

# Change Log

## Version 1.0.6

- Moved main build to Unity 5.
- Updated documentation.
- 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.