Change Log

Version 1.1.8

Improved AudioListener search to ignore disabled ones.
Added VA_AudioListener to support custom audio systems and/or improve GC alloc.

Version 1.1.7

Fixed VA_Sphere shape with non-uniform scaling.
Fixed VA_Capsule shape with non-uniform scaling.

Version 1.1.6

Fixed shaders warnings in Unity 5.5+.
Updated all demo scenes.
Removed 'Ambient Music' demo scene.

Version 1.1.5

Optimized baked VA_Mesh code by over 300%
Added VA_Zone component to disable audio sources that are too far away.
Added 'Zones' demo scene.
Added Position setting to VA_AudioSource.
Added PositionDampening setting to VA_AudioSource.

Version 1.1.4

Added 'Occlude Method' setting to VA_AudioSource.
Added 'Occlude Material' setting to VA_AudioSource.
Added 'Occlude Groups' setting to VA_AudioSource.
Added VA_Material component for advanced occlusion.

Version 1.1.3

Fixed code leading to shader warnings in Unity 5.6+ (warnings still show, but you can ignore them).
Fixed editor warning in Unity 5.4+.
Fixed 'Occlude Volume' setting from being ignored.

Version 1.1.2

Added PointInShape method to all volumetric shapes for custom volume checking.
Tweaked graphics of all demo scenes.

Version 1.1.1

Fixed VA_Mesh gizmo triangles when using a baked mesh.
Tidied up some code.

Version 1.1.0

Improved shader code & 5.4 compatibility.
Added the Occlusion feature to the VA_AudioSource.
Added the 'Occlusion' demo scene.

Version 1.0.9

Improved AudioListener cache code.

Version 1.0.8

Changed VA_AudioSource so it's easier to integrate with other audio systems.
Added inspector tooltips to all main components.

Version 1.0.7

Fixed editor error when attaching VA_AudioSource to GameObject sometimes.

Version 1.0.6

Moved main build to Unity 5.

Updated VA_AudioSource inspector.
Renamed Pan Level setting to Blend.

Version 1.0.5

Added exclusion shapes to the VA_AudioSource component.
Updated documentation.

Version 1.0.4

Fixed VA_Box gizmo size.

Version 1.0.3

Added more warnings to the VA_AudioSource inspector.
Added support for 2D Audio Sources via the new Volume settings.
Cleaned up the code a bit.

Version 1.0.2

Added the 'Bake Mesh' button to the VA_Mesh shape to allow for very efficient volumetric meshes.

Version 1.0.1

Added the 'Is Hollow' setting to all volumetric shapes, allowing them to be treated as hollow.
Added Mesh Filter field to VA_Mesh.
Added more warnings to components when you use possibly incorrect settings.
Added the 'Dynamic Mesh' scene.
Improved the demo scenes.

Version 1.0.0

Initial Release.