

# Change Log

## Version 2.0.0

Completely rewritten to take advantage of Unity 4.6+ features.

## Version 1.1.4

Fixed automatic updater bug on mac.

## 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.