

# Change Log

## 3.0.1

- Improved sprite atlas support.
- Added 'Jumping Spaceship' demo scene.
- Added D2dDestructible.CropSprite setting.
- Replaced D2dDestructible.AlphaRect setting with AlphaOffset + AlphaScale settings.
- Removed D2dDestructible.VisualSprite setting.
- Renamed D2dDestructible.AlphaSprite to Shape.
- Renamed D2dDestructible component to D2dDestructibleSprite.

## 3.0.0

- Added 26 new tutorial scenes.
- Rewritten D2dDestructible to use SpriteRenderer directly.
- Simplified D2dDestructible settings.
- Added multiple channel support to D2dDestructible.
- Improved D2dPolygonCollider accuracy.
- Improved D2dPolygonCollider performance.
- Simplified D2dRequirements.
- Moved splitting code to D2dSplitter.
- Added D2dCollisionHandler.
- Added D2dImpactFissure.