

# Immediate Mode Draw

## Release Notes

### 1.4.4

- **[Changed]** Improvements to IMDrawCamera to allow instantiation from script.
- **[Fixed]** Fixed issue where line and mesh primitives would flicker in certain situations on URP and HDRP.

### 1.4.3

- **[Changed]** Render pipeline option moved from IMDrawCamera to IMDrawManager. On Unity 2017.1+ you can select between auto-detect, legacy, URP and HDRP render pipelines.
- **[Changed]** Deprecated usage of GL API for drawing lines. Mesh is now used instead.
- **[Fixed]** Fixed issue where collider center wasn't used for rendering collider positions.
- **[Fixed]** Fixed issue where mesh bounds for lines wasn't being set correctly.
- **[Fixed]** Fixed issue where line mesh object wasn't being cleaned up correctly.

### 1.4.2

- **[Fixed]** Fixed issue where IMGizmo labels and images were incorrectly positioned/scaled when the editor UI has scaling applied.

### 1.4.1

- **[New]** Added Arc3D primitive to IMDraw and IMGizmos.

### 1.4.0

- **[New]** Added new IMDraw and IMGizmos API draw functions.
- **[New]** Added support for scriptable render pipeline (LWRP and HDRP). See documentation for more information.
- **[New]** Added mesh-based line rendering as an alternative to GL line rendering.
- **[Fixed]** Changed the way screen space position was calculated in IMGizmos.
- **[Fixed]** Miscellaneous small bug fixes.

### 1.3.2

- **[New]** Added ZTest options for drawing IMGizmos mesh primitives.
- **[Fixed]** Text mesh primitives changed to use camera world position instead of local position.

### 1.3.1

- **[Fixed]** Changed material usage to use instantiated versions instead of modifying material assets.
- **[Fixed]** Fixed issue GL line primitive material pass wasn't being set.
- **[Fixed]** Fixed issue where GL vertex data construction and draw commands weren't being performed in the correct order.

### 1.3.0

- **[New]** Text mesh based primitives.
- **[New]** 2D rectangle primitive.
- **[New]** Custom ZTest options for drawing of wire, mesh and text mesh primitives.
- **[New]** Rich text option for label rendering.
- **[New]** Optional font size parameter for labels.
- **[Fixed]** Fixed bug with WireCone3D variant where the orientation of the cone was incorrect.

### 1.2.0

- **[Changed]** Complete overhaul of IMDrawManager and IMDrawCamera components. Registration of camera components with the manager is no longer necessary. This greatly simplifies the usage of IMDraw and makes it more robust against adding/removal of managers and cameras at runtime.

- **[New]** Tooltips for all IMDraw related inspector properties.
- **[Fixed]** Fixed a bug which caused the entire IMDraw API to be disabled in Unity 5.5 or later. This involved eliminating usage of the Conditional attribute since it no longer works.

#### 1.1.1

- **[Fixed]** Fixed IMGizmos errors when doing a build by ensuring editor specific code is properly stripped.
- **[Changed]** Added a troubleshooting section to the documentation.

#### 1.1.0

- **[New]** Added new IMGizmos API that provides extended functionality over the standard Unity gizmo class.
- **[Fixed]** Fixed rendering issue with IMDraw 3D grid.

#### 1.0.1

- **[New]** Added IMDraw.WirePyramid3D.
- **[New]** Added IMDraw.Pyramid3D.
- **[New]** Added IMDraw.WireRhombus3D.
- **[New]** Added IMDraw.Rhombus3D.
- **[New]** Added IMDraw.WireCone3D.
- **[New]** Added IMDraw.Cone3D.
- **[New]** Added IMDraw.Spotlight for drawing spot light coverage area.
- **[New]** Added IMDraw.Frustum for drawing camera view frustums.
- **[New]** Added button to IMDrawManager to assign missing meshes as default if one or more mesh reference is missing.

#### 1.0.0

- Initial release.