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.

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