gltf format and used in other software like Unity3D and Unreal Engine.

You can now follow other workspaces for more templates and models and you can configure your own to allow others to join and use what you created.

Curriculum Quests can now be added directly in the new Quest Hub for added simplicity.

Switching between workspaces is even faster in 3D and 2D viewer apps, which also received a full UI overhaul.

Are you stuck? The help page is now full of information to help with all aspects of the BlocksmithXR system.

Major:

- Improved: Template Screen to easily find all templates available
- New: Model Download
- New: Follow other workspaces for access to templates and models
- New: Quest Hub Redesigned to add and access Curriculum Quests all in one place
- New: Load Window redesign to easily switch between content
- Improved: Help Page Overhaul to give even more knowledge
- New: “premiumexperience” workspace with experiences, templates and models

Minor:

- New Object: Reflection probe. Place in the scene to get local reflections.
- New: Hand models instead of controllers in VR
- New: Restart Scene experience event
- New: Workspace access settings for Legal Guardians
- New: Workspace access settings for Admins of Workspace Managed Accounts
- New: Allow everyone to see the version history of experiences
- New: Add play/stop ability for scene sounds, sound objects, and sound components
- New: Public sharing options for models
- Improved: 3D Viewer UI
- Improved: Change language from “License” to “Link”
- Improved: Add the ability to scroll by swiping the Oculus Go touchpad
- Improved: Preview video files in My Media on Account Dashboard
- Improved: Show file size in My Media
- Improved: Template Collections
- Improved: Automatically remove users from cohorts when they are removed from the workspace

- Improved: Last updated date on experience page
- Improved: Timestamp for experience comments
- Improved: Set Quick signup as default for Group workspaces
- Improved: Allow teachers to remove experiences from their workspaces
- Improved: Add missing Script Editor features and update documentation
- Improved: Remove "Enter Text..." from empty textbox on experience play
- Improved: Pressing enter after typing in name for model should save it
- Improved: Save the first material of a Group when copying to material storage
- Improved: Paused Quests in the Builder should remain paused
- Improved: "Insert Code" button in Quest Box. No more typing errors when inserting code into the experience
- Improved: New "School Devices" settings in preferences for auto access requests
- Improved: Interaction Events on Groups don't require enabling "Collide as Group"
- Improved: Do not allow children of spawned/moving groups to collide with each other
- Fixed: Unable to unassign users from class
- Fixed: Reseller dashboard not loading
- Fixed: Licensed (now: "Linked") MacOS Builder does not download
- Fixed: Auto-collect pickup object cannot be dropped
- Fixed: Unable to use slider in Color Picker
- Fixed: Component variable "Value changed" event does not work with variable objects
- Fixed: Setting navigation mode with events is not working
- Fixed: Attempting to join a non-supported Multiplayer game on VR Viewers causes Pause menu to break
- Fixed: Players cannot jump when their height is greater than 4 meters
- Fixed: Water shader does not work on Objects
- Fixed: Animations not playing when opening an experience with an animated FBX/GLTF model
- Fixed: Mouse cursor disappears when writing text in WebGL Builder
- Fixed: Script editor incorrectly displaying lines
- Fixed: Hinged stacked animations
- Fixed: Audio files show question marks for their duration
- Fixed: Object component loses connection after scene change
- Fixed: Physics objects not resetting when an experience is restarted through events
- Fixed: Multiple animated models cannot be played at the same time
- Fixed: The Save Model window can be opened multiple times in a row
- Fixed: Animated snapped objects jump positions when they finish their animations
- Fixed: New animated groups fly towards camera's viewpoint when AutoStack is used
- Fixed: Scrolling doesn't work in certain areas of the Load window

5.5.0

You can now use external models with animations! Both gltf and FBX models with multiple animations can be imported and controlled through the event system. We are so excited to see what you will do with this!

Revamped the JavaScript editor to include line numbers and syntax highlighting in addition to making it more user friendly.

When clicking on an experience in the load screen you can now see the user's description, if it is view only or a template, and a quick link to the web to easily leave a comment for the creator.

Major

- New: Allow embedded animations in FBX and GLTF imported models
- New: Detail view when loading experiences
- Improved: Video quality for Builder shot videos
- Improved: Script Editor

Minor

- Improved: Version notes and description field for every save
- Improved: Multiselect users and remove from workspace on the users page on workspace dashboard
- Fixed: Starting trial in Builder leading to a dead end
- Fixed: Pressing enter on upload video recordings window closes it and doesn't upload videos
- Fixed: Some selections not visible when in Dark Theme
- Fixed: Allow trigger to send entering object as parameter in custom message
- Fixed: Saving and Loading experience with FBX model present causes maximised reflections on objects
- Fixed: Builder warning users they do not have a Quest, when they do
- Fixed: Approve access button on the Request Access page doesn't work after first use
- Fixed: Manual Quest assignment on a workspace can result in a Quest access error
- Fixed: Wrist pause menu appearing in mid-air when teleporting on the Oculus Go
- Fixed: Numbered lists appearing very small and misaligned in Quest Box
- Fixed: Play Animation: From Beginning event plays the animation from step 2
- Fixed: Top-bottom 360 videos not working
- Fixed: An event checking the value of an object component make the vents tab frozen

5.4.1

Looks like we put the Builder on hard mode for the weekend. Making everyone create trees, characters and models from scratch! Easy mode is now activated.

