

Ultimate Math Library Changelog

v1.1 [The Polynomial Update] (current version)

This update introduces polynomials to Ultimate Math Library, as well as a wide assortment of ways to use them throughout Unity:

- Polynomials and Monomials
- Root Solver
 - Quadratic Formula
 - Cardano's Cubic Formula
 - Newton's Method
- Discriminants
- Binomial Coefficients
- Bernstein Polynomials
- Generalized n-degree Bezier Curves
- Derivatives and Integrals
- Complex Numbers
 - Complex Operations
 - Polar Coordinates
 - Roots of Unity
- Custom Property Drawers
- Polynomial Curves
- Updates to Curve Explorer
- And More!

v1.0.2

This update addresses an issue that sometimes occurred when chaining multiple Bèzier curve segments together.

v1.0.1

This update includes some small quality of life updates and bugfixes:

- Added more methods to interface with the control points of splines
- Added method to set *CatRomType* after instantiation
- Added method to perform Poisson disk sampling in a circular region
- Several updates to the Poisson disk sampling demo scene
- Added multi-line gizmo
- Tweaked default and maximum resolution for curve explorer and gizmos
- Minor bugfixes

v1.0

Initial release