Change Log

3.6.2

Updated Solar System Pack for better realism.
Added automatic floating origin support to SgtStarfieldInfinite.
Added SgtCamera.UseOrigin setting for floating origin compatibility.
Added SgtStarfield.StretchLimit to improve warp effects at high speed.

3.6.1

Fixed SgtShadowSphere.Opacity setting.
Added ambient lighting to SgtShadowLayer.
Improved shadow performance.
Added automatic shadow culling.

3.6.0

Ported new SgtTerrain code to CPU.
Improved SgtBackdrop.ClampSize to factor in FOV or Oprthographic Size.
Added full property ID support to all shaders.
Added many new tutorial scenes.
Added basic floating origin support to SgtTerrain.

3.5.9

Improved "Frozen 2" planet from Planet Pack 1.
Fixed bug where shadows cast on SgtCloudsphere would fail to update.
Fixed SgtJovian.ScatteringStrength.
Added SgtBelt.AsteroidColors setting.
Added SgtBelt.PowerRGB setting.
Added SgtBelt.RadiusBias setting.
Added "Box Galaxy" demo scene.

3.5.8

Added SgtTerrain.Normals setting.
Added "Media Packs" documentation.
Added more step-by-step demo scenes to most features.
Added SgtAtmosphereHeight component.
Added new SgtBelt asteroid textures.
Fixed bug where shadows might not cast from rings.
Fixed SgtAtmosphere light & shadow rendering with multiple cameras.
Fixed SgtCloudsphere light & shadow rendering with multiple cameras.
Improved quality of shadows cast on atmospheres.
Improved CameraOffset consistency in most components.
Improving SgtBelt lighting calculations.
Updated all demo scene camera settings.
Updated all demo scene UI text.

3.5.7

Added SgtAtmosphere.Middle setting.
Added SgtAtmosphere.OuterSoftness setting.
Added SgtCorona.Middle setting.
Added SgtCorona.OuterSoftness setting.
Added SgtCloudsphere.Detail setting.
Added SgtLightPointer component.
Added SgtLight.TreatAsPoint setting.
Added SGT Planet shader support to SgtTerrain.
Added SgtProximityDrag component.
Added SgtRaycastTranslate component.
Added SgtCameraMove.SlowOnProximity setting.
Improved atmosphere shader.
Rewrote SgtTerrain to be much faster.
Rewrote floating origin system to be simpler.

3.5.6

Improved Planet Shader visuals.
Added Tropical3 planet to Planet Pack.
Improved planet pack atmospheres.
Fixed SgtAtmosphere.Night settings.
Fixed self-shadowing bug with shadow system.

3.5.5

Added pack links to Read Me.
Split main feature packs into separate Feature folders.
Added new demo scenes to each feature.
Added "Lava3" demo scene to Planet Pack 1.

3.5.4

Renamed all "Pack" folders to "Toolkit".
Moved floating origin system into "Universe Toolkit".
Moved shared code to "Basic Toolkit".
Added "SGT Planet" shader to Planet Toolkit.
Added 19 detail textures to Planet Toolkit.
Added 4 water textures to Planet Toolkit.
Added 23 planets to Planet Pack 1.

3.5.3

Fixed SgtStarfieldInfinite shader error.

3.5.2

Moved main build to Unity 2017.3.0f3.
Added Geosphere50 mesh.
Added Geosphere100 mesh.
Added 'Clamp Size' setting to SgtBackdrop.
Changed Geosphere__ mesh orientation to match built-in Unity sphere.
Simplified demo scenes.

3.5.1

Improved PS4 shader compatibility.
Added Extract Cubemap feature.
Added SgtShadowLayer to the Bonus Pack.

3.5.0

Updated main build to Unity 2017.1.0f3.
Integrated the floating origin system from Space Graphics Toolkit Basic Pack.
Remade all demo scenes.
Split all features into multiple themed packs.
Improved code comment, tooltip, and documentation handling.
Simplified many components.
Made component and field names more consistent.
Simplified lighting and shadow system.