Major

- Fixed: Unable to drag in assets, characters or models

Minor

- Improved: Oculus Quest hand tracking
- Fixed: Creating an animation on a subgroup object causes the new animation to jump to the origin point
- Fixed: Scene sounds looping before sound file has finished playing

- Fixed: Multiple sound files playing simultaneously in the WebGL when playing the Viewer

5.4.0

Group subscription trials are here! Get a full impression of our intuitive admin/teacher backend for student management and assignment tracking before purchase.

Workspace Admins can unlock specific chapters in Quests for their users which is great if you want to start teaching with later chapters.

Browsing experiences on the web on a computer with the Builder installed, you can click “Play” and the Builder will automatically open along with the experience. On Windows AND on Mac! Last but not least, you can create and save a library of models that all listen to the same global message (for example “attack” or “swarm”), import them into your games that broadcast such a message and it will just work.

Major

- New: Group Trials
- New: Workspace Admins can unlock specific chapters in Quests for their users
- New: Click to open the Builder and play experiences from the web for Mac
- New: Broadcast messages
- New: Event action to resume and complete animations
- New: Saved models with global messages keep them at import
- Improved: Memory management for experiences using many media files

Minor

- New: Saved models with global messages keep them at import
- New: Events to enable/disable physics (objects must have physics enabled at start)
- New: Event parameters can now be compared with other object values
- New: Add list capability to JavaScript (technically mutable arrays)
- Improved: Allow teachers to assign quests before Admin has selected assignment setting
- Fixed: Object with multiple object components has trouble targeting them
- Fixed: “Look at Start/Finish” events do not work in VR
- Fixed: Handheld objects turning around in some multiplayer games for one team
- Fixed: Color Blending setting only works with sky background
- Fixed: WebGL players get immediately kicked from multiplayer matches when new players join
- Fixed: Destroyed and physics objects are not physics in multiplayer matches when new players join
- Fixed: Spawned pickup items in multiplayer matches can only be picked up by some players
- Fixed: Pickup Objects go to right hand when Oculus Go is set to left hand

5.3.0

You could say we’ve made Fireworks with this release (because we did).

*We've added a new Hinge Object to help you create doors and swings even easier.
VR loading bar looks much nicer now.*

Major:

- New: Hinge Object
- New: Add Scale To and Scale By Events
- New: Share button on other users' experiences in the Builder for easier sharing
- Improved: Loading bar in VR

Minor:

- New: Celebrate Quest Chapter project submission with Fireworks!
- New: Add new conditions for "Animating Forward" and "Animating in Reverse"
- New: Share button on other users' experiences in the Builder for easier sharing
- Improved: Add iOS Cardboard Viewer Appstore link to Download page
- Improved: Adding new preview images does not show until after refresh
- Improved: Content Library link on dashboards for Group and Personal Workspaces
- Improved: Cave Entrance more rectangular and have 2 sided mesh
- Fixed: Stylized light shaft shows squares
- Improved: Show all Premium Experiences users can access under Premium Experiences in load screen
- Improved: Disable "Walkable" setting on objects that have a navigation component
- Fixed: Quest assignments settings not showing immediately after being set
- Fixed: Unverified user taken to wrong email update screen
- Fixed: Changing Quest order does not update in Student Progress window
- Fixed: "Play Now" button on the web shows dialog to install Builder, with Builder already installed
- Fixed: Stop Spawn Motion event action used with Hit Target doesn't detect colliders well
- Fixed: Text objects become non-editable if they have components
- Fixed: Entering numbers ≥ 10000000 doesn't work in several events
- Fixed: Multiple object reference variables break their object's event targeting
- Fixed: Object variable cannot be sent as a parameter in a custom message
- Fixed: Targeting a message parameter shows "???"
- Fixed: Multiple versions of the same tag can be created using capitalization

5.2.2

Some animation conditions went rogue but they are cooperating now. We are introducing a new condition for the "Animation Finished" event, called "Finished Animation", to identify exactly which part of the animation has finished. This makes it easy to daisy-chain independent animations. Example: If "Animation Finished" and ("Finished Animation" == 1), then "Start Animation" 2.

- New: 'Finished Animation' event condition
- Fixed: Objects with 'Play Animation' and 'Deactivate Myself' on the same event does not trigger animations

5.2.1

Wouldn't be a release without a quick bug fix patch!

