Change Log

Version 2.7.5
- Fixed inspector alignment issues in Unity 4.3.

Version 2.7.4
- Added Unity 4.3 support.
- Fixed iOS runtime errors with certain components.
- Fixed starfields being invisible when created from prefabs at runtime.
- Massive scene file size optimizations when using starfields or asteroid rings.
- Removed ability to edit individual stars in starfield (required for the above).

Version 2.7.3
- Improved Asteroid Ring, Nebula, and Starfield components to work with camera rotation.
- Improved Windows 8 compatibility.
- Improved Unity 4.x compatibility.
- Added Side and Top colour fields to the nebula, so you can change the colour/opacity when viewed from different angles.

Version 2.7.2
- Improved Dust component to work with camera rotation.
- Fixed planet normal mapping bug.

Version 2.7
- Added the Nebula component.
- Added the Dust component.
- Added the 'Infinite Dust Fields' example scene.
- Added the 'Nebulae' example scene.
- Improved Planet component performance.

Version 2.6.1
- Fixed a bug where layers would not be correctly set on planets/stars/etc.
- Added tag support to all components.

Version 2.6
- Fixed a material bug with the star's surface when using a cube mesh.
- Improved many of the component inspectors.
- Improved many of the example scenes.

Version 2.5.5
- Added the Debris Spawner component.
- Added the Shaders In Build window.
- Added the 'Spaceship On Surface' example scene.
- Added the 'Infinite Asteroids' example scene.
- Fixed a bunch of small bugs.

Version 2.5
- Added Thruster component.
- Added detail texture tiling option to the Planet component.
- Added the ability to modify each star in starfield.
- Removed star count limit in the Starfield component.
- Removed asteroid count limit in Asteroid Ring component.
- Improved Volumetric Probe ease of use.
- Improved code quality and performance of most classes.
- Fixed the star atmosphere bug that appears when changing the oblateness.
- All documentation rewritten, again.

Version 2
- Added Surface Tessellator (dynamic LOD) component.
- Added Volumetric Probe component.

- Added atmosphere meshes for better depth sorting.
- Added cube map support for planets & stars.
- Added prefab support for all components.
- Added planet LUT size options.
- Added randomise button to all seed fields.
- Improved atmosphere colour blending.
- Improved substance material support.
- Fixed planet/star atmosphere mesh orientation.
- Fixed per-pixel specular on planets.
- Fixed Direct3D 11 shader warnings.
- All classes are now prefixed with SGT_.
- All class fields now match inspector field names.
- All documentation rewritten.

Version 1

- Initial Release