

### 5.8.1

*A quick patch release to improve how the Studio handles user logins as well as extremely long filenames that might occur in architecture 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

### 5.8.0

*Models, models, models!*

*Over the years, our users have created a breathtaking assortment of models. And now we are opening these up to you! Access hundreds of 3D models across the workspaces you follow. Building training scenes and staging architectural models just got so much faster!*

*Wait, can I follow more workspaces then, you ask? That’s right. We have a new discovery tool so you can follow other spaces that provide free experience and model access.*

*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. Find out more here:*

*<https://youtu.be/q3aD7yFsoyM>*

*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**

- 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: Exporting models functionality and information
- Fixed: Rotation degree slider is missing
- 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: Upload Error occurring sometimes when updating existing models
- Fixed: Selecting a Material in the Studio's Architecture Wizard Material list turns the preview blank
- Fixed: Lighting sliders in the Architecture Wizard do not work if you use the back button
- Fixed: "Give Clients an Interactive Tool" in Architecture Wizard does not show tools
- 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 changes that bled over into our Viewer Apps. And we added searching across workspaces.*

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

- New: Snap points on effects and lights
- Improved: Ability to search "everywhere" in the load dialog
- Improved: Have play button on experience pages look more like a button
- Improved: Add new event action to log lines in the log console
- 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: Recording experience videos on MacOS
- Fixed: Dark theme UI problems
- Fixed: Models appearing after loading experience in the Viewer Apps

### 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.*

*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.*

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

### **Major:**

- Improved: Template Screen to easily find all templates available
- New: Follow other workspaces for access to templates and models
- New: Model Download
- New: Load Window redesign to easily switch between content
- Improved: Help Page Overhaul to give even more knowledge

### **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 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
- New: Show BlocksmithXR workspaces in the Studio. Provides access to the full template and model repositories from the BlocksmithXR system
- Improved: 3D Viewer UI
- 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: Last updated date on experience page
- Improved: Timestamp for experience comments
- 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: Load screen in the Studio should open RapidXR workspace collection by default
- Improved: Save the first material of a Group when copying to material storage
- Improved: "Insert Code" button in Quest Box. No more typing errors when inserting code into the experience

- 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: 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: 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 Studio shot videos
- Improved: Script Editor

### Minor

- Improved: Version notes and description field for every save
- 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: Wrist pause menu appearing in mid-air when teleporting on the Oculus Go
- 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

We've improved the use of Hand Tracking when using the Oculus Quest.

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

- Improved: Oculus Quest hand tracking
- Fixed: Unable to drag in assets, characters or models

#### Minor

- 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

#### 5.4.0

*Memory management for experiences with large media files like architecture models has been improved.*

*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: 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)

- 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: 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

*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
- Improved: Loading bar in VR

#### Minor:

- New: Animation event condition: 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: Change the Cave Entrance to have a 2-sided mesh and a more rectangular frame
- Improved: Rename Warehouse Mode to Retain Player Position
- Improved: Polish Quest submission successful window to have Firework effects
- Improved: Disable "Walkable" setting on objects that receive/have a navigation component
- Fixed: "Play Now" button on the web shows dialog to install Builder, with Builder already installed
- Fixed: Users not able to change share to transfer ownership
- Fixed: Next scene event triggering in the Builder while not at runtime
- Fixed: Checking "Show Player Over Objects" in the view menu changes player to an old model
- Fixed: Switching events from "Set Random" causes the old event parameters to remain on the new event
- Fixed: Event input fields become deselected if dropdown conditions are present in another event
- Fixed: Stop Spawn Motion event action used with Hit Target doesn't detect colliders very well

- Fixed: Valid navmesh cannot be created in specific scene
- Fixed: Text objects become non-editable if they have components
- Fixed: "Allow Clients to join" setting in the Architectural wizard creates a 360 image similar to the Mobile wizard preview
- Fixed: Entering numbers  $\geq 10000000$  doesn't work in several events
- Fixed: Mobile HQ Preview Wizard results in black screenshot
- 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: 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

We've added new workspace access settings to now allow public and member only publishing. Collaborate on experiences with your members, then share select ones to the world, all with the same workspace!

### Major:

- New: Access Setting to make select experiences public on workspaces
- New: Public and Member-only sharing options for workspaces
- New: Support for importing models in gltf format

### Minor:

- New: Allow use of Hand Tracking for Oculus Quest
- New: Hierarchy sorting

- New: Reset, copy and paste buttons for coordinate fields
- New: Download button for media items in your dashboard
- Improved: Rename Domain to Workspace
- Improved: Breadcrumb back to my media from media item's pages
- Improved: Add warning for admin when they set "Anyone can view any experiences"
- Improved: Email user if experience is unpublished when admin sets "Anyone can view any experience"
- Improved: Displaying View Only workspaces in share dialog
- 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 colons next to Position and Size in Coordinate Inspector
- Improved: Move "Measurement Units" setting to new Units tab in Preferences dialog
- Fixed: Grouped objects with local messages lose them on copy & paste
- Fixed: Black borders are present when Studio is in fullscreen mode and being recorded
- Fixed: Water texture does not zoom properly in Low-Poly
- 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: Restarting an experience in VR using the wrist menu reorients the Player
- Fixed: Distance fog does not update in the Scene when the Studio 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: RapidXR Viewer Apps not requiring login
- Fixed: Event messages with string parameter don't allow text input when used in comparisons
- Fixed: RapidXR Cardboard Viewer app menu and start screen appear blank at start
- 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: Playing a series of animations on one object doesn't work
- Fixed: Object variable reference gets reset back to integer on duplication

