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* Fixed a very rare issue where outdated versions of certain files could be extracted.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

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