# 2.1.0 Change Log

## Primary Changes

1) Added the Additional Light Manager. This World Grouping Listener component can be added to your scene and configured to manage lights. This is needed on some platforms like mobile where there is a low cap on the number of lights which can be in the camera view frustum at once (other graphical glitches will occur). It can help eliminate lighting issues by ranking lights by proximity to the player/camera and selectively enabling/disabling lights which are closer. It also has a fade in/out effect so lights don't pop in/out, and a distance based fade in/out effect for slowly adjusting the intensity of distant lights until they can be disabled completely.

   To use this component, simply add it to your scene and configure which Groupings from the World have Light components. There is no need to assign the Listener directly to the Groupings via the World inspector!

   Note the manager is limited to working with point and spot lights only, and lights which have a default intensity > 0, and which are enabled when registered with the manager (if on asset chunks, their default state needs to be enabled).

## Fixes

1) Fixed exceptions introduced with 2.0.1 that would trigger when using the Zones/Groupings tabs of the World inspector.

2) Fixed Automated Serialized Property Modifier inspector not working properly.