### 5.1.0

*We are making it easier than ever to customize your experiences pages. Take a video of your experience in the Studio, upload it to “My Media” storage on the web and add it as a custom preview. Add a long description with images, screenshots and more videos to make your experience page 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: Experience Page Layout and customization
- Improved: Video recording performance
- Fixed: Recording video on Mac doesn't save video file

#### Minor

- Improved: Improve detection/placement of AR layers
- Improved: Trying to save a Collaborative Template experience results in an Error 400
- Improved: Require collections to have a name
- Improved: Video media pages link to the experience the video was made from
- Improved: Add experience crosslink to video media pages
- 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 dialog
- 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
- Fixed: Indoor Platforms not appearing in the Studio

### 5.0.1

*A couple of bugs squished.*

- Fixed: Recording a video can cause a crash on Windows when Studio is not installed in the default folder. Recording on certain Mac configurations can be buggy

### 5.0.0

*We are getting serious about making apps featuring experiences and live experience catalogs. Contact us if you want to be part of the beta!!*

*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 Studio to see a useful description of what it does.*

*Showcase and customer domains can be customized now, including experience collections and Contact Me features.*

*You and your collaborators 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 Studio, let us know if you want us to look at a problem or highlight something cool you made!*

### **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: Customize domains with collections and Contact Me feature
- New: Enable physics option on objects
- New: Navigation features for any object

### **Minor:**

- New: Experience Scene music event actions
- New: Feature model collections in Studio
- New: Preview Change quality per art style
- Improved: Group editing
- Improved: Update save model flow
- Improved: VR Viewer controller tooltips
- Improved: Add vertical alignment feature to textbox
- Improved: Hierarchy should auto show 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: Allow shadow draw distance to be edited in Graphics Preferences
- Improved: Allow throwing of physics objects from the player's hand
- Improved: Enable Shadow distance settings to fix circular shadow around player
- Improved: Start New Project when logging out
- Improved: Remove "Play All" from events
- Improved: New high-res LOD levels for round shapes

- Improved: Remove "Enable Physics" checkbox from the Player
- Improved: Better warning dialog for users who cannot share privately
- Improved: Auto-play triggerable FX when they are placed in a scene
- Improved: Pro Domain Signup Settings
- 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: Users with Member status of Pro Domains should have view only access
- Improved: View count error on My Pro Account tab when not a pro account holder
- Improved: Oculus Quest blog link on download page
- Improved: Match sharing options from the Studio to the web
- Improved: Sort domains alphanumerically in dashboard
- Fixed: Studio crash caused by multi selecting rotated objects in Edit Group
- Fixed: Sub-group remains selected when Group Editor is closed
- Fixed: Adding FX in Edit Group with rotated shapes causes boundary box to be incorrect
- 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: Scaling handles do not stay on mouse cursor, especially when panning
- Fixed: Duplicated objects are placed incorrectly when duplicating multi-selected objects
- 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: Cannot deselect Anchored objects by clicking on the Outdoor platform
- Fixed: Cannot open templates by double-clicking their tiles
- 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 Studios to freeze
- Fixed: Default 0 value in Set To Variable event action does not work
- Fixed: Removing, then re-adding a Navigation component results in errors and instability
- 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 Studio.*

- Improved: Glow appears inconsistent between stylized and hq modes
- Improved: Switching to mobile shader set in stylized mode not working correctly

#### 4.8.0

*Pro domains can now be set as showcase domains. Which allows users to view your domain homepage without logging in!*

- New: Add new hill primitives
- New: Domain access settings for RapidXR domains
- Improved: Load 40 experiences at a time in the Everything section in the Studio
- Improved: Change “Retain Player Direction” setting to be disabled by default
- Improved: Users with members status on pro domains should have view only access
- Fixed: Variables in edit group cannot be selected
- Fixed: Animated object returns to original position after each step when spawned
- Fixed: Quest box resizes/jumps when arrow buttons are slightly dragged
- Fixed: Samsung S8 keyboard problem
- Fixed: Studio becomes unstable after fade in/out transition after playing the viewer
- Fixed: Scaled down players cannot jump repeatedly

#### **4.7.2**

*Even more rapid, bug fix release.*

- Improved: Removed white dot when using Mobile HQ Preview Wizard
- 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**

*Rapid bug fix 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: Scale snapping on small objects is difficult

#### **4.7.0**

*Hello world we are live!*