API Changes

Content
- **InputController class**
- **PaintManager class**
- **Brush class**
- **BasePaintObject class**
- **BasePaintTool class**
- **AverageColorCalculator class**

InputController class

`public bool IsVRMode` field was moved to Settings class. To set VR mode, use the following code: `Settings.Instance.IsVRMode = value;`.

PaintManager class

`public bool ShouldOverrideCamera` field was renamed to `OverrideCamera` and moved to PaintController class;

`public Camera Camera { … }` property was moved to PaintController class;

`public event InitHandler OnInitialized` signature was changed to `public event Action<PaintManager> OnInitialized`;

`public event DisposeHandler OnDisposed` signature was changed to `public event Action OnDisposed`;

`public bool CopySourceTextureToPaintTexture` field was renamed to `CopySourceTextureToLayer`;

`public void Bake()` method was removed;

Brush class

    `public event ChangeColorHandler OnChangeColor()` signature and name were changed to: `public Action<Color> OnColorChanged`;

    `public event ChangeTextureHandler OnChangeTexture()` signature and name were changed to: `public Action<Texture> OnTextureChanged`;

    `public Vector2 SourceTextureSize` field was removed. To get texture size, use SourceTexture.width/height fields.

BasePaintObject class

    `public event PaintDataHandler (BasePaintObject sender, Vector2 paintPosition, float brushSize, float pressure, Color brushColor, PaintTool tool)` was removed;

    `public event PaintHandler (BasePaintObject sender, Vector2 paintPosition, float pressure)` was removed;

    `public event TexturesKeeperHandler OnUndoHandler` was removed, use `PaintManager.StatesController.OnUndo` event instead;

    `public event TexturesKeeperHandler OnRedoHandler` was removed, use `PaintManager.StatesController.OnRedo` event instead;

    `public delegate void MouseUVHandler (BasePaintObject sender, Vector2 uv, Vector2 paintPosition, float pressure)` was removed;

    `public delegate void DrawPointHandler (BasePaintObject sender, Vector2 position, float pressure)` was replaced with: public event Action<DrawPointData> OnDrawPoint;

    `public delegate void DrawLineHandler (BasePaintObject sender, Vector2 lineStartPosition, Vector2 lineEndPosition, float lineStartPressure, float lineEndPressure)` was replaced with: public event Action<DrawLineData> OnDrawLine;

    `public void RenderCombined()` was removed, use Render() method instead;

    `public void ClearTexture(bool writeToUndo=false)` was removed, use `BrushTool.FillWithColor(Color.clear)` method instead;

`public TextureKeeper TextureKeeper get { … }` was removed, use `PaintManager.StatesController` property instead.

BasePaintTool class

`public void UpdateHover (BasePaintObject sender, Vector2 uv, Vector2 paintPosition, float pressure)` signature was changed to: `public void UpdateHover (Vector2 screenPosition, Vector2 uv, Vector2 paintPosition, float pressure)`;

`public void UpdateDown (BasePaintObject sender, Vector2 uv, Vector2 paintPosition, float pressure)` signature was changed to: `public void UpdateDown (Vector2 screenPosition, Vector2 uv, Vector2 paintPosition, float pressure)`;

`public void UpdatePress (BasePaintObject sender, Vector2 uv, Vector2 paintPosition, float pressure)` signature was changed to: `public void UpdatePress (Vector2 screenPosition, Vector2 uv, Vector2 paintPosition, float pressure)`;

`public void UpdateUp (BasePaintObject sender, bool inBounds)` signature was changed to: `public void UpdateUp (Vector2 screenPosition, bool inBounds)`;

`public void OnDrawPreProcess (BasePaintObject sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` signature was changed to: `public void OnDrawPreProcess (RenderTargetIdentifier combined)`;

`public void OnDrawProcess (BasePaintObject sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` signature was changed to: `public void OnDrawProcess (RenderTargetIdentifier combined)`;

`public void OnBakeInputToPaint (BasePaintObject sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` signature and name were changed to: `public void OnBakeInputToLayer (RenderTargetIdentifier activeLayer)`;

`public void OnPaint (BasePaintObject sender, Vector2 paintPosition, float pressure)` was removed;

`public void void OnUndo (BasePaintObject sender)` was removed;

`public void void OnRedo (BasePaintObject sender)` was removed;

`public virtual bool RenderToPaintTexture { … }` was renamed to `RenderToLayer`;

`public virtual bool RenderToInputTexture { … }` was renamed to `RenderToInput`;

`public virtual bool DrawPreview { … }` was removed;

`protected PaintManager PaintManager { … }` was removed, now all data for tool is available in Data field.

AverageColorCalculator class

`event ColorHandler OnGetAverageColor()` signature was changed to: `public event Action<Color> OnGetAverageColor().`

Please let me know if you have any questions.
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