SECTR Release Notes

SECTR 1.1.4c Release Notes
CORE
 * Fix a bug in the pooling of SECTR_Member.Child which was generating excess garbage.
 * Fix a bug in SECTR_Member.Child that was generating bad child data in standalone builds when the Bounds Update Mode was set to Start.
 * Avoid some SECTR_Member.Child init work for users who don't have/use VIS.

AUDIO
 * Added Delay property to AudioCue. Can now play AudioCue with randomized start delays.
 * Added Probability property to AudioCue. Can now have a random chance of an AudioCue not playing. Good for thinning out frequent sounds.
 * Added Rename/Duplicate/Delete support to AudioClip pane.
 * Fixed Shift+Arrow Keys in AudioClip pane.
 * Ignore delete and return hotkeys in Audio Window when editing a text box in the property or audio clip panes. Prevents accidental deletions and renames.
 * Protect against cases where users delete AudioClips that are referenced by AudioCues.
 * Fixed bug in max instances logic that could affect sounds with Max Instances of 1.
 * Additional future compatibility work.

STREAM
 * Make sure that Chunk Member added in backwards compat code path is marked as Static. Saves CPU for scenes exported under older versions.
 * Additional future compatibility work.

VIS
* Fix culling optimization that could cause some portals to be culled prematurely.
* LOD will try to init to the current LOD in OnEnable rather than always to 0 and then changing again in the first render.

SECTR 1.1.3 Release Notes

CORE
 * Terrain Window now includes option to create geo for terrain portals.
 * Sectors will track child particle systems again, just not include them in the bounds.
 * Future compatibility updates.

AUDIO
 * Fixed drag and drop of AudioClips in the Audio window. Introduced in 1.1.1.
 * Future compatibility updates.

STREAM
 * Added cancel button to Import All and Export All in Stream window.
 * Removed ForceSyncLoad from Loader. Was confusing and unhelpful and also causes lockups in some
situations in some versions of Unity.
 * Fixed DoorStream demo.
 * Future compatibility updates.

VIS
 * Optimizations to culling, focused on terrains and complex spaces.
 * Particles that are the children of Sectors will auto-cull without requiring their own Member component.
 * Future compatibility updates.

SECTR 1.1.2 Release Notes
CORE
 * Member and Sector now serialize information about their Children, and do not rebuild this data on start
unless it's not there (i.e. backwards compatibility).
 * SECTR_Member::Child is now a class, and is also pooled to avoid generating excess garbage.
 * Don't warn about breaking lightmaps during Terrain split if there are no lightmaps in the scene.
 * Some NULL checks in Hull (base class of Occluder) to guard against missing meshes.

VIS
 * Fixed debug frustum material to avoid randomly showing junk textures on the frustum.

STREAM

* Major hitch reduction. Chunks now create a Member in the exported scene, which the master Sector uses as a proxy. Combined with the serialization in CORE, this essentially removes all SECTR specific CPU overhead from Chunk loads.

SECTR 1.1.1 Release Notes
CORE
 * Fix bug in Depth and Breadth Graph walk routines that could lead to incomplete traversal of complex graphics.
 * Create Sector and Create Portal shortcuts fixed on OSX.

AUDIO
 * User volume on Audio Bus now properly resets going into and out of playback mode, between levels, etc.

STREAM
 * Reworked internal additive scene loading logic to ensure static batching works correctly and static colliders are not rebuilt after additive load.
 * Chunks that will be used by multiple Sectors now require an opt-in by setting the ExportForReuse flag to true.

VIS
 * Fix shadow culling bug introduced in 1.0.11 that could cause point and spot light shadows to pop in and out.
 * Added SimpleCulling mode to Culling Camera, which is designed for 2D, Iso 3D, and other game types where the camera is outside the scene.
 * If CullingCamera has a Member sibling, use the Member's Sector membership instead of calculating it in PreCull. Allows CullingCamera to take advantage of features like Portal Determined membership.

