Change Log

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).

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.