

Ultimate Math Library Changelog

v1.2 [The Shapes Update] (latest version)

By popular demand, the shapes and intersection testing update has arrived! Here are some of the highlights:

- 2D Shapes
 - Lines
 - Segments
 - Rays
 - Circles
 - Triangles
 - Axis-Aligned Bounding Box (AABBs)
- Intersection Testing between all combinations of shapes
- Point Containment Testing
- Various Shape Functions (Area, Perimeter, etc.)
- Additional Gizmos
- And More!

v1.1.2

Introducing the official UML community discord server! Join now to ask questions, get help, talk about math, and engage with the community: <https://discord.gg/xVwzg4CJRD>

v1.1.1

Fixed and issue that occurred when making builds

v1.1 [The Polynomial Update]

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