Change Log

2.1.7

Removed debug code from D2dCollider.

2.1.6

Fixed collider updates for non-splittable destructibles.

2.1.5

Rewrote floodfill feather code.
Changed D2dDestructible.AutoSplit to boolean.
Removed D2dDestructible.FeatherSplit.
Added D2dDestructible.SplitExpand.
Renamed D2dDestructible.MinSplitPixels to SplitPixelsMin.
Renamed D2dDestructible.LocalSplitExpand to SplitExpand.

2.1.4

Added 'Drag Stamp' demo scene.

2.1.3

Fixed collider code to not duplicate colliders.
Temporarily removed local splitting code pending optimization.
Optimized splitting code by a lot.

2.1.2

Fixed intercept setting in D2dDragToSlice component.

2.1.1

Added 'Intercept' setting to all prefab spawning components to set Z position.
Updated D2dCameraShake to retain local Z position.
Updated 'Car Damage' demo scene.
Added bomb throwing to 'Break Off' demo scene.
Added 'Bounding Bombs' demo scene.

2.1.0

Updated Keep Alpha shader.

2.0.9

D2dColliders now automatically remove existing Collider2Ds.
Updated D2dClickTo___ and D2dDragTo___ scripts.
Removed OnValidate code to remove warnings in Unity 5.5.

2.0.8

Added D2dAnimator component.
Added ability to heal D2dDestructibles via stamping (negative hardness).
Added D2dDestructible.HealTex to limit healing stamps.
Added 'Animation' demo scene.
Added 'Heal Damage Manual' demo scene.
Added custom inspectors to all components.
Fixed mesh bounds generation.
Added normal and tangent data to destructibles, so they can be used with lit shaders.

2.0.7

Added 'Force' setting to D2dClickToExplode to demonstrate split events.
Added 'Flying Objects' demo scene.
Fixed split clones not retaining tag and layer of original.
Fixed 'D2dExplosion' script so it adds force to split objects.
Moved 'Replace With' settings to toggle field at bottom of D2dDestructible.
Added Replace 'Texture With' setting that works with sprites.

2.0.6

Added 'Local' splitting support for larger destructible objects.
Added shrinking support to the D2dDestroyer component.
Optimized stamping code.
Added more Stamp and Slice method overloads.
Changed 'DensityTex' implementation to subtract from stamp hardness instead of multiply.

2.0.5

Fixed collider 'Material' and 'IsTrigger' editor updating code.
Fixed warnings appearing in Unity 5.3+.
Added 'Car Damage' demo scene back in.
Added D2dCollisionHandler.
Removed collision handling code from D2dCollider.

2.0.4

Fixed split colliders reverting to the default layer.
Added DamageMask to D2dCollider so you can filter impact damage.

2.0.3

Made it so split destructibles retain the previous parent.
Made it so FixtureGroup only calls OnAllFixturesRemoved once.
Added 'Compound Spaceship' demo scene.

2.0.2

Fixed D2dCollider.DamageOnImpact doing nothing.

2.0.1

Fixed errors when making destructible objects from scripts.
Added collider-less raycasting code for D2dDestructibles.
Moved D2dDestroyer class so D2D can be used without the examples.
Added 'Huge Map' demo scene.
Fixed D2dDestructible.AlphaToWorldMatrix calculation.

2.0.0

Complete rewrite.