

Change Log

2.0.8

- Added D2dAnimator component.
- Added ability to heal D2dDestructibles via stamping (negative hardness).
- Added D2dDestructible.HealTex to limit healing stamps.
- Added 'Animation' demo scene.
- Added 'Heal Damage Manual' demo scene.
- Added custom inspectors to all components.
- Fixed mesh bounds generation.
- Added normal and tangent data to destructibles, so they can be used with lit shaders.

2.0.7

- Added 'Force' setting to D2dClickToExplode to demonstrate split events.
- Added 'Flying Objects' demo scene.
- Fixed split clones not retaining tag and layer of original.
- Fixed 'D2dExplosion' script so it adds force to split objects.
- Moved 'Replace With' settings to toggle field at bottom of D2dDestructible.
- Added Replace 'Texture With' setting that works with sprites.

2.0.6

- Added 'Local' splitting support for larger destructible objects.
- Added shrinking support to the D2dDestroyer component.
- Optimized stamping code.
- Added more Stamp and Slice method overloads.
- Changed 'DensityTex' implementation to subtract from stamp hardness instead of multiply.

2.0.5

- Fixed collider 'Material' and 'IsTrigger' editor updating code.
- Fixed warnings appearing in Unity 5.3+.
- Added 'Car Damage' demo scene back in.
- Added D2dCollisionHandler.
- Removed collision handling code from D2dCollider.

2.0.4

- Fixed split colliders reverting to the default layer.
- Added DamageMask to D2dCollider so you can filter impact damage.

2.0.3

- Made it so split destructibles retain the previous parent.
- Made it so FixtureGroup only calls OnAllFixturesRemoved once.
- Added 'Compound Spaceship' demo scene.

2.0.2

- Fixed D2dCollider.DamageOnImpact doing nothing.

2.0.1

- Fixed errors when making destructible objects from scripts.
- Added collider-less raycasting code for D2dDestructibles.
- Moved D2dDestroyer class so D2D can be used without the examples.
- Added 'Huge Map' demo scene.
- Fixed D2dDestructible.AlphaToWorldMatrix calculation.

2.0.0

- Complete rewrite.