- Fixed: FBX materials missing when loading saved experience
- Fixed: WebGL crashes when joining multiplayer game with sound component
- Fixed: Some YouTube clips were not working properly with the video object (Note: YouTube video display is not guaranteed to work and can break in the future without notice)

5.2.0

Workspaces are now included in all subscriptions! Collaborate with other users in a protected space and showcase your best work.

Enjoy discounted rates for student groups as well as unlimited access to our premium curriculum tracks and experiences! Perfect for families, summer camps and distance learning schools.

We've added new workspace access settings to now allow public and member only publishing. Stage experiences in your workspace, then share selected ones to the world!

Major:

- New: Family and Group Subscriptions
- New: Discounted Accounts for Group and Family Subscriptions
- New: All subscriptions can now create a workspace
- New: Full Content Library included for Individual, Family, and Group Subscriptions
- New: Access Setting to make select experiences public on workspaces
- New: Allow use of Hand Tracking for Oculus Quest
- New: Support for importing models in gltf format

Minor:

- New: Hierarchy sorting
- New: Reset, copy and paste buttons for coordinate fields
- New: Download button for media items in your dashboard
- New: Public and Member-only sharing options for workspaces
- Improved: Rename Home tier to Individual
- Improved: Rename Domain to Workspace
- Improved: Rename Blocksmith Market to Content Library
- Improved: Breadcrumb back to my media from media item's pages
- Improved: Add more links to Content Library
- Improved: Sound Library files to not count against user storage space
- Improved: Log Console usability improvements
- Improved: Remove account tier from top right bar
- Improved: Add colon next to Position and Size in Coordinate Inspector (Melissa insists on having this mentioned in release notes because it was bugging her so much)
- Improved: Move "Measurement Units" setting to new Units tab in Preferences dialog

- Fixed: Grouped objects with local messages lose them on copy and paste
- Fixed: Restarting an experience in VR using the wrist menu reorients the Player
- Fixed: Black borders are present when Builder is in fullscreen mode and being recorded
- Fixed: Water texture does not zoom properly in Low-Poly
- Fixed: WebGL Builder sometimes shows black bar over Shapes toolbar after making it fullscreen
- Fixed: WebGL Builder crashing when loading Quest steps with videos
- Fixed: Exiting Full screen on the WebGL Builder causes Builder to resize and becomes difficult to use
- Fixed: Workspace Admins cannot view private files on their workspace submitted through Quests
- Fixed: Flat Pyramid shape only scales proportionally
- Fixed: Tags on Shared Models are not added to an experience's tag list
- Fixed: Copy/pasting a subgroup during Edit Group causes major stretching
- Fixed: Animation previews in specific experience jump ~10cm after moving/placing them
- Fixed: Previously snapped groups can only rotate around a hinge point, including its animations
- Fixed: Workspaces text is cut off in 3D Viewer menu
- Fixed: Vertical text alignment settings not being saved with experience
- Fixed: Smoke FX
- Fixed: Distance fog does not update in the Scene when the Builder is set to Mobile/ or Standard graphics
- Fixed: Duplicating or copy/pasting objects places them at the location of the original object
- Fixed: Show Animations setting causing animation previews to appear in the Viewer
- Fixed: Text briefly appearing very stretched when first activated in a scene
- Fixed: Loading dialogs flickering badly on Vive Viewer
- Fixed: Objects' boundary box changes size on their animation previews
- Fixed: Multiplayer scenes with physics objects not working
- Fixed: Embedded videos playing sound in the quest box
- Fixed: Event messages with string parameter don't allow text input when used in comparisons
- Fixed: Objects resize incorrectly when attempting to scale snap multiple objects
- Fixed: Experience previews showing incorrect publish dates on Vive Viewer
- Fixed: Spawned items cannot be interacted with when the Inventory is enabled
- Fixed: Disabled Play at Start setting on Walk around Navigation components does not work
- Fixed: Object variable reference gets reset back to integer on duplication
- Fixed: Workspace-managed users cannot share with blocksmithbugs or blocksmithtips

5.1.0

We are making it easier than ever to customize your experiences pages. Take a video of your experience in the Builder, upload it to "My Media" storage space on the web and add it as a

custom preview. Add a long description with images, screenshots and more videos to make your experience really shine.

Major

- New: Upload video recording to “My Media” storage on the web
- New: Ability to choose a video for experience preview
- New: Start/StopVideo capture when playing in viewer with "r" key
- Improved: Video recording performance
- Improved: Experience Page Layout and customization
- Fixed: Recording video on Mac doesn't save video file

Minor

- New: Allow domain admins to change “Access Request Confirmed” email text
- Improved: Improve detection/placement of AR layers
- Improved: Workflow after starting a Trial Quest
- Improved: Show a Trial dialog window after starting a Home trial on the web
- Improved: Help Page
- Improved: Do not disable the Quest box when Choose object/Other object is active
- Improved: Require collections to have a name
- Improved: Video media pages link to the experience the video was made from
- Fixed: AR player can jump constantly
- Fixed: Backgrounds causing AR scenes to move
- Fixed: AR Players jump forward when the scene changes or experience is restarted
- Fixed: AR Player cannot run and jump at the same time
- Fixed: UI text jittering in Save dialogs
- Fixed: “Loading experience” menus jump around in VR Viewers
- Fixed: OBJ model loading bar still present in Scene and Viewer
- Fixed: Platform lighting changes when the Scene panel is selected

5.0.1

A couple of bugs squished.

