2.0.0 Change Log

Primary Changes

1. Improved The Texture Settings tab UI to better clarify when terrain layers might be duplicated.

2. The slicer will now print an error if you try to slice a terrain that has multiple Terrain Layers using the same name, and **Duplicate Terrain Layers** is enabled. This is to account for an issue that will arise when trying to duplicate layers with the same name.

Fixes

1. Fixed a bug that caused grass settings to not be copied correctly to slices (bug may have only been present in the beta version; please check your grass setting (Speed, Size, Bending, Tint) to make sure they are correct!