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.

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