# Atlan Patch Notes

Patch notes for Atlan tools

- **Atlan Mod Loader Patch Notes**
- **Atlan Mod Packager Patch Notes**
- **Atlan Resource Extractor Patch Notes**

# Atlan Mod Loader Patch Notes

Patch Notes for Atlan Mod Loader

## Version 9

- Added support for PackageMapSpec and MapResources manipulation.
  - See the **this page** for more information.
- Hot Reloading can now be performed while other mod files are installed.
  - See the **this page** for more information.

## Version 8

- Replaces DarkAgesPatcher with a built-in executable patcher
  - You can safely delete DarkAgesPatcher and it's other files from your game folder
  - Replacing the executable patcher is a necessary step to eventually bringing Atlan Mod Loader support to DOOM Eternal.

## Version 7

- Add support for loading custom Slug Fonts!
- See **this page** to learn how to create font mods!

## Version 6.1

- Updated for Revelations
- Improve clarity of some error messages
- Includes the latest update and patch definitions for DarkAgesPatcher
- 6.1 Hotfix: Added executable patcher definitions for Revelations Hotfix 1
- 6.1.1: Prevent crash caused by encoding multiple images on the GPU simultaneously

## Version 6

- Added support for loading texture mods!
  - See **this page** for more information
- Refactored unzipped mod loading to improve flexibility and convenience when testing multiple mods.
  - See **this page** for more information
- Optimize unzipped mod loading

- Fix an issue where the executable patcher would fail to re-run after verifying game files due to a stale cache file, resulting in startup crashes when mods were installed.

## Version 5

- Added support for loading sound mods!

- See **this page** to learn how to create sound mods.
- Version 5.0.1: Add checksum validation when downloading Oodle

## Version 4

- Added experimental "Hot Reload Mode". See **this page** for more information
  - Version 4.0.1: Fix potential integer overflow involving Hot Reload Mode and very large entities files.
- Added the `--notimer` argument to skip the 10 second exit timer.
- Added the DarkAgesPatcher definition file for game Update 3
- Updated the reserializer's reflection code for Game Update 3

## Version 3.1

- Added the DarkAgesPatcher definition file for game Update 2.2
- Added better support for users manually updating DarkAgesPatcher's definition file
- Always replace backups if the existing files are vanilla, instead of only when the game is updated
- The backup restoration system now executes even when DarkAgesPatcher fails.
- Disable resource murmur hashing since DarkAgesPatcher disables those hash validations.
- Updated reserializer's reflection code for Game Update 2.2

## Version 3.0

* Added support for mapentities files
* Updated DarkAgesModManager to v1.1

## Version 2.0

* Added support for entityDef mods
* Added tentative support for Logic Decl mods.

# Atlan Mod Packager Patch Notes

Patch notes for Atlan Mod Packager

## Version 2.3

* Image Encoder: Small performance and memory usage improvements
* Reserializer: Improve and fix some bugs with error logging

## Version 2.2:

* Add support for packaging Slug Fonts.
* Add command line arguments

## Version 2.1:

* Updated for Revelations
* Improve clarity of image encoding error messages
* v2.1.1: Prevent crash caused by encoding multiple images on the GPU simultaneously.

## Version 2.0:

* Added the texture mod packager
* Added dialogues for selecting a folder to package and for choosing the output location of your zip file
* All invalid files are now excluded from the final mod zip. The full list of ignored files is logged.

## Version 1.2:

* Log some more error messages to the console.
* Version 1.2.1: Add checksum validation when downloading Oodle

## Version 1.1:

* Updated reserializer's reflection code for Game Update 3
* Oodle-compress packaged mapentities files. This massively decreases their zipped and unzipped file sizes.
* Stop serializing mapentities metadata.

## Version 1.0.2:

* Updated the reserializer's reflection code for Game Update 2.2

## Version 1.0.1:

* Add support for serializing mapentities files.

# Atlan Resource Extractor Patch Notes

Patch notes for Atlan Resource Extractor

## Version 4.0

Extra Scripts
* Added an "extra scripts" section controlled by the config. file
* Currently, the extra scripts will:
    * Dump a complete list of correctly-capitalized resource types
    * Decode .mapresources files into text
* v4.1: Add more extra scripts

Resource Extractor:
* Added support for decompressing compfiles (DOOM Eternal .entities files)
* Added blang-to-text conversion (DOOM Eternal language files, resource type is "binaryFile")

Audio Extractor:
* Added full support for extracting DOOM Eternal audio files.
* Eternal samples are extracted to their original sample paths/names.
* Improved multithreading setup
* Fixed some rare vgmstream file-locking problem that could cause file decoding to fail
* v4.1: Add warning when no audio files are extracted

Soundbank Extractor:
* Add support for extracting DOOM Eternal's soundbanks

## Version 3.3:

* Updated for Revelations
* Include sector names in the mapentities files

## Version 3.2:

* Added the AudioKinetic Soundbank extractor!
* Improved how the audio extractor categorizes SFX samples.
    * If you've previously extracted SFX, you should rename your SFX output folder before running the extractor again. Otherwise, you'll likely end up with duplicate copies of many samples.

## Version 3.1:

* Decls are now extracted to `decls/` instead of `rs_streamfile/generated/decls/`
  * The extractor will automatically move the original decl folder if it exists.
  * Atlan Mod Loader recognizes this new extraction path and handles it correctly. The original path will still be recognized. Existing decl mods won't require an update because of this change.
* Output path length limit has been raised to 40 characters
* Added a decode_samples toggle to the audio extractor
* v3.1.1: Fixed a crash when running the audio extractor while sound mods are installed
* v3.1.2: Add checksum validation when downloading Oodle

## Version 3.0:

* Added audio extraction
* Fixed a very rare issue where outdated versions of certain files could be extracted.
* v3.0.1: Fixed a crash when running the extractor on a modded game.

## Version 2.3:

* Updated deserializer's reflection code for Game Update 3
* Mapentities header chunks are now encoded in alphabetical characters. This fixes issues where certain text editors would mangle the header chunk due to automatic line ending replacement.

## Version 2.2:

* Updated deserializer's reflection code for Game Update 2.2
* Simplified extraction paths for mapentities files
* Added support for extracting logicObjectDescriptor files
* Added support for extracting files from DOOM Eternal's resource archives

## Version 2.1:

* Heavily revise the deserialized mapentities file format
* Added eventcall strings.

## Version 2.0.1:

* Fix a bug where the deserializer would not correctly format multi-line strings in entityDef files.

## Version 2.0:

* Integrated the Entity Deserializer!

## Version 1.3:

* Optimize the extraction process

## Version 1.2:

* Added config file
* Added log file
* Added 16-character limit to the length of the output directory.

## Version 1.1:

* Properly decompress mapentities
* Add logicEntities and binarymd6defs