

Change Log

Version 1.0.7b

Added 'Is Trigger' and 'Material' properties to all collider component types.

Version 1.0.7

Fixed sprite colour tinting.
Fixed undo adding destructible sprite component.
Fixed making destructible sprites from sprites in an atlas (i.e. multiple sprite sheet).
Fixed copy and pasting destructible sprites between scenes.
Fixed some possible scene object leaking.
Fixed a collider cleanup bug when editing an D2D_EdgeColliders component.
Simplified a lot of the code.

Version 1.0.6

Added the Stalactite demo scene.
Added the Mothership demo scene.
Optimized the Fixture implementation.
Fixed the situation where a fixture can get duplicated.

Version 1.0.5

Added the D2D_Fixture component.
Added the OnAlphaTexModified() message.
Added the Fixture demo scene.
Fixed prefab issues again

Version 1.0.4

Added the D2D_Breakable component.
Added the D2D_Anchor component.
Added the D2D_DynamicMass component.
Added Solid Pixel Count and Original Solid Pixel Count variables to sprites.
Added Split Order setting to splittable sprites.
Added the Dynamic Mass demo scene.
Added the Wall demo scene.
Added the OnSpriteSplit (bool isClone) message to sprites that get split.
Switched to Unity 4.5.0 due to some required bug fixes.
Fixed prefab issues with D2D_DestructibleSprites.

Version 1.0.3

Added documentation for custom shaders.
Added more options to the D2D_DestructibleSprite context menu.
Added a simple GUI to the demo scenes.
Added texture caching to speed up first destruction.
Added performance warnings to D2D_DestructibleSprite inspector.
Fixed possible material issues with external scripts.

Version 1.0.2

Fixed sprite rendering bug in OpenGL.

Version 1.0.1

Fixed issues with Unity 4.5.0f6

Version 1.0.0

Initial Release