



## Zibra Effects Changelog

### Version 2.1.4

- Updated UI to be more user friendly
- Smoke
  - Added Visualize SDF feature
  - Extended Particle Emitter
    - Now has an option to use kinematics instead of following smoke direction
    - Now has an option to emit smoke/fuel at a given temperature
  - Fixed invalid emitted logic when using multiple emitters and switching them on/off
  - Fixed alpha channel not working in Particle Color property of Particle Emitter

### Version 2.1.3

- Fixed Neural SDF inaccuracy on the edge of Neural SDF's bounding box
- Smoke
  - Fixed D3D12 compatibility for Unity 2023.2

### Version 2.1.2

- Added buttons to open sample scene to menu bar and moved sample scenes location
- Fixed few inconsistencies in User Guide

- Fixed exceptions during diagnostics info collection preventing it from copying
- Fixed update checker outputting errors into console when automatic update check fails
- Simplified menu names
- Refactored internal licensing and analytics code
- Added Neural SDF/Skinned Mesh SDF generation progress reporting to Unity's Asynchronous Tasks window
- Liquid
  - Fixed liquid rendering in case Dynamic Resolution is enabled in HDRP options
  - Fixed "Metal: Error creating pipeline state (Hidden/ZibraEffects/Liquids/LiquidMeshShader): depthAttachmentPixelFormat is not valid and shader writes to depth (null)" error which prevented liquid rendering on URP
  - Changed default injection point value to "Before forward alpha" to make liquid with default parameters render when skybox is disabled
- Smoke & Fire
  - Initial release of "Zibra Smoke & Fire"
  - Fixed internal debug parameters was shown in Smoke Solver Parameters
  - Fixed wrong light positioning when controlling light via Smoke & Fire's detector
  - Fixed numerous bugs when having more than 1 Particle Emitter
  - Fixed Detector setting incorrect position to controlled light

## Version 2.1.1

- Fixed compatibility with macOS 14 Sonoma

## Version 2.1.0

- Initial release of "Zibra Liquid"
- Added compatibility with URP 17.0
- Added Smoke and Fire compatibility with Quest 2/Pro Standalone
- Added option to use Cubemap Refraction for liquid rendering
- Implemented background loading
  - Zibra Effects no longer stall game on startup
  - Loading is now happening in background, starting with game startup



- Zibra Effects will still stall if you try to start simulation before loading finished
  - Added methods to check whether background loading has finished
- Allowed running Zibra Effects with only Liquid or only Smoke/Fire simulation present
  - You can now remove effects that you are not using
- Improved VR compatibility
- Improved performance of Smoke and Fire simulation and rendering
- Fixed liquid drifting when in having zero gravity
- Fixed “Native Collection has not been disposed” error
- Fixed error when viewing presets for some Zibra Effects components
- Fixed Smoke and Fire rendering artifacts on iOS
- Fixed miscellaneous minor bugs
- Removed support for Unity 2020

## Version 2.0.1

- Fixed compatibility with macOS 14 Sonoma

## Version 2.0.0

- Renamed asset to “Zibra Effects” (old name was “Zibra Liquids Pro”)
- Added new Effect - “Smoke & Fire”
  - Updated all component/object menus to distinguish between SDFs/Liquids/Smoke & Fire components/objects
  - Now base path for plugin is Assets/Plugins/Zibra
- Updated sample scenes
  - Moved sample scenes to new location - Assets/Plugins/Zibra/Common/Samples
  - Added Terrain collider to desktop samples
  - Added Smoke & Fire to desktop samples
  - Changed scale to better match expected values
- Changed liquid render to be opaque
  - Now transparent objects render correctly together with liquids
  - Some post effects requiring depth now work better with liquid (e.g. DOF)
  - Can no longer include transparency in refraction
- Improved gizmos to have different color when object is selected
- Fixed Liquids rendering on latest version of Quest 2 firmware



- Fixed Terrain SDF not having correct scale for height
- Fixed error when trying to save initial baked state on unsaved scene
- Fixed collider/manipulator lists allowed duplicate entries
- Fixed material parameters order/ranges were inconsistent between main and additional materials
- Fixed Edit Container Area gizmo changing multiple sides of container
- Fixed render in case HDRP render component has 0 render passes
- Fixed Visualize SDF in case multiple views are rendered
- Decreased number of shader permutations used by liquid shader
- Hidden Internal shaders from Material

## Version 1.5.3

- Removed Windows x86 support & UWP x86 support
  - Please use Windows x64 or UWP x64
- Extended detectors functionality to detect bounding box of the liquid
- Extended voids functionality to remove certain % of liquid inside per second
- Added popups for streamlining licensing experience
- Added automatic plugin update checking
- Added Terrain SDF to be used with Liquid colliders
- Added option to disable Foam completely
- Added additional info to Performance Overlay
- Added anonymous plugin usage statistics collection
- Added Fresnel strength option
- Added sample scenes for all render pipelines
  - Also updated existing ones
- Reworked Foam, not it's rendered as particles, instead of projecting white color on liquid surface
  - Material 1 is now independent from Foam
- Updated diagnostics info format
- Updated gizmos icons to be consistent with upcoming Smoke & Fire plugin
- Fixed HDRP rendering, in case resolution was changed and camera textures don't match camera resolution

## Version 1.5.1



- Initial release of Zibra Liquids Pro