

# API Changes

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## PaintController class

`private void Init()` was splitter into two methods:

- `private void Init()` - initialises PaintController;
- `public void RegisterPaintManager(PaintManager paintManager)` - register PaintManager.

ToolsManager was removed from PaintController, now each PaintManager has ToolsManager filed;

`bool Preview` property was removed as Preview settings were moved to Brush class.

## Brush class

`private void Init()` has new signature: `public void Init(IPaintMode mode)`;

`public void Destroy()` was renamed to `DoDispose()`.

## BasePaintObject class

All events of the class has first argument BasePaintObject type instead of object for increasing performance.

`public void Destroy()` was renamed to `DoDispose()`;

`public void RenderCombined()` was renamed to `Render()`.

## ToolsManager class

`public ToolsManager()` has new signature: `public ToolsManager(PaintManager paintManager, PaintTool paintTool)`.

`public void RenderCombined(PaintManager paintManager)` has new signature:  
`public void Render()`.

## BasePaintTool class

`public void OnDrawPostProcess (object sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` was removed.

Now BasePaintTool has 3 methods for rendering:

`void OnDrawPreProcess (BasePaintObject sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` - pre drawing process method;

`void OnDrawProcess (BasePaintObject sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` - drawing process method;

`void OnBakeInputToPaint (BasePaintObject sender, CommandBuffer commandBuffer, RenderTargetIdentifier rti, Material material)` - baking input texture into paint texture;

Public property `bool DrawPostProcess` was removed. Now BasePaintTool has 3 properties for rendering:

`bool DrawPreProcess` whether will be method OnDrawPreProcess invoked or not;

`bool DrawProcess` whether will be method OnDrawProcess invoked or not;

`bool BakeInputToPaint` whether will be method OnBakeInputToPaint invoked or not.

Please let me know if you have any questions.

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