Change Log

Version 1.1.3

Fixed sprite atlas updating bug.
Fixed potentially incorrect sprite sheet sprite order.

Version 1.1.2

Fixed multiple sprite sheets being ignored when using the Advanced Texture Type.
Allowed the generated atlas texture to retain either the Sprite or Advanced Texture Type.

Version 1.1.1

Fixed sprite border data being lost.
Added a warning if you try and trim bordered sprites.

Version 1.1.0

Added the ability to replace unpacked sprites with packed sprites by right clicking on atlas sprites and clicking 'Replace Sprite References'

Version 1.0.9

Added the ability to change the default source texture settings.

Version 1.0.8

Fixed Keep Pivot option when used with Single sprites.
Added progress bar to atlas rebuilding.

Version 1.0.7

Added warning to Sprite Packer inspector when using Single sprites with Keep Pivot.

Version 1.0.6

Fixed possible 'guid' field name clash.
Added the 'Remove Missing Sprites' option to the Sprite Packer context menu.

Version 1.0.5

Added the 'Keep Pivot' option to sprites and textures in the Sprite Packer.

Version 1.0.4

Added the 'Force Square' option, to force the generated sprite atlas to have the same width and height.

Version 1.0.3

Added automatic atlas rebuilding when textures are added, modified, or have their settings modified.

Version 1.0.1

Removed CS0414 warnings when creating builds.

Version 1.0.0

Initial release.