Change Log

Version 1.1.2

Fixed bug with P3D_Paintable.PaintBetweenNearest.
Added 'Paint Coverage' demo scene.
Added 'Paint Coverage RGBA' demo scene.
Added 'Mouse Painting Dual' demo scene.
Replaced 'Force Update' setting with 'Update Interval' for better optimization.
Simplified P3D_Paintable code by removing brush and mesh data.
Added multiple texture support to P3D_Paintable.
Added paint 'Group' support to P3D_Paintable textures, and 'GroupMask' to all painting code.
Rewrote brush handling code to not use PaintOperations (simpler code & less memory usage)

Version 1.1.1

Replaced brush 'Pattern' & 'Texture' fields with 'Detail' field.
Moved paint size and opacity settings to the brush.
Added brush angle setting.
Simplified code for all painting operations.
Moved all painting settings to main window.
Added 'Max Undo Levels' setting.
Changed resize tool to use a dialog.
Added 'Scatter Position' setting.
Added 'Scatter Angle' setting.
Added 'Scatter Scale' setting.
Added current material and texture fields.
Removed code that forces selection to the locked object.
Added 'Select' button to select the locked object.

Version 1.1.0

Increased painting performance.
Added the ability to do proximity painting (runtime API).
Replaced all the demo scenes.
Enhanced P3D_Paintable features and performance.
Separated mesh mesh BVH code into P3D_Tree, so it can be used for other things.

Version 1.0.8

Increased code compatibility with earlier versions of Unity.

Version 1.0.7

Added the 'Screen Painting Save Load' demo scene to show how to save and load textures at runtime.

Version 1.0.6

Added the 'Raycast Normal Painting' demo scene to show how to paint to normal maps.

Version 1.0.5

Fixed shape and pattern textures in additive blending mode.

Version 1.0.4

Added the 'Resolution' setting the the brush to change how smooth the painting is.
Added the 'Screen Painting Substep' demo scene to show how to do smooth painting at runtime.

Version 1.0.3

Moved main build to Unity 5.
Fixed issues where the scene wouldn't get marked as dirty when editing materials and textures.
Made it so the 'P3D_Helper.GetMesh' method works with SkinnedMeshRenderers too.
Added the 'Raycast Painting' demo scene.
Added the 'Raycast Prefab Painting' demo scene.
Added the 'Screen Painting Skinned' demo scene.
Added some more brush shapes.

Added the 'P3D_Painter.SetTexture' method.
Added the 'P3D_Paintable' component.

Version 1.0.2

Fixed painting color in LaserPainting demo scene.
Updated readme.

Version 1.0.1

Added skinned mesh painting support.
Added 'Finger Painting' example scene.
Added 'Finger Painting Advanced' example scene.

Version 1.0.0

Initial Release.