

# Change Log

## Version 1.1.1

- Replaced brush 'Pattern' & 'Texture' fields with 'Detail' field.
- Moved paint size and opacity settings to the brush.
- Added brush angle setting.
- Simplified code for all painting operations.
- Moved all painting settings to main window.
- Added 'Max Undo Levels' setting.
- Changed resize tool to use a dialog.
- Added 'Scatter Position' setting.
- Added 'Scatter Angle' setting.
- Added 'Scatter Scale' setting.
- Added current material and texture fields.
- Removed code that forces selection to the locked object.
- Added 'Select' button to select the locked object.

## Version 1.1.0

- Increased painting performance.
- Added the ability to do proximity painting (runtime API).
- Replaced all the demo scenes.
- Enhanced P3D\_Paintable features and performance.
- Separated mesh BVH code into P3D\_Tree, so it can be used for other things.

## Version 1.0.8

- Increased code compatibility with earlier versions of Unity.

## Version 1.0.7

- Added the 'Screen Painting Save Load' demo scene to show how to save and load textures at runtime.

## Version 1.0.6

- Added the 'Raycast Normal Painting' demo scene to show how to paint to normal maps.

## Version 1.0.5

- Fixed shape and pattern textures in additive blending mode.

## Version 1.0.4

- Added the 'Resolution' setting to the brush to change how smooth the painting is.
- Added the 'Screen Painting Substep' demo scene to show how to do smooth painting at runtime.

## Version 1.0.3

- Moved main build to Unity 5.
- Fixed issues where the scene wouldn't get marked as dirty when editing materials and textures.
- Made it so the 'P3D\_Helper.GetMesh' method works with SkinnedMeshRenderers too.
- Added the 'Raycast Painting' demo scene.
- Added the 'Raycast Prefab Painting' demo scene.
- Added the 'Screen Painting Skinned' demo scene.
- Added some more brush shapes.
- Added the 'P3D\_Painter.SetTexture' method.
- Added the 'P3D\_Paintable' component.

## Version 1.0.2

- Fixed painting color in LaserPainting demo scene.
- Updated readme.

## Version 1.0.1

- Added skinned mesh painting support.
- Added 'Finger Painting' example scene.
- Added 'Finger Painting Advanced' example scene.

**Version 1.0.0**

Initial Release.