

Version 1.3.0

New features

- Added a new readonly variable "time", returns the current time.
- Added the ability to add and sync sound.
- Added ability to load textures are accessed.
- Added ability to load textures from external folders.

Fixes and Optimization

- Reduce the required version to Unity v3.3.
- Ability to set the first texture to the place where it should be, is now available in all modes.

Version 1.2.0

New features

- The ability to deliver the first texture to the place where it should be.
- Added a warning that the texture is not Readable, with instructions for correction.
- Added static function ConvertAtlasToTextures, convert Texture atlas into array of Texture2D.
- Added static function GetTextureFromAtlas, returns the texture from texture atlas on the index or name.
- Added static function isReadableTexture, put checks whether the value in the Import Settings «Read / Write Enabled».
- Added GetTextureFromAtlas, returns the texture from texture atlas in the component, by index or name.
- The ability, at the end of play automatically destroy components.

Fixes and Optimization

- Added additional validation texture atlas and settings of the original size of the atlas.
- Fixed an error processing XML file atlas.

Version 1.1.0

New features

- Added possibility to use Texture Atlas
- Added new loop type «PingPong»
- Added ability to change the script in the PlayMode
- Added events OnLoop
- Added static functions CreateAndPlay
- Added functions LoadAndPlay
- Added functions SetAtlas
- Added functions SetAtlasAndPlay

- Added functions SetTexturesAndPlay
- New variable activeTexture, containing in itself the current texture

Fixes and Optimization

- Fixed an issue that does not load the image from the root folder «Resources»
- When you use the Load removed automatically start playing

Version 1.0.0

The first release