Change Log

Version 1.1.4

Fixed a bug where large images would cause destruction to slow down way more than it should.

Version 1.1.3

Fixed shader rendering on PowerVR GPUs.
Added 'Binary' setting to D2D_DestructibleSprite.
Added 'Binary' setting to D2D_EdgeSpriteCollider.
Added 'Binary' setting to D2D_PolygonSpriteCollider.

Version 1.1.2

Fixed Solid Pixel Count updating bug.
Added Sprite-Outline shader.
Added Cliff Outline demo scene.
Added the Limited Slicing demo scene.
Added more info to each demo scene.
Added comments to example scripts you can see what the fields do more easily.

Version 1.1.1

Added Split Depth to destructible sprites so you can see how many times it's been split.
Added Min Split Pixels to destructible sprites to limit splitting depth.
Added D2D_SplitLimiter to disable features based on pixel count, or split depth.
Added the OnDestructibleValidSplit message when the split depth is increased.
Fixed compiler warning in Unity 5.
Updated documentation.

Version 1.1.0

Added D2D_Fracturer base class.
Added D2D_QuadFracturer.
Added D2D_Collider base class.
Added standalone D2D_AutoSpriteCollider component.
Added standalone D2D_PolygonSpriteCollider component.
Added standalone D2D_EdgeSpriteCollider component.
Added standalone D2D_Splittable component.
Added Fracturing Platforms scene.
Added Fracturing Rock scene.
Added Hanging Lights scene.
Improved memory usage.
Improved performance of sprite splitting.
Improved collider updating performance.
Implemented alpha texture subsets for reduced memory usage with splitting.
Fixed default sprite shader blending.
Fixed collider generation when given an invalid point count.
Added the 'Keep Alpha' shader for transparent destructible sprites.
Updated shaders & shader documentation.
Removed collider code from D2D_DestructibleSprite.
Removed splitting code from D2D_DestructibleSprite.
Renamed D2D_DamageableSprite to D2D_SwappableSprite.
Renamed D2D_Breakable to D2D_DetachableSprite.
Removed D2D_Anchor.
Hid cloned material from inspector.

Version 1.0.8

Changed default D2D sprite shader to match alpha characteristics of Unity's default one.
Added the 'Keep Alpha' material if you want to use both the Alpha Tex and source alpha (e.g. for breakable windows).
Fixed a small offset in the Alpha Tex generation code.

Version 1.0.7c

Fixed abstract method compiler error.

Version 1.0.7b
Added 'Is Trigger' and 'Material' properties to all collider component types.

Version 1.0.7
Fixed sprite colour tinting.
Fixed undo adding destructible sprite component.
Fixed making destructible sprites from sprites in an atlas (i.e. multiple sprite sheet).
Fixed copy and pasting destructible sprites between scenes.
Fixed some possible scene object leaking.
Fixed a collider cleanup bug when editing an D2D_EdgeColliders component.
Simplified a lot of the code.

Version 1.0.6
Added the Stalactite demo scene.
Added the Mothership demo scene.
Optimized the Fixture implementation.
Fixed the situation where a fixture can get duplicated.

Version 1.0.5
Added the D2D_Fixture component.
Added the OnAlphaTexModified() message.
Added the Fixture demo scene.
Fixed prefab issues again

Version 1.0.4
Added the D2D_Breakable component.
Added the D2D_Anchor component.
Added the D2D_DynamicMass component.
Added Solid Pixel Count and Original Solid Pixel Count variables to sprites.
Added Split Order setting to splittable sprites.
Added the Dynamic Mass demo scene.
Added the Wall demo scene.
Added the OnSpriteSplit (bool isClone) message to sprites that get split.
Switched to Unity 4.5.0 due to some required bug fixes.
Fixed prefab issues with D2D_DestructibleSprites.

Version 1.0.3
Added documentation for custom shaders.
Added more options to the D2D_DestructibleSprite context menu.
Added a simple GUI to the demo scenes.
Added texture caching to speed up first destruction.
Added performance warnings to D2D_DestructibleSprite inspector.
Fixed possible material issues with external scripts.

Version 1.0.2
Fixed sprite rendering bug in OpenGL.

Version 1.0.1
Fixed issues with Unity 4.5.0f6

Version 1.0.0
Initial Release