SECTR 1.1.0 Release Notes
CORE
 * Added new Quick Start panel including live information on news, sales, and updates as well as quick links to useful videos, docs, and support.
 * Make sure to never double-add Sectors for Portal Determined Members.

* Removed legacy Unity 3.5 code, added initial compatibility code for Unity 5.

AUDIO
 * Support Infinite 3D Cues in the Audio Environment Background Loop.
 * Support Infinite 3D Cues played from Audio Sources.

STREAM
 * Add safety checks in Chunk to prevent shutdown/exit errors in Proxy.
 * Rework Import/Export/Revert inspector button logic to avoid modifying the scene during Inspector Update, which apparently Unity dislikes.

VIS
 * Disable culling threads at compile time on Win Phone 8 where the threading API is not supported.

SECTR 1.0.11a Release Notes
STREAM
 * Fix null deref on shutdown bug in SECTR_Chunk.

VIS
 * Always update LODs even if there are no Sectors.
 * Add LOD entry to the SECTR Create menu.

SECTR 1.0.11 Release Notes
CORE
 * Sectors created by the Terrain window are now parented above the Terrain rather than being added to the same object. Fixes issues with certain 3rd party scripts expecting to be on the same object as the terrain.
 * Fixed seams appearing between terrains when using the split feature of the Terrain Window.
 * Guard against null lights in the baked only lights table.
 * Fixed PlayMaker integration compile issues in Unity 4.5.

AUDIO
 * Fix accidental double-attenuation when playing non-HDR sounds from Propagation Source.
 * Fix looping sounds would un-pausing prematurely.

* Optimized Audio Window asset search for Unity 4.5 and above by using new Asset Database Find API.
* Fixed typing in Audio Window search boxes causing incremental shifting of splitters.
* Fix drag-and-drop of Audio Clip into Hierarchy window.
* Fixed PlayMaker integration compile issues in Unity 4.5.

STREAM
* Added UnloadBuffer to Region Loader so that there is some hysteresis between load and unload (i.e. less popping when moving small amounts back and forth).
* Added Import/Export/Revert buttons to Chunk component inspector (for convenience).
* Added Revert All button to Stream window.
* Fixed seams when streaming terrain sectors created in Terrain Window.
* Fixed PlayMaker integration compile issues in Unity 4.5.

VIS
* Band new LOD system for more efficient rendering in open world games. Just add SECTR_LOD component. See VIS manual for more details.
* Major optimization pass on occlusion culling. Includes streamlining of core routines as well as support for multi-threaded culling. See VIS manual for more info on threaded culling.
* Culler component is now deprecated and no longer necessary. To manually control culling behavior, simply use the new attributes on Member and Sector. Previously added Cullers will continue to behave appropriately.
* Fixed PlayMaker integration compile issues in Unity 4.5.

SECTR 1.0.10 Release Notes
CORE
* Added documentation about working with Terrain Window to CORE Manual.
* Fix bug where missing null check in Member could cause crashes on some platforms (like iOS).
* Fix bug where results from Portal's viewport Sector selection/swap GUI would be erased in play mode when performed on a Portal in a Prefab when the user pressed Play.

AUDIO
* Fix bug where 2D sounds could disable reverb on 3D sounds if Audio Source pool entry was re-used.
* Support multi-select of Audio Cue in Audio Window and Inspector.

* Fix Cmd+Select in Audio Window on OSX.

STREAM
 * Beta implementation of Chunk Proxy, which is a mesh that will be displayed when the Chunk is unloaded. Useful for some open world games. Includes an Inspector Tool that will create custom Proxy meshes out of a selection of Chunk members.
 * Modified Stream Window exporter to center exported chunks at origin and to adjust them on import. This makes it possible for multiple Chunks to reference the same scene file.