- Improved: Show domain membership status in top-right corner of licensed Builders
- Fixed: Recording a video can cause a crash on Windows when Builder is not installed in the default folder. Recording on certain Mac configurations can be buggy
- Fixed: Account creation through a licensed Builder not sending domain access request

5.0.0

It's finally here! We have massively reworked how experiences are presented on differently powered platforms and are introducing art styles: Low Poly, Stylized, and Realistic.

Stylized mode is optimized for the Oculus Quest!

Hover over any element including events in the Builder to see a useful description of what it does.

Users can now customize their users page, get messages from other users, and add collections of experiences to highlight their best work. Opt-in, check out your dashboard to customize it. You can now also make a copy of a published experience, work on the copy and save it back over the live experience when done.

Sharing experiences with us is now possible right in the Builder, let us know if you want us to look at a problem or highlight something cool you made!

One more thing: We have physics! When adding an object select the enable physics checkbox to unlock the magic.

Major:

- New: Introduce three art styles (Low Poly, Stylized and Realistic)
- New: Tooltips in Scene, Object, Animation and Event tabs
- New: Auto Update
- New: Overwrite feature to allow behind-the-scene editing of published experiences
- New: Share with Blocksmith Team in Share dialog
- New: Custom User pages with collections and Contact Me feature
- New: Enable physics option on objects
- New: Navigation features for any object

Minor:

- New: Scene music can be paused/played with events
- New: Distance Fog
- New: Custom camera rendering distance in Scene Graphics settings
- New: Preview Change quality per art style
- Improved: Group editing
- Improved: Update save model flow
- Improved: Add vertical alignment feature to textbox - yay!
- Improved: VR Viewer controller tooltips
- Improved: Hierarchy shows automatically when using Other Object event reference
- Improved: Sort Hierarchy objects by new/updated to old
- Improved: Add caution popup for when ungrouping a group with events
- Improved: Move My Models into Models tab
- Improved: Allow interactions and selections when objects are in the Player's hand(s)
- Improved: Free users see locks on models with premium features
- Improved: Showing model collections in the Builder
- Improved: Enable Shadow distance settings to fix circular shadow around player
- Improved: Allow throwing of physics objects from the player's hand
- Improved: Clear current experience when Logging Out of Builder
- Improved: Remove "Play All" from events
- Improved: 'Forgot password' support for managed accounts
- Improved: New high-res LOD levels for round shapes
- Improved: Better warning dialog for users who cannot share privately
- Improved: Limit graphics/art settings on WebGL Builder to mobile/low poly
- Improved: Auto-play triggerable FX when they are placed in a scene

- Improved: Home and Free users private sharing options
- Improved: Reseller Tools
- Improved: Allow referencing another variable as a parameter If Old Value =subcondition
- Improved: Show warning message when Hit Target is used on non-collideable objects
- Improved: Sort domains alphanumerically in dashboard
- Improved: Managed EDU user accounts receive free tier media quota
- Improved: Remove Home free/trial banners for EDU admins
- Fixed: Adding FX in Edit Group with rotated shapes causes boundary box to be incorrect
- Fixed: Builder crash caused by multi selecting rotated objects in Edit Group
- Fixed: Sub-group remains selected when Group Editor is closed
- Fixed: Set Daytime event does not work with variables
- Fixed: Experience tile highlight is not visible in Dark Theme
- Fixed: Hide object event does not affect the text on text boxes
- Fixed: Duplicating when view is zoomed in causes objects to appear in strange locations
- Fixed: Platforms and baked skyboxes are excluded from reflections in the Viewer
- Fixed: Characters looking to their right when first being placed in scene
- Fixed: Target is Not Player event condition does not work
- Fixed: Looping animations briefly jump to incorrect state on loop
- Fixed: Duplicated objects are placed incorrectly when duplicating multi-selected objects
- Fixed: WebGL Builder always shows Shared Models search/tags/sort options
- Fixed: Stylized Tree shader does not work with Dynamic Daytime Wind
- Fixed: Turning on dynamic daytime activates strong wind with slider set at 0
- Fixed: Apply to All Players ability doesn't apply Hitpoints
- Fixed: Templates cannot be opened on the WebGL Builder
- Fixed: Cannot deselect Anchored objects by clicking on the Outdoor platform
- Fixed: Hit Target does not work on animated groups
- Fixed: Variable actions do not fully appear when referenced from another object
- Fixed: Replaying a multiplayer scene caused Builders to freeze
- Fixed: Default 0 value in Set To Variable event action does not work
- Fixed: All saved sound files show question marks instead of duration

4.8.1

We made glow more consistent between the mobile viewer apps and the Builder.

