

# Change Log

## Version 2.1.1

Fixed bug in Unity 2019.

## 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.