Change Log

Version 2.1.0

Renamed atlas creation menu item to: SpAtlas (Sprite Packer)

Version 2.0.9

Added inconsistent PixelsPerUnit setting warning.
Added 'Swap Sprites' button to linker window.
Added more warnings to linker window.

Version 2.0.8

Fixed warning in 5.5.0f3.

Version 2.0.7

Fixed error in 5.4.0f3.

Version 2.0.6

Fixed packing bug with certain atlases.

Version 2.0.5

Fixed Custom Pivot & Border settings.
Improved trimming code to allow for borders.
Added the 'UI Elements' demo scene.

Version 2.0.4

Increased maximum atlas size to 8192.

Version 2.0.3

Fixed atlas texture file extensions from bmp to png (rename your texture and meta files to update).

Version 2.0.2

Updated Sprite Linker to have more options.
Added AnimationClip sprite replacement to the Sprite Linker.

Version 2.0.1

Moved main build to Unity 5.

Version 2.0.0

Completely rewritten to take advantage of Unity 4.6+ features.

Version 1.1.4

Fixed automatic updater bug on mac.

Version 1.1.3

Fixed sprite atlas updating bug.
Fixed potentially incorrect sprite sheet sprite order.

Version 1.1.2

Fixed multiple sprite sheets being ignored when using the Advanced Texture Type.
Allowed the generated atlas texture to retain either the Sprite or Advanced Texture Type.

Version 1.1.1

Fixed sprite border data being lost.
Added a warning if you try and trim bordered sprites.

Version 1.1.0

Added the ability to replace unpacked sprites with packed sprites by right clicking on atlas sprites and clicking 'Replace Sprite References'

Version 1.0.9

Added the ability to change the default source texture settings.

Version 1.0.8

Fixed Keep Pivot option when used with Single sprites.
Added progress bar to atlas rebuilding.

Version 1.0.7

Added warning to Sprite Packer inspector when using Single sprites with Keep Pivot.

Version 1.0.6

Fixed possible 'guid' field name clash.
Added the 'Remove Missing Sprites' option to the Sprite Packer context menu.

Version 1.0.5

Added the 'Keep Pivot' option to sprites and textures in the Sprite Packer.

Version 1.0.4

Added the 'Force Square' option, to force the generated sprite atlas to have the same width and height.

Version 1.0.3

Added automatic atlas rebuilding when textures are added, modified, or have their settings modified.

Version 1.0.1

Removed CS0414 warnings when creating builds.

Version 1.0.0

Initial release.