The tutorial has been improved to make it even easier to get started building in 3D.

- Improved: Glow appears inconsistent between stylized and hq modes
- Improved: Builder switching to mobile shader set consistently in stylized mode
- Improved: Tutorial rework
- Fixed: Hill 4 and Hill 5 missing boundary box and previews on WebGL Builder

4.8.0

We heard your cries and added a zombie character! We also added some new hill shapes that will work together better to create mountain ranges.

- New: Add new hill primitives
- Improved: Load 40 experiences at a time in the Builder and viewer apps
- Improved: Change “Retain Player Direction” setting to be disabled by default
- Fixed: Quest box resizes/jumps when arrow buttons are slightly dragged
- Fixed: Samsung S8 keyboard problem
- Fixed: Builder becomes unstable after fade in/out transition after playing the viewer
- Fixed: Scaled down players cannot jump repeatedly
- Fixed: Variables in edit group cannot be selected
- Fixed: Animated object returns to original position after each step when spawned

4.7.2

Another quick bug release to fix up the water shader.

- Fixed: Unable to walk on water
- Fixed: Unable to cancel loading experiences in Viewer Apps
- Fixed: Unable to walk in trigger zones without objects below

4.7.1

Even more bugs for this quick release.

- Improved: SteamVR viewers should default to HQ mode
- Improved: Selection beam in Viewer app menus
- Fixed: TAA, SMAA, 4x and 8x anti-aliasing settings all showing same graphic settings
- Fixed: Jumping in WebGL on Chromebooks not working consistently
- Fixed: Scale snapping on small objects is difficult
- Fixed: Scaling triggers and effects distort boundary boxes

4.7.0

We did some major bug hunting for this release.

Major:

- New: External object referencing by adding variables
- New: Save project specific materials
- New: Local Messages
- Fixed: Login dropdown inverts after Playing the Viewer

Minor:

- Fixed: “P” key activates Play in Viewer when logging-in
- Fixed: Targeting “Other Object” with events on an anchored object doesn't work
- Fixed: Launch event does not work in VR Viewers
- Fixed: Export as 3D Model function does not work
- Fixed: Multiselection box appearing over UI panels when anchored objects are selected
- Fixed: Players do not fall in VR

- Fixed: Copying/pasting animations on Ring objects results in altered animations
- Fixed: Hiding/showing objects in multiplayer not working
- Fixed: Set color/set glow events not working on Multiplayer handheld items
- Fixed: Quest window closing if Enter or Esc keys are pressed
- Fixed: Edit Group moves handheld edited group when closed
- Fixed: Player moves 9 cm along the z-axis whenever a position field is deselected
- Fixed: Multiselection sometimes not showing most recent selection
- Fixed: Old value event condition has no field
- Fixed: Sound Finished event takes a long time to trigger
- Fixed: Hide event not working with some groups
- Fixed: Undo fails when attempting to bring back animations after ungrouping
- Fixed: Using controller when using "Play on SteamVR" breaks mouse interactions
- Fixed: Quickly moving through Quest steps can lead to incomplete steps
- Fixed: Component variables are sometimes not reset after playing the viewer
- Fixed: Player unable to initially jump on most platforms
- Fixed: Importing/uploading an obj model leads to NaN dimensions on model
- Fixed: Multiple obj models in a specific scene crashes the GearVR Viewer
- Fixed: Set Random external parameter drop-downs are missing
- Fixed: Animation Finish doesn't fire on looping animations
- Fixed: Snapshot previews and captures do not show glow
- Fixed: Some FBX's crashing Builder
- Fixed: Multiselection box does not work after Playing the Viewer
- Fixed: Dropped pickup items' events do not work after re-pickup

4.6.0

Characters can now hold objects!

Better handling of character body animations in the event system.

Rotate objects with the event system.

Major:

- New: Allow characters to hold objects
- New: "Rotate To", "Rotate By", and "getRotationX/Y/Z" Events
- New: Character Body Animation Events Freeze and Unfreeze

Minor:

- New: Walkable checkbox to control where characters can walk in a large scene
- Improved: Sort animations alphanumerically
- Fixed: Teleport point boundary box is incorrect
- Fixed: Unable to drag color slider when white is selected in color picker

4.5.2

Oculus Store settings updated. Viewer apps only.

4.5.1

Patch release to fix a few problems with characters navigation system.

Minor:

- Fixed: Characters approaching object stop after touching the object instead of following
- Fixed: Character navigation system not working in Viewer Apps
- Fixed: Switching navigation modes using events fails
- Fixed: Navigation mode options do not appear after changing modes
- Fixed: Character not able to step up onto small step
- Fixed: Approach Object event action not showing navigation target button

4.5.0

Pro accounts now have the collaboration feature! Collaborators are able to make changes on experiences and the owner keeps all rights.

Pro accounts can now transfer ownership of experiences to other Pro accounts.