SECTR 1.0.9 Release Notes
CORE
 * Terrain window supports automatic Sectorization of Terrain Composer created terrain grids.
 * Fix crash splitting terrains with trees in the Terrain window.
 * Sectors no longer include Particle Systems in their bounds computation as they are too dynamic to be reliable. Also fixes issues where sometimes Sector would expand to include the origin due to a particle returning an invalid Bounds.
 * Custom inspector class updated to more perfectly match behavior of default inspector, including support serializable, private, non-hide-in-inspector variables.
 * Updated documentation with more information about advanced bounds logic and the new portal determined membership mode.

AUDIO
 * Fix bug in Trigger Source inspector that was applying but not saving properties.
 * Improved distance calculations in Propagation Source to sound more accurate in complex cases. Propagation distance is now the portal path distance, not the simple linear distance.
 * Propagation Source properly supports one-shot sounds.
 * Fix for some small pops in Propagation Source due to various edge cases when handing off sounds during major path changes.

STREAM
 * Major optimization of Chunk loading, reducing hitches by spreading out CPU heavy work over several frames. Requires a re-export of Chunks to see benefits of optimization.
 * Support for streaming terrains made in Terrain Composer.

* Add Region Loader to menus and documentation. Ideal for open world streaming.
 * Hibernator component can hide renderers during hibernation.
 * Fixed bug in Stream window import/export where components on the Sector were not copied correctly.
 * Fixed bug in Stream window export for 1x1 special case.

SECTR 1.0.8 Release Notes
STREAM
 * Fix chunk import bug introduced in 1.0.7.
 * Minor improvements in Stream Window UI.

SECTR 1.0.7 Release Notes
CORE
 * Added optional PortalDetermined mode to Member. When set to true, Sector membership will only change when the object passes through a Portal (instead of whenever it enters a Sector Bounds). Ideal for games with very complex/concave scenes.

AUDIO
 * Propagation Source now supports all types of occlusion.
 * Added Occlusion Scale to AudioCue, which allows different Cues to respond differently to occlusion.

STREAM
 * RegionLoader now supports Layers, to allow for more fine grained loading.
 * Fixed several bugs in Stream export, including behavior that could unnecessarily break prefabs in exported scene.

SECTR 1.0.6 Release Notes
CORE
 * Fix some issues with multi-selection and custom inspectors.
 * Properly orient portals created by Terrain window.

AUDIO
 * New keyboard shortcuts (Enter to rename, Ctrl/Cmd D to duplicate, Del/Bksp to delete).
 * Ensure horizontal scroll bars don't appear unless absolutely necessary in Audio window property panel.

VIS
 * Properly fix portal traversal culling bug introduced in 1.0.5. Now traversal works for all known portal types and scene configurations.

STREAM
 * Added Revert option to Stream window, for teams using the Stream window as a multi-user workflow tool.

SECTR 1.0.5 Release Notes
CORE
 * Workaround for critical serialization bug that could cause scene file corruption when creating portals in projects with mixed/binary serialization.

VIS
 * Fix bug that could cause infinite loops/hangs in scenes with a lot of pass-through portals (i.e. sectorized terrains).

SECTR 1.0.4 Release Notes
CORE
 * Beta PlayMaker Support.
 * Fix a Unity warning when a Portal is created through the drawing interface.
 * Beta Terrain GUI groups new objects when splitting terrain into pieces.
 * Beta Terrain GUI can include static and/or dynamic objects during sectorization.

AUDIO
 * Beta PlayMaker Support.
 * Multi-select support in Audio Window.
 * Arrow navigation in Audio Window.
 * Press space to audition cue or clip, Esc to stop.
 * UI fixups in Bus and Cue inspectors.
 * Fix subtle bug with distance attenuation sometimes being too large.
 * Fix bug that could cause occluded sounds to not become un-occluded.

* Optimizations for redundant pitch and volume changes.

STREAM
 * Beta PlayMaker Support.
 * Gracefully handle invalid lightmap indices when exporting a Sector for streaming.
 * Properly handle deactivated hierarchies during streaming export and import.
 * Fix some missing null checks in Trigger Loader.
 * Allow Imports in Stream Window even if scene is not checked out.

VIS
 * Beta PlayMaker Support