

## **2.0.1- Hot fix**

### **Fixes**

Fixed inspector of collections being uneditable

## **2.0.0**

### **New**

Each collection is now saved to its own file outside of the assets folder.

Added toggle to allow using and saving item size and grid/list mode per-collection.

Added option to only show asset names in grid view when the asset is hovered over.

Added Mesh asset previews. Mesh assets (.mesh extension) will not show as a shaded wireframe mesh preview instead of just an icon.

### **Improvements**

Collections are now saved after every change instead of on project save. There is a short (1 second) delay before saving to allow for making multiple changes quickly to a collection.

Completely rewrote preview generator, for improved consistency across render pipelines.

### **Changes**

Mini 'type' icon in the lower right corner of a preview is now a constant size instead of scaling with item size.

Decreased padding and margin of items in the item view for better screen space usage.

API: Changed collections ID to GUID type instead of int. Only affects you if you were using the API.

API: OnHierarchyChanged and OnItemsChanged events now trigger with appropriate Undo/Redo action.

### **Fixes**

Fixed collections panel disappearing occasionally (again).

Fixed second space being added to asset names in the items panel.

Fixed IndexOutOfRangeException some users experienced related to truncating asset names.

## 1.3.0

### New

Added AudioClip previews. AudioClip assets now show a preview of the audio channels instead of just an icon.

Added per-collection default GameObject parent. Allows you to set a GameObject to be the parent of prefabs dragged from a specific collection in to the scene.

Added option in preferences to hide the asset path that is shown in the list view.

### Improvements

Improved lighting of previews generated when using HDRP.

Added indicator in the inspector when a SmartCollection is updating items.

Color of asset path label shown in the list view is slightly faded to decrease visual noise.

### Changes

Changed styling of “Update Items in Collection” button.

Remove the hotkey indicator of the “Open” item in the item view context menu because it would be inaccurate with the preference option (only the indicator, pressing “Enter” will still open/ping the asset).

### Fixes

Fixed previews being saved to the wrong path on Mac.

Fixed collections panel becoming not resizable sometimes.

Fixed ArgumentNullException exception thrown occasionally by the Prefab Rule.

Fixed selection not being cleared when moving assets to different Collections.

## 1.2.0

### New

Added the **ComponentRule**, it allows you to evaluate an asset to check if it is a prefab and if the top level GameObject has a component of the specified type.

Added the **PrefabRule**, it allows you to evaluate an asset to check if it is a prefab of a specific type. Supports the following types: **Any** (is a prefab), **Regular** (Is a normal prefab, that is NOT a variant), **Model** (Is a imported model like .fbx), and **Variant** (Is a variant of another prefab).

## Improvements

Added a label to the header of the folders list in Smart Collections to indicate that it searches all folders by default and a folder does not need to be specified.

When the editor's Default Behaviour mode is set to 2D, previews for prefabs with SpriteRenders will now be shown straight on instead of rotated like 3D prefabs are.

Changed drag and drop indicator to show "Reject" when dragging from a collection to the same collection

## Changes

Changed TypeRule to allow assets if the Type is not set.

Changed default dragging operation from "Copy" to "Move" when dragging assets between collections that support manually adding and removing assets, like the Standard Collection.

## Fixes

Fixed ExtensionRule not working in other collections besides the SmartCollection.

Fixed exception when the last asset in a collection is selected and the asset is removed from the project then the domain reloads (recompile scripts, or enter playmode) without selecting another asset in the collection.

## 1.1.0

### New

Added a prompt when first opening Smart Library in an HDRP project asking if you wish to change Color Buffer Format so previews show with transparent backgrounds.

Added a notification when adding multiple assets to a collection via drag & drop and one or more could not be added.

## Improvements

Renamed the "Delete" item in the item panel context menu to "Remove" to make it clearer what it does.

Notifications about assets now use the asset's name instead of its ToString() method so the assets type will no longer be displayed in the notification. This should improve readability.

Fixes

Fixed exception when using a rules scope with an AND NOT operand.

Fixed name rule's "Starts With" option not working in Smart Collections.

Fixed exception when starting a drag in the items panel when no item is under the mouse.

Fixed assets not being added to a Smart Collection when a folder setting is not present.

Fixed move or renamed assets not updating in the right Smart Collections.

Fixed assets being added to a Smart Collection that has an folder exclude when they should not be.

## **First release**