1.1.0 Change Log

Primary Changes

1. Users can now specify an output folder for duplicated Terrain Layer assets. The previous behavior was to output the duplicated assets in the same folder as the original assets. The new behavior should provide better organization.

2. Added a warning when slicing a single terrain prefab when that prefab has a prefab instance in the scene with unapplied overrides. This was needed because slicing works on the prefab source asset rather than the instance, so there were cases where the user might make changes to the instance and be confused when those changes aren't reflected in the slices.

Fixes

1. Fixed a bug that would cause prefabs of slices not be created with the correct settings.

2. Material Texture Slicer assets will now be named correctly, rather than atsColormapMaterialSlicer.

3. Small changes to the Editor Guide.

4. Fixed a bug causing some improper Naming Convention Format Strings to not be detected (Core.dll change).

5. Fixed a bug that could cause a NullReferenceException when using the Editor Guide (EditorCore.dll change).

Other

1. Naming Convention Format strings can no longer have a '/' character in their name, as this will mess up some World Designer Tool operations (Core.dll change).

2. Added a Change Logs Chapter to the In-Editor Guide, with links to all change logs (hosted on deepspacelabs.net).