

# Change Log

## Version 2.7

- Added the Nebula component.
- Added the Dust component.
- Added the 'Infinite Dust Fields' example scene.
- Added the 'Nebulae' example scene.
- Improved Planet component performance.

## Version 2.6.1

- Fixed a bug where layers would not be correctly set on planets/stars/etc.
- Added tag support to all components.

## Version 2.6

- Fixed a material bug with the star's surface when using a cube mesh.
- Improved many of the component inspectors.
- Improved many of the example scenes.

## Version 2.5.5

- Added the Debris Spawner component.
- Added the Shaders In Build window.
- Added the 'Spaceship On Surface' example scene.
- Added the 'Infinite Asteroids' example scene.
- Fixed a bunch of small bugs.

## Version 2.5

- Added Thruster component.
- Added detail texture tiling option to the Planet component.
- Added the ability to modify each star in starfield.
- Removed star count limit in the Starfield component.
- Removed asteroid count limit in Asteroid Ring component.
- Improved Volumetric Probe ease of use.
- Improved code quality and performance of most classes.
- Fixed the star atmosphere bug that appears when changing the oblateness.
- All documentation rewritten, again.

## Version 2

- Added Surface Tessellator (dynamic LOD) component.
- Added Volumetric Probe component.
- Added atmosphere meshes for better depth sorting.
- Added cube map support for planets & stars.
- Added prefab support for all components.
- Added planet LUT size options.
- Added randomise button to all seed fields.
- Improved atmosphere colour blending.
- Improved substance material support.
- Fixed planet/star atmosphere mesh orientation.
- Fixed per-pixel specular on planets.
- Fixed Direct3D 11 shader warnings.
- All classes are now prefixed with SGT\_.
- All class fields now match inspector field names.
- All documentation rewritten.

## Version 1

- Initial Release