

zView Unity Plugin 5.0.0

- Release Notes

New Features

- Added support for Unity version 5.4.x and above
 - This includes Unity 2017
- Added support for Unity's new desktop stereo rendering pipeline
 - This includes both Unity's D3D11 (default) and GLCore rendering pipelines
 - The legacy OpenGL 2.1 rendering pipeline is no longer supported

Known Issues

All Unity Versions (5.4+)

- When running a Unity Standalone Player in fullscreen mode, the Player will minimize when attempting to connect to the zView Viewer if the Viewer is not currently running. Unity's default behavior when a Player is running in fullscreen mode is to minimize the Player when application focus is lost. Connecting to the zView Viewer when it is not currently running will force the Viewer to launch, which results in the Player losing application focus and ultimately minimizing itself.
 - Workaround: Run the Player in borderless or non-borderless windowed mode. To run the Player in borderless windowed mode, use the following Unity command line arguments (screen width and height correspond to the native resolution of the zSpace 300):
 - -popupwindow
 - -screen-width 1920
 - -screen-height 1080
- Standard mode is not rendered in the correct aspect ratio by the zView Viewer when running a windowed Unity application either from the Unity Editor or as a Standalone Player.
 - Workaround: Run the Unity application in fullscreen mode, or fullscreen borderless window mode.
- Attempting to close a Unity Standalone Player via Alt-F4 while connected to the zView Viewer may result in the Player crashing (intermittent).
 - Workaround: Either disconnect from the zView Viewer before pressing Alt+F4 or provide UI to the end user that invokes the Application.Quit() Unity API.