# Change Log

## 1.6.0
Added Replace + Alpha Blend Advanced support to P3dGraduallyFade.
Moved IPaintHandler out of Examples.

## 1.5.9
Fixed Multiply blending mode when painting complex meshes.
Added UV channel selection to Seam Fixer.

## 1.5.8
Added 'Multiply' blending mode.
Added runtime undo/redo support to P3dPaintableTexture component code.
Added 'UV2 Painting' demo scene.
Renamed UV channels to be consistent with Unity API.

## 1.5.7
Added multi touch support to P3dDragRaycast.
Added multi touch support to P3dDragRaycastSmooth.
Improved P3dBetweenRaycast VR support.
Added 'Replace' blending mode.
Added 'PBR Painting' demo scene.
Changed default P3dPaintable.Activation setting to make coding easier.
Fixed P3dPaintable.Activation = On First Use.

## 1.5.6
Added 'Layers' setting to each paint component.
Added 'Groups' setting to each paint component.
Allowed P3dDragRaycast preview painting on mobile when DragStep = 0.
Improved backwards compatibility with older Unity versions.
Removed DPI scaling from P3dDragRaycast.

## 1.5.5
Added P3dPaintDebug component.
Added P3dDragRaycastSmooth component.
Added 'UV Data Requirements' documentation.
Added 'Mesh Analysis' window to debug UV data.
Fixed 'Auto Save Load' demo scene painting.

## 1.5.4
Added 'Auto Save Load' demo scene.
Added 'Chalk Board' demo scene.
Added 'Strength' setting to Sphere Triplanar paint mode.
Added 'Sphere Blur' paint mode.
Added 'Alpha Blend Advanced' blending mode for transparent texture painting.
Added P3dPaintSphereBlur component.

## 1.5.3
Added 'Asteroid Holes' demo scene.
Added 'Shield Impacts' demo scene.
Added 'Spray paint' demo scene.
Added finger pressure support to P3dPaintDecal.
Added finger pressure support to P3dPaintSphere.
Added finger pressure support to P3dPaintSphereTriplanar.
Improved mobile input support in demo scenes.

## 1.5.2
Improved painting performance.
Fixed painting manager bug when disabling paintables.

Added UV channel selection.

## 1.5.1

Fixed Hardness setting in Sphere & Sphere Triplanar painting modes.
Fixed passing through GUI with P3dDragRaycast.
Improved performance a little.
Added Skybox Painting demo scene.
Simplified brush switching in demo scenes.

## 1.5.0

Completely rewritten everything to use GPU painting, which is much faster.