Mtree 2.2 Change Log (*WIP*)

New Features:

* Bezier Addon => Spline Tool to create custom shaped trees

Improvements:

* Improved Branch Editor => Supports now custom Normal Textures (initial way still available)
* Reduced Time to calculate Ambient Occlusion.

Small Changes:

* Changed path of Menu Item of MTree from “GameObject/Mtree/Create Tree” to “GameObject/3D Object/Create Mtree”

Fixes:

* Fixed missing triangles in spline.cs