Immediate Mode Draw
Release Notes

1.3.1

- **[Fixed]** Changed material usage to use instantiated versions instead of modifying material assets.
- **[Fixed]** Fixed issue GL line primitive material pass wasn't being set.
- **[Fixed]** Fixed issue where GL vertex data construction and draw commands weren't being performed in the correct order.

1.3.0

- **[New]** Text mesh based primitives.
- **[New]** 2D rectangle primitive.
- **[New]** Custom ZTest options for drawing of wire, mesh and text mesh primitives.
- **[New]** Rich text option for label rendering.
- **[New]** Optional font size parameter for labels.
- **[Fixed]** Fixed bug with WireCone3D variant where the orientation of the cone was incorrect.

1.2.0

- **[Changed]** Complete overhaul of IMDrawManager and IMDrawCamera components. Registration of camera components with the manager is no longer necessary. This greatly simplifies the usage of IMDraw and makes it more robust against adding/removal of managers and cameras at runtime.
- **[New]** Tooltips for all IMDraw related inspector properties.
- **[Fixed]** Fixed a bug which caused the entire IMDraw API to be disabled in Unity 5.5 or later. This involved eliminating usage of the Conditional attribute since it no longer works.

1.1.1

- **[Fixed]** Fixed IMGizmos errors when doing a build by ensuring editor specific code is properly stripped.
- **[Changed]** Added a troubleshooting section to the documentation.

1.1.0

- **[New]** Added new IMGizmos API that provides extended functionality over the standard Unity gizmo class.
- **[Fixed]** Fixed rendering issue with IMDraw 3D grid.

1.0.1

- **[New]** Added IMDraw.WirePyramid3D.
- **[New]** Added IMDraw.Pyramid3D.
- **[New]** Added IMDraw.WireRhombus3D.

- **[New]** Added IMDraw.Rhombus3D.
- **[New]** Added IMDraw.WireCone3D.
- **[New]** Added IMDraw.Cone3D.
- **[New]** Added IMDraw.Spotlight for drawing spot light coverage area.
- **[New]** Added IMDraw.Frustum for drawing camera view frustums.
- **[New]** Added button to IMDrawManager to assign missing meshes as default if one or more mesh reference is missing.

1.0.0

- Initial release.