1.2.0 Change Log

Primary Changes

1) Added first **Samples** package to website that includes Sample/Demo scenes. You can find this package at https://deepspacelabs.net/html/sam/samples.html

2) Added a new method called **GetAllLoadedWorldCells** to the **World** class. With this, you can add all loaded World Cells for a particular Grouping to a passed in list.

3) Added a new setting to the **ScaleTransitioner** class called **Extra Visible Scaling**. This setting allows you to adjust the visible scale of transforms using the Scale Transitioner up or down. This is an easy and effective way to adjust the visible scale of objects on a Grouping in a uniform way (though note, if possible, we suggest adjusting the scales directly on the objects/prefabs when possible), in cases where you are not happy with the scales of the objects.

4) Added **OnInitializing** and **OnInitialized** Unity Events to **SAMInitializer**, which allows you to hook up custom logic that is executed before and after the initialization has run.

Fixes

1) Fixed the following compilation error:

   Assets\Deep Space Labs\SAM\Scripts\AddressableAffected\EditorCode\DefaultAssetCreator.cs(270,29): error CS0103: The name 'PrefabStageUtility' does not exist in the current context

   Present in Unity 2020.3 and Unity 2021.1 versions without the Addressables Package installed.

2) Fixed bugs in the **SAMInitializer** component that would cause Null Reference Exceptions when using **InitializeSAM_Gradual** without a **SAMSlider** or **SAMText** object assigned.

3) Fixed a bug in the **ScaleTransitioner** class that would make it not work correctly with the World Designer Tool.

Other

1) Renamed the following **WorldState** enum values:
   a. UpdatingWorldWithoutOriginCellChange – Renamed to UpdatingGroupingsWithoutOriginCellChange
   b. UpdatingWorldWithOriginCellChange – Renamed to UpdatingGroupingsWithOriginCellChange

2) Added a new property called **IsUpdateInProgress** to the **World** class. This will effectively tell you if an update is currently in progress. When an update is in progress, the state of World Cells and their Asset Chunks are "in flux", meaning the states are hard to predict (unless you are using a World Grouping Listener).

3) Optimized the algorithm for choosing the Inner Area layout during the "initial" loading of an **Active Grid** (i.e., when no save data is present). The new algorithm will try to choose an Inner Area whose boundaries are the greatest possible distance from the Player's location, which will increase the time the Player takes to cross the Inner Area boundary for the first time.

4) Added a new **FAQ** Chapter to the In Editor Guide. Currently it only has three questions/answers but more will be added in the future.