Make characters talk! Add a sound component to a character and check lipsync.

Major:

- New: Collaboration Mode for Pro Accounts
- New: Ownership transfer for Pro Accounts
- New: Lip sync on character
- Fixed: Characters avoid trigger zones

Minor:

- New: Display collaborator notes in version history
- Improved: Show material options when adding materials in architectural wizard
- Improved: Cleaner display of custom event messages
- Improved: Share with Domain - change 'Remixable' to 'Open Source' to better explain the intent
- Improved: Regroup Character Events to make more useable
- Fixed: Character with sitting animations are floating over objects when Playing Viewers/Scenes
- Fixed: Indenting code in script editor is broken
- Fixed: Scene preview lighting resets after play in viewer in some scenarios
- Fixed: Oculus Quest is treated as a Single Controller VR player in MP scenes
- Fixed: Architectural Wizard in Dark Mode needs adjusted
- Fixed: Some textures not coming through on stylized variant of construction worker character
- Fixed: Closing/re-opening Login window on website doesn't clear password

4.4.1

Quick and fast bug release! We fixed a problem with characters when playing an experience twice in viewer apps.

4.4.0

Make characters come to life with Body Animations!

Several improvements made to the Oculus Quest viewer.

Versioning has been made available on experience's pages on the web. Easily revert back to a previous version of experiences.

Major

- New: Character Body Animations
- New: Versioning for Experiences
- Improved Oculus Quest Dual-Stick support for Viewer:
 - Right trigger click in menu selects what left pointer points to
 - Acts like it is selecting menu items several times
- New: Wrist menu for dual stick VR devices
- New: FBX models do not appear on mobile devices
- New: Glow is now available on mobile platforms
- New: Handle FBX's with embedded textures

Minor

- Improvement: Display Material pool categories as buttons
- Improvement: Remove "Click to Play" message from WebGL Builder's Viewer
- Improvement: Remove star icons
- Improved: Allow reordering of items in a collection
- Fixed: Boundary box offset on groups sometimes
- Fixed: Add Video button in Quest editor is broken
- Fixed: Characters do not retain their scaled size when duplicated
- Fixed: Character navigation not avoiding objects
- Fixed: Collection contents not loading for domains
- Fixed: Player falls through platform when Viewer is played from scenes with transitions
- Fixed: Boundary boxes on shapes in groups distorted after scaling
- Fixed: Highlighting a section in Architecture Wizard stays highlighted when exiting wizard
- Fixed: Client tools only being given to one team in Architecture Wizard

4.3.0

View your experiences in AR on compatible Android/iOS devices!

Domains can now customize their homepages! Add images, descriptions, logo, and collections to your domains homepage to welcome your users.

Characters have been updated to include emotions.

Easily share your experience in the Builder by clicking the share button in the top bar.

Major:

- New: Custom Homepage
- New: Add share button in the Builder
- New: Mobile HQ Wizard
- New: AR on mobile viewer apps
- Fixed: WebGL Builder crashing after play in viewer

Minor:

- New: Add Libsync and wire it to characters
- New: Add Warehouse mode for large scale multiplayer experiences (Pro feature)
- Improved: Glow value can be set in smaller steps
- Improved: Update select Premium Experiences with new graphics
- Improved: Make credits more visible on purchase pages and dashboards
- Improved: Add a tip to Teachers page on EDU Domains during trial
- Improved: Add quota and subscription information to My Media tab
- Improved: Update Teacher permissions on EDU Domains
- Improved: Show “Everything” on the Explore page
- Improved: Descriptions for collections should show everywhere a collection is visible
- Improved: Allow renaming of collections
- Improved: Add new Help pages for EDU domains
- Fixed: Border between background and platform flickering in VR Viewer
- Fixed: Picking up an object with Auto-collect significantly increases the boundary box size
- Fixed: Market item thumbnails not appearing in WebGL

4.2.1*Quick patch release*

- Fixed: Cardboard viewers not working on 64bit phones
- Fixed: Sounds not showing what they are named

4.2.0*Blocksmith Pro is here!*

It is now easier than ever to create VR home tours with our architectural wizard. We added multiplayer characters in business attire as well as Dollhouse and Slicer feature for the Viewers.

Browsing our homepage and loading experiences in the Builder/Viewers you will find a new feature: Collections!

If you own a Blocksmith domain (limited to EDU users at this point), you can use collections to customize your domains. Feature outstanding student work, competition results, seasonal experiences, you decide. This feature is just in time for Halloween, we expect to see spooky collections.

Sharing across all tiers is now unlimited and when you share with a new user and they visit the experience page online, instead of the very limited WebGL player we will now open the experience right in the Blocksmith Builder (and install it if necessary).

