

Change Log

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