1.2.0 Change Log

Primary Changes

1. The In-Editor Guide has been moved online and can now be found at https://deepspacelabs.net/html/terrain_slicing/docs/documentation_main.html. The Help -> Deep Space Labs -> Terra Slicer Editor Guide option still exists, however it now opens a window that explains the move and provides the above link, as well as some general information.

2. All Unity 2023 versions are officially supported and should work.

3. The slicer asset inspector is now separated into different tabbed windows, which should improve the user experience.

4. Added a new option called **Alphamap Slicing Method** with two options. **Straight_Copy** is the old alphamap slicing algorithm, while **Averaging** is a new method that should result in more accurate positioning of alphamap features and preservation of the alphamap along slice borders, which should make alphamap blending unnecessary (this needs additional testing to be certain, however). Note that **Straight_Copy** preserves fine details better (but will shift the details slightly in one direction), so both methods have their use cases.

5. You can now slice and generate slices for 3D Groups. This, in combination with item 6, allows you to use Terra Slicer with SAM generated Asset Chunks.

6. You can now slice single terrain and terrain groups where the terrain components are not on the root prefab assets (but is instead on a child game object). Each slice output will still be a single prefab asset (without children) with a Terrain component.

7. It is no longer necessary for the TerrainData assets associated with the prefab group you are slicing be in a specific format (however, this requirement still exists for the prefab assets themselves). In order to carry out this change, you can no longer output TerrainData assets for slices to the same folder where the TerrainData assets of the input prefab group are stored (specified by **Slice Data Save Folder**).

8. When slicing a terrain group, the slicer will now skip over missing prefabs in the group rather than throw an exception.

Fixes

1. Fixed a bug that would cause alphamap blending to not work correctly in certain situations when slicing terrain groups.

2. Fixed a bug where NaN or –infinity would be shown for the Normalized X/Z Grid Position when trying to slice a terrain with a Detail Resolution of 0.