

Change Log

Version 3.0.7

- Added 'SgtBoxStarfield' component.
- Added 'SgtSkysphere' component.
- Removed 'Add Force Relative' from the 'SgtThruster' component.

Version 3.0.6

- Added the 'SgtSnapToTerrain' component, allowing you to easily place stuff on displaced terrains.
- Added the 'SgtThruster' component, allowing you to easily create spaceship engines.
- Added the 'Flying On Terrain' demo scene.
- Simplified the SgtDisplacedTerrain calculations, making it much faster.

Version 3.0.5

- Added the 'SgtDepth' component, to allow gas giants to intersect with orbit paths.
- Added the 'Simple Orbit Paths' demo scene.

Version 3.0.4

- Fixed an issue where SgtObjectPool and SgtComponentPool GameObjects would linger on Mac.
- Added Stretch Override and Stretch Vector to SgtStarfield component.
- Fixed starfields in 'Advanced Belt' scene.
- Added 'Accumulate' setting to SgtSpacetime.
- Added 'Use All Wells' setting to SgtSpacetime.
- Added 'Require Same Layer/Same Tag/Name Contains' to SgtSpacetime.
- Added more mesh variants for planets, stars, etc.
- Increased the SgtSpacetime well limit from 7 to 12.
- Added the 'Softness' setting to SgtStarfield, allowing you to make soft particle stars (Pro Only).
- Added the 'SgtDepthTextureMode' component, allowing you to enable Depth rendering for cameras (Pro Only).
- Added the 'Soft Starfield (Pro Only)' demo scene.
- Added more info to some demo scenes.

Version 3.0.3

- Added Render Queue & Render Queue Offset to all applicable component.
- Added Auto Regenerate setting to starfields and belts to allow for faster tweaking.
- Fixed nebula bug when using compressed textures.
- Fixed instruction count limit issue for SgtAtmosphereInner.
- Fixed missing properties from some inspectors.
- Fixed starfields and belts sometimes disappearing when changing scenes.

Version 3.0.2

- Fixed Advanced Belt demo scene.
- Removed pool objects from edit mode.
- Added starfield pulsing.
- Added horizontal brightness & power to SgtNebulaStarfield.

Version 3.0.1

- Fixed band across gas giants with ring shadows.
- Added 'Extract Shadowmap' to texture importer context menu.
- Simplified 'Mie Sharpness' scattering setting.
- Added 'Ground Scattering' to atmospheres.

Version 3.0.0

- Complete rewrite of everything.
- Added the **Accretion** component.
- Added the **Advanced Belt** component.
- Added the **Atmosphere** component.
- Added the **Cloudsphere** component.
- Added the **Corona** component.
- Added the **Custom Belt** component.
- Added the **Custom Starfield** component.
- Added the **Displaced Terrain** component.
- Added the **Elliptical Starfield** component.
- Added the **Jovian** component.
- Added the **Nebula Starfield** component.

Added the **Observer** component.
Added the **Patch** component.
Added the **Prominence** component.
Added the **Ring** component.
Added the **Ring Shadow** component.
Added the **Simple Belt** component.
Added the **Singularity** component.
Added the **Spacetime** component.
Added the **Spacetime Well** component.
Added the **Sphere Shadow** component.
Added the **Spiral Starfield** component.
Added the **Terrain** component.
Added the **Wrapped Starfield** component.
Added the **Accretion Disc** demo scene.
Added the **Advanced Belt** demo scene.
Added the **Background Starfield** demo scene.
Added the **Custom Starfield** demo scene.
Added the **Displaced Earth** demo scene.
Added the **Displaced Terrain Debug** demo scene.
Added the **Earth** demo scene.
Added the **Eclipse** demo scene.
Added the **Elliptical Starfield** demo scene.
Added the **Gravity** demo scene.
Added the **Infinite Dust** demo scene.
Added the **Infinite Starfield 2D** demo scene.
Added the **Infinite Starfield 3D** demo scene.
Added the **Infinite Starfield 3D Warp** demo scene.
Added the **Nebula** demo scene.
Added the **Procedural Star System** demo scene.
Added the **Saturn** demo scene.
Added the **Simple Belt** demo scene.
Added the **Simple Orbits** demo scene.
Added the **Singularity (Pro Only)** demo scene.
Added the **Spacetime Bombs** demo scene.
Added the **Spacetime Wells** demo scene.
Added the **Spiral Starfield** demo scene.
Added the **Sun** demo scene.
Added the **Supernova** demo scene.