

Substance Extensions Release Notes

1.4.0

- **Code**
 - Updated API to be compatible with Substance in Unity version 2.2.0
- **Tools**
 - ExportSubstanceTextureWindow can now export individual textures from substances, not just all textures.

1.3.0

- **Code**
 - Updated API to be compatible with Substance in Unity version 2.1.0
 - Moved extension scripts to the SubstanceExtensions namespace to clearly separate extension code from native Substance code.

1.2.0

- **Code**
 - Updated API to be compatible with Substance in Unity version 2.0.2

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.