

Zibra Liquids Pro

Changelog

Version 1.5.3

- Removed Windows x86 support & UWP x86 support
 - Please use Windows x64 or UWP x64
- Extended detectors functionality to detect bounding box of the liquid
- Extended voids functionality to remove certain % of liquid inside per second
- Added popups for streamlining licensing experience
- Added automatic plugin update checking
- Added Terrain SDF to be used with Liquid colliders
- Added option to disable Foam completely
- Added additional info to Performance Overlay
- Added anonymous plugin usage statistics collection
- Added Fresnel strength option
- Added sample scenes for all render pipelines
 - Also updated existing ones
- Reworked Foam, not it's rendered as particles, instead of projecting white color on liquid surface
 - Material 1 is now independent from Foam
- Updated diagnostics info format
- Updated gizmos icons to be consistent with upcoming Smoke & Fire plugin
- Fixed HDRP rendering, in case resolution was changed and camera textures don't match camera resolution

Version 1.5.1

- Initial release of Zibra Liquids Pro