

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.

Revision #1

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