

Change Log

Version 3.1.4

Removed runtime GC allocs from SgtStarfield.
Added SgtLightning and SgtLightningSpawner components.
Added 'Lightning' demo scene.

Version 3.1.3

Fixed warning in Unity 5.2.
Fixed transparent shader alpha with HDR.
Added SgtDisplacedMesh component.
Added Displaced Mesh demo scene.
Updated Displaced Terrain demo scene.
Updated Eclipse demo scene.
Updated Flying On Terrain demo scene.
Moved all solar system objects to free solar system pack.
Made demo UI code simpler.
Made terrain code take up less CPU.
Made SgtAtmosphere component easier to use.

Version 3.1.2

Fixed a bug where the Follow Observers setting would interfere with PlayMaker.
Made it so atmosphere, thrusters, etc will now update with the scene view cameras.

Version 3.1.1

Fixed bug where the SgtThruster wouldn't work with multiple observers properly.
Fixed bug where the SgtThruster would incorrectly hide behind moving rigidbodies.
Added the 'SgtStaticStarfield' component.
Added the 'Static Starfield' demo scene.
Right click create menu now places new GameObjects under the selected one.

Version 3.1.0

Hid 'Follow Observers' from the SgtWrappedStarfield inspector.
Fixed issue where changing 'Ambient Intensity' would cause transparent objects (e.g. Jovian) to render incorrectly.
Fixed 'Background Clouds' GameObjects in example scenes.

Version 3.0.9

Improved thruster flickering to now use Time.TimeScale.
Improved thruster flare to shrink/expand smoothly when occluded.
Fixed starfield pulsing.
Added the 'Simple Thruster' demo scene.

Version 3.0.8

Moved main build to Unity 5.
Fixed 'Create Editable Starfield Copy' to now copy all data.
Updated demo GUI to use new GUI.
Made it so SgtStarfield.Color.a alters the final color of the starfield.
Fixed issues where the scene would get marked as dirty when nothing changed.

Version 3.0.7

Added 'SgtBoxStarfield' component.
Added 'SgtSkysphere' component.
Removed 'Add Force Relative' from the 'SgtThruster' component.
Make it so SgtStarfield.Color effects final starfield opacity.

Version 3.0.6

Added the 'SgtSnapToTerrain' component, allowing you to easily place stuff on displaced terrains.
Added the 'SgtThruster' component, allowing you to easily create spaceship engines.
Added the 'Flying On Terrain' demo scene.

Simplified the SgtDisplacedTerrain calculations, making it much faster.

Version 3.0.5

Added the 'SgtDepth' component, to allow gas giants to intersect with orbit paths.
Added the 'Simple Orbit Paths' demo scene.

Version 3.0.4

Fixed an issue where SgtObjectPool and SgtComponentPool GameObjects would linger on Mac.
Added Stretch Override and Stretch Vector to SgtStarfield component.
Fixed starfields in 'Advanced Belt' scene.
Added 'Accumulate' setting to SgtSpacetime.
Added 'Use All Wells' setting to SgtSpacetime.
Added 'Require Same Layer/Same Tag/Name Contains' to SgtSpacetime.
Added more mesh variants for planets, stars, etc.
Increased the SgtSpacetime well limit from 7 to 12.
Added the 'Softness' setting to SgtStarfield, allowing you to make soft particle stars (Pro Only).
Added the 'SgtDepthTextureMode' component, allowing you to enable Depth rendering for cameras (Pro Only).
Added the 'Soft Starfield (Pro Only)' demo scene.
Added more info to some demo scenes.

Version 3.0.3

Added Render Queue & Render Queue Offset to all applicable component.
Added Auto Regenerate setting to starfields and belts to allow for faster tweaking.
Fixed nebula bug when using compressed textures.
Fixed instruction count limit issue for SgtAtmosphereInner.
Fixed missing properties from some inspectors.
Fixed starfields and belts sometimes disappearing when changing scenes.

Version 3.0.2

Fixed Advanced Belt demo scene.
Removed pool objects from edit mode.
Added starfield pulsing.
Added horizontal brightness & power to SgtNebulaStarfield.

Version 3.0.1

Fixed band across gas giants with ring shadows.
Added 'Extract Shadowmap' to texture importer context menu.
Simplified 'Mie Sharpness' scattering setting.
Added 'Ground Scattering' to atmospheres.

Version 3.0.0

Complete rewrite of everything.
Added the **Accretion** component.
Added the **Advanced Belt** component.
Added the **Atmosphere** component.
Added the **Cloudsphere** component.
Added the **Corona** component.
Added the **Custom Belt** component.
Added the **Custom Starfield** component.
Added the **Displaced Terrain** component.
Added the **Elliptical Starfield** component.
Added the **Jovian** component.
Added the **Nebula Starfield** component.
Added the **Observer** component.
Added the **Patch** component.
Added the **Prominence** component.
Added the **Ring** component.
Added the **Ring Shadow** component.
Added the **Simple Belt** component.
Added the **Singularity** component.
Added the **Spacetime** component.
Added the **Spacetime Well** component.
Added the **Sphere Shadow** component.
Added the **Spiral Starfield** component.
Added the **Terrain** component.

Added the **Wrapped Starfield** component.
Added the **Accretion Disc** demo scene.
Added the **Advanced Belt** demo scene.
Added the **Background Starfield** demo scene.
Added the **Custom Starfield** demo scene.
Added the **Displaced Earth** demo scene.
Added the **Displaced Terrain Debug** demo scene.
Added the **Earth** demo scene.
Added the **Eclipse** demo scene.
Added the **Elliptical Starfield** demo scene.
Added the **Gravity** demo scene.
Added the **Infinite Dust** demo scene.
Added the **Infinite Starfield 2D** demo scene.
Added the **Infinite Starfield 3D** demo scene.
Added the **Infinite Starfield 3D Warp** demo scene.
Added the **Nebula** demo scene.
Added the **Procedural Star System** demo scene.
Added the **Saturn** demo scene.
Added the **Simple Belt** demo scene.
Added the **Simple Orbits** demo scene.
Added the **Singularity (Pro Only)** demo scene.
Added the **Spacetime Bombs** demo scene.
Added the **Spacetime Wells** demo scene.
Added the **Spiral Starfield** demo scene.
Added the **Sun** demo scene.
Added the **Supernova** demo scene.