

What's new in DPVRUnity0.7.10:

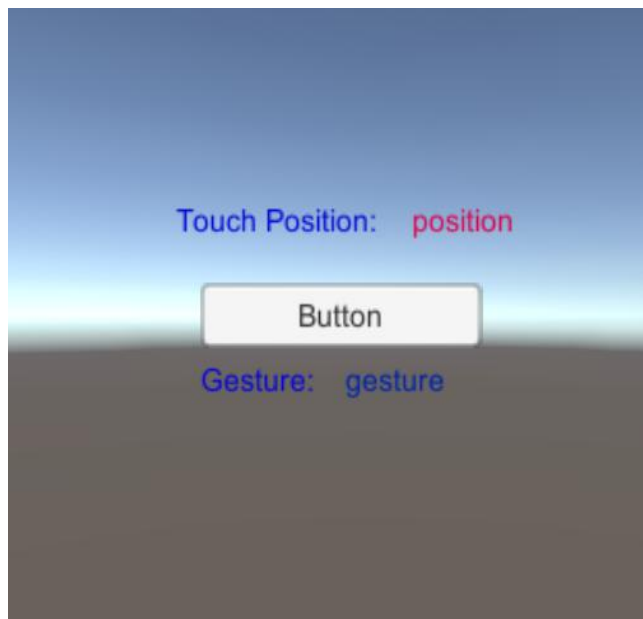
1. **[New]** Support LWRP, URP (Unity >= 2019.1.0)
2. **[New]** Add DpvrBuildProcessor to check settings.
3. **[Fix]** Fix some bugs

What's new in DPVRUnity 0.7.9:

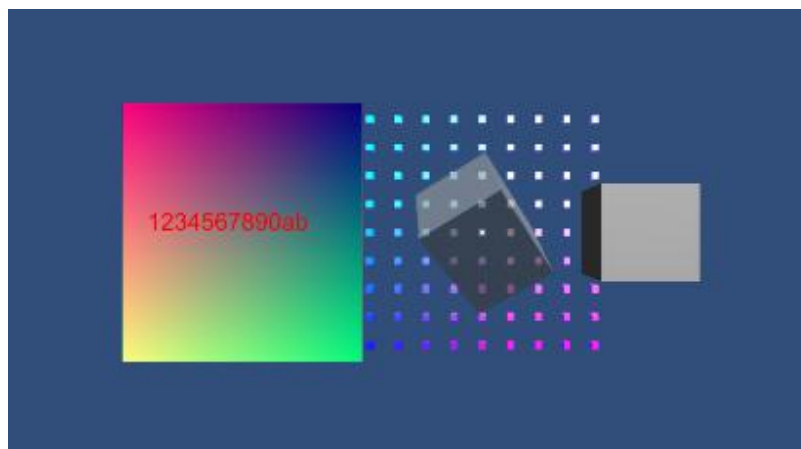
1. **[Opt]** Overwrite pointer system  
Add DpnPointerManager
2. **[Fix]** Fix some bugs

What's new in DPVRUnity 0.7.8

1. **[New]** Add the FlipController Scene to illustrate the interaction with the Flip Controller.



2. **[New]** Add the Multilayer\_New Scene to illustrate how to render a camera-locked content, UI for instance, on a VR device.(we will provide support for translucent objects in later images)



3. **[Opt]** We reduce the size of the reticle pointer.

4. **[Fix]** When the prefab DpnCameraRig has an initial rotation value, the controller and the ray will have the correct position.
5. **[Fix]** Other minor bug fixes in some specific version of Unity3D.

What's new in DPVRUnity 0.7.7

1. **[Fix]** Fix several interaction issues when using E3;
2. **[Fix]** Fix the scrolling issue using the touchpad on the headset;
3. **[Fix]** Fix the crash issue in NOLO SDK for apps using NOLO devices .

What's new in DPVRUnity 0.7.6

1. **[New]** Provide an option to enable/disable DpvrPointer via settings;



(DpnManager.DPVRPointer)

If this option is checked, DpnManager.DPVRPointer will be initialized to “true” and DPVR collision algorithm is used (default behavior); Otherwise “false” will be its init value and user defined collision algorithm is taking effect.

2. **[New]** Provide an option to enable or disable the touchpad switch on HMD;



(DpnManager.hmdPointerSwitchable)

If this option is checked, when in controller mode and one touch the touchpad on the headset, it will switch to headset mode (default behavior). Otherwise, it stays in controller mode regardless of the touch event of the touchpad on the headset.

Please note that even if this option is checked, if the controller is disconnected or unbound, the headset mode will be effective.

3. [New] Provide an option to change touch origin and range;



(DpnManager.touchPosOrig)

Enumeration values include TOP\_LEFT, CENTER

TOP\_LEFT: touch position range is [0, +1]

CENTER: touch position range is [-1, +1]

Please be noted that the coordinate system of touch position is left-handed, as illustrated below.

“TOP\_LEFT”(default value)

```

0, 0-----1, 0
|           \           |
|       0.5, 0.5       |
|           \           |
0, 1-----1, 1

```

“CENTER”

```

-1, -1-----1, -1
|           \           |
|           0, 0       |
|           \           |
-1, 1-----1, 1

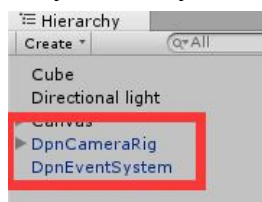
```

4. **[Opt]** Change the ray model from rectangle to prism so that its thickness won't change with the rotation of the 3DOF controller. Eliminate the gap between the ray and the controller;
5. **[Opt]** Introduce a 15 degrees downwards tilt angle to the ray to make it easier for the user to interact with lower objects;
6. **[New]** Display a touch position indication dot on the 3DOF controller model;
7. **[New]** Show tips when volume changes;
8. **[New]** Show recenter animation;
9. **[Fix]** Show battery of the controller correctly (work with OS image released after April 1,2019);
10. **[Opt]** Unity default raycaster;

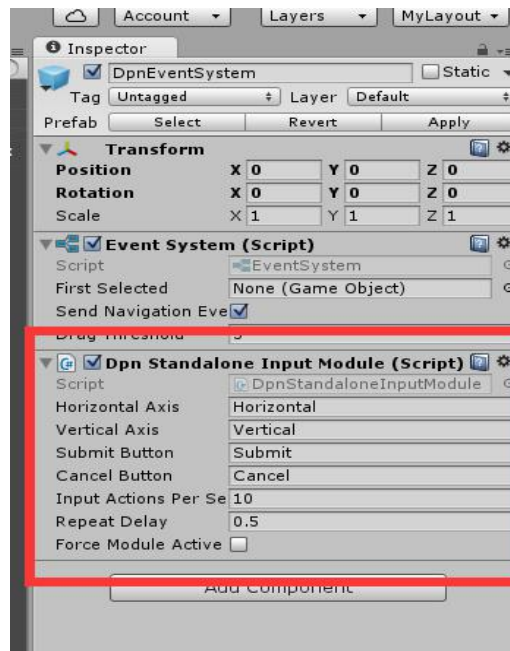
We overloaded the `UnityEngine.EventSystems.StandaloneInputModule` class, the new class is named `DpnStandaloneInputModule`.

There are 2 ways to enable this feature, either way is OK:

a) Drag the `DpnEventSystem` prefab to Hierarchy window and remove the default `EventSystem` if any.



b) Replace the `StandaloneInputModule` component in `EventSystem` with `DpnStandaloneInputModule` script when you need to interact with the UI.



11. [Fix] Other minor bug fixes.