

OpenMMO Groundwork - Changelog

The free, open-source, small-scale MMORPG kit for Unity3d

0.08

- Added "Chat Manager" and simple "Public" chat.
- Refactored Database Layer, removed #Define and Enum. You simply assign a DatabaseLayer component to the database now. Solves several issues and makes it easier to use.
- User Registration window now closes on successful registration
- Player movement is now properly synchronised with the server
- Player movement is now validated on the server, reduces hacking
- Added "Running" movement when "LeftShift" is pressed
- Added "Movement Speed Factors" for walk, run and backwards movement
- Removed "Canvas" prefab, causes too many issues for now
- More preparations for "PortalManager" and Portal System
- More preparations for "ChatManager" and Chat System (Whisper etc.)

0.07

- Removed "token" as it is now obsolete.
- Added "cooldown" to player table to track "risky actions" persistently in database.
- Added "cooldown" handling to player component.
- Added preparations for upcoming chat system.
- Added "PortalManager" for upcoming multi scene system.
- Added "WarpPortal" for non-hackable on-scene (same-scene) teleportation.
- Added "MultiWarpPortal" for on-scene (same-scene) teleportation to random targets.
- Added "PortalAnchor" required for teleportation.
- Fixed several smaller issues on player prefabs.
- Fixed several smaller database layer switch issues.
- Fixed several smaller UI popup related issues.
- Fixed "Animator is not playing an AnimatorController" warning.
- Updated "Mirror" Plugin to latest version (9.02)

0.06

- Database now correctly remembers settings when switching scenes
- Removed individual UI prefabs and turned the whole Canvas into a prefab instead
- Camera now correctly follows the player
- Camera now only rotates while key is pressed (LeftControl by default)
- Camera now snaps back to previous position when key is released
- Added ScriptableStates
- Added State & Animation Synchronisation
- Moved a few class files around for clarity
- Updated "Test Model Controller" to fit animation system

0.05

- Moved remaining Media files (Fonts, Icons etc.) to Media folder
- Revamped project folder structure.
- Removed #Defines from core modules (obsolete, bloat).
- Removed ModuleManager entries for core modules (obsolete, bloat).
- Moved all 3rd Party open-source codes into a new folder "Extras [3rd Party]".
- Moved all 3rd Party open-source plugins into a new folder "Plugins".
- Moved "UI" Scene to "Scenes" folder.
- Renamed all Namespaces to "OpenMMO" for clarity.

0.04

- Revamped project folder structure.
- Moved security salt to Project Configuration.
- Moved Generate Hash to Tools.
- Added OnStartServer and OnStartClient event listeners to NetworkManager.
- Moved all example Resources into Resources folder.

0.03

- Spawnable Prefabs folders can now be selected in Project Configuration
- Adding Spawnable Prefabs now searches in selected folders only
- Fixed various bugs on UI Popups.
- mySQL now remembers the database credentials in Editor Prefs.
- Players are now correctly unset "online" when server goes down.
- Added Network Proximity Checker to spawnable prefabs
- Added Prox Checker property to Entities.
- Added Capsule Collider to Entities.
- Added Collider Property to Entities.

0.02

- Fixed bugs on "DeleteUsers" hook as well as deleting users.
- Fixed a bug where mySQL database data was reset every time.
- Added more datatypes to mySQL database layