3.2 Release Notes

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Elements 3.2 Release Notes

We’re excited to announce the release of **Elements 3.2**, delivering major upgrades in usability, developer tooling, and platform integration. Here’s what’s new:

GUI Configuration Editor

A new **visual configuration editor** is now built in, allowing you to manage all application settings through an intuitive interface. We’ve also resolved several configuration-related bugs to streamline setup and deployment.

OpenAPI/Swagger Code Generator

Elements now supports an **OAS3-compliant code generator**, enabling automatic generation of client and server code from your API definitions. This improves type safety and speeds up integration across services.

Editor Plugin Available on the Unity Asset Store

The new **Unity3D editor plugin** is now live on the **Unity Asset Store**. It automatically generates all client-side code within the Unity Editor, enabling your game to call any Elements API with zero manual setup.