Major:

- New: Add Pro Account Tier
- New: Update oculus sdk to support quest
- New: Load screen redesign with Collections
- New: Replace WebGL on experiences with Builder download

- New: Creating collections of experiences
- New: Remove sharing limits

Minor:

- New: Info bubble on all assets showing required tier
- New: Pro Version: Architectural Wizard
- New: Pro Version: Dollhouse Mode/Slicer Plane feature in Viewers
- New: Pro Version: Business characters for multiplayer tours
- New: Top bar UI redesignImproved: Upgrade Trial from Personal to Pro
- Improved: Characters placed in scene face the camera
- Improved: Improve market item buying experience
- Improved: Auto demote teachers after subscription or trial ends
- Fixed: Objects do not shift-stack accurately onto the tent object
- Fixed: Canvas text boxes' roundness slider getting set to 10
- Fixed: Controllers not appearing in Oculus Quest Viewer
- Fixed: Part of the skybox appears in front of video objects
- Fixed: Picked up scene objects disappear when local players get close
- Fixed: Hill primitives are significantly different shapes and sizes on Stylized vs. Realistic
- Fixed: Trees have different positions between Stylized vs. Realistic
- Fixed: Volume slider on Sound Components doesn't work well
- Fixed: Sound library not appearing in Builders pointing to new domains
- Fixed: Variables in Player Slot in Multiplayer non-communicative
- Fixed: Scene objects disappear if picked up in a MP match
- Fixed: Different players sharing the same multiplayer character
- Fixed: Domain dropdown not selecting reliably in 3D viewer
- Fixed: Sound finish event not happening consistently

4.1.1

This version includes WebGL improvements and a beautiful new Material Pool. We are also bringing Hitpoints back due to popular demand.

Premium experiences can now be viewed with VR viewers!

Fixed a bug where players were 10cm taller than they really are in SteamVR viewers, which was felt specifically in VR home tours. We highly recommend (re-)doing floor calibration from time to time for such experiences!

JavaScript errors and logs are appearing in the console now

Major:

- New: Major overhaul to the Material Pool
- Improved: Bring back Hitpoints
- Improved: Save event messages with models
- Improved: Update Viewer Apps to show premium sections
- Improved: Performance Indicators can be clicked to show scene details
- Improved: EDU Edition: Devices dashboard update
- Improved: EDU Edition: Make quick signup default for EDU domains

- Improved: EDU Edition: Admin dashboard shows when trial ends
- Improved: EDU Edition: Dashboard Help page link should change if in trial
- Fixed: WebGL sometimes crashes after play in viewer
- Fixed: SteamVR Viewer off by up to 10cm

Minor:

- Improved: Dark mode JavaScript editor has weak contrast
- Improved: Certain trees appear very dark on default settings
- Changed: Change script type to mono-spaced font
- Changed: Experience-wide pickup items should not be a default setting
- Improved: Apply to all players should also paste components/events/tags and show a popup clarifying its action
- Improved: Improve Volcano object colliders
- Improved: Change quest hover link to be visually different than a clickable link
- Fixed: Players should not be able to be hidden with events
- Fixed: Builder becomes unresponsive if the Player is destroyed
- Fixed: Platforms do not work with HitTarget events
- Fixed: Using Reverse Animation event will initially show an additional animation option
- Fixed: Dark mode Set Color event does not show true color
- Fixed: Dark mode causes preview images on the Save page to be darker than normal
- Fixed: "Loading Material" endless dialog
- Fixed: Single objects show extra offset boundary box if selected after an anchored object
- Fixed: Changing grid color while in Stylized graphics causes background to turn black
- Fixed: Scene Lighting is brighter in the Viewer
- Fixed: Events becoming cutoff/inaccessible when long/many events are present
- Fixed: JavaScript in multiplayer does not properly update Text objects for other players
- Fixed: Oculus GO build doesn't pass due to unnecessary permissions
- Fixed: Snap points offset from some objects
- Fixed: Re-mixable becoming activated automatically in Share dialog
- Fixed: Materials disappear temporarily from rocks when adding/deleting objects to a scene
- Fixed: Some templates are crashing the WebGL Builder when Play in Viewer is used
- Fixed: 'Dome' Shape no-collides, unselectable after play
- Fixed: Issue with Timer Event in Multiplayer
- Fixed: Player Hand Objects disappear when dropped in multiplayer
- Fixed: Adjust Viewer Volume
- Fixed: Quest step resets every time on play in viewer
- Fixed: Javascript not logging to Console

4.0.0 - 4.0.5 (EDU only Release)

We did it! Stacked animations, tons of new materials to create with and a major graphic overhaul, particularly on high-end devices and much much more:

https://www.blocksmithxr.com/blog/blocksmith_40_info

3.0.4 (EDU only Release)

A small bugfix release before we provide access to 4.0, which will include stacked animations, tons of new materials to create with and a major graphic overhaul, particularly on high-end devices

- Fixed: On some configurations, “Play in Viewer” changed domains to “Main”
- Fixed: Quest Box didn’t show “Tips and Tricks” entries
- Fixed: On some configurations, Saving Models caused an upload error
- Fixed: Scaling down Player Characters below a certain threshold caused endless jumps

3.0.3 (EDU only Release)

So far, we have asked teachers to personally manage student accounts in situations where students don’t have public email addresses. Our updated guardian system differentiates between legal guardians(parents) and teachers. We also ask users for their age and require a legal or edu guardian to confirm our TOS if a user is under 13 in compliance with modern privacy laws.

