

# zView Unity Plugin 4.0.0: Release Notes

## Requirements

- zView 4.0.0
- Microsoft Visual Studio 2013 32-bit and 64-bit redistributables.

## Features

- **Configuration:** Support for Unity 4 and 5.
- **Configuration:** Support for 32-bit and 64-bit Windows.
- **General:** Provides an API that exposes all relevant functionality available in the native zView SDK. Please see the zView Unity Plugin API documentation for more details.
- **General:** Provides support for custom augmented reality mode rendering.
- **Samples:** Includes a sample scene demonstrating how to integrate the zView Unity Plugin into a stereoscopic 3D enabled (via zCore) Unity application.