

# Substance Extensions Release Notes

## **1.1.0**

- **Code**
  - Added GetOutputSize and SetOutputSize SubstanceGraph extension functions.
  - Added SubstanceInputType enum value to SubstanceParameter to show what the parameter's value type is.
  - SubstanceParameter dropdown now references the type value (int, float, Vector2, etc) of the target input parameter.

## **1.0.0**

- **Code**
  - Added SubstanceParameter and SubstanceOutput classes for conveniently accessing Substance input and output names.
  - Added extension classes for SubstanceGraph and Texture.
- **Tools**
  - Added ExportSubstanceTextureWindow for exporting Substance textures as stand alone assets directly inside Unity.