A new Quick signup feature allows domains to manage student accounts without email addresses. Improved Teacher permissions in order to help administrators better manage their domains. Improved Users view in domain dashboard. Various Builder fixes.

Major:

- New: Redefine Guardian system to legal Guardians vs Domain Admins/Teachers
- New: Domain Admins can enable Quick Signup for streamlined student management
- New: Require Guardians for users under the age of 13
- New: Resellers can now get reimbursed directly into their Stripe accounts
- New: Access Premium Experiences in the Builder (on domain locked devices)
- New: Limit legal guardians to manage 5 users max

Minor:

- Improved: User Management Help Pages
- Improved: Initial chapters of Classic Games and Farm Sim quests now include games
- Improved: Allow teachers to lock devices to a domain
- Improved: Streamline managed limited user account to full account transition
- Improved: Teachers can delete a class
- Improved: “Users” Page Redesign for Admins and Teachers
- Improved: Access Request page redesigned
- Improved: Update permissions for Teachers
- Improved: Highlight help page on domain Overview page
- Improved: Notify user when email is already in use when adding email
- Improved: User receives email when manually added to a domain
- Improved: Verify age when a user removes guardianship or domain management
- Improved: Show on Dashboard what signup setting is selected
- Fixed: Characters invisible in Builder in Desktop Multiplayer

- Fixed: Stop Spawn Motion event doesn't work in Multiplayer
- Fixed: Spawners rotate in the Viewer
- Fixed: Certain FBX files lose textures after importing
- Fixed: Respawn not working in some Multi-Player games
- Fixed: Removing an object from the Player's secondary hand deletes the item in the primary hand
- Fixed: Stop Spawn Motion resetting animated spawned object's position
- Fixed: HitTarget not working on single objects spawned from a player slot
- Fixed: Quest progress sometimes not matching selected quest
- Fixed: Password autofill security issue when going back from domain setup page

3.0.2 (EDU only release)

New dashboard menu for Administrators!

Enabled Teacher and Classroom features and changed the Quest assignment workflow, so that both Administrators and Teachers can manage classes and assign Quests.

New auto-assign features for Quests making student management very easy.

Major:

- New: Quests are now part of a domain and can be managed by all stakeholders
- New: Enabled Teacher and Class workflows
- New: Improved Lock-to-Domain workflow for Builder and Viewer apps
- New: Remove seat licenses, Blocksmith EDU is now licensed to run on unlimited devices

Minor:

- New: Purchased Page in Admin Dashboard
- New: Updated Help pages
- New: Older Viewer/Builder apps don't show experiences made with newer versions
- New: Builder automatically selects the correct quest version
- New: Button to refresh added to Quest Hub
- Improved: Builder software guides users through the domain access requests
- Improved: Changed "Tie to Domain" to "Lock to Domain"
- Fixed: Market Media Videos Slow/Stuck on Other Video

3.0.1 (EDU only release)

EDU users have now the option to purchase Premium Learning experiences. Student progress tracking has a new home and is more accessible.

Mobile viewers support notches.

We also overhauled the deep clicking feature, with multiple clicks on the same group selecting objects within it. Holding 't' while doing that allows to select objects behind each other.

The Blocksmith system now supports an affiliate program.

Major:

- New: Premium Experiences in the store
- New: Reseller Dashboard
- New: Replace Main Download page

Minor:

- Improved: Add loop limit to prevent recursive loops crashing the Builder
- Improved: iOS/Android notch support
- Improved: Deep Clicking Improvements
- Improved: Focus ability should cycle through team members in a MP scene
- Improved: Updated the Island template
- Improved: Single Object editing
- Improved: Event buttons should have a highlight
- Improved: Show each user's current Quest progress on the Domain Manager's Quest page
- Fixed: Water can hide text and variable objects in the scene
- Fixed: Selecting the Preferences window can cause a crash in the Builder
- Fixed: Snap points missing in Edit Group
- Fixed: Sound processing on the server is broken

3.0.0 (EDU only release)

After almost one year of hard work, the new Blocksmith system is here

- Much improved group editing
- Slot objects, bullets, etc can be edited while wielded/assigned
- Pickup items and inventory system, fully accessible in all platforms
- Test in VR right out of the Builder
- Design wizards in the start screen for multiplayer architecture VR tours
- AR support
- Much Improved Hierarchy view
- Expanded event system
- Improved Undo/Redo
- FBX importing
- Lot's of new special effects
- Data, grip, character, and water objects
- Builder Quest Hub
- Quest and Premium Content Store
- New log console
- Messaging events
- Object tagging

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Curious how it all started? 2.1 user? We'll keep this short but feel free to contact us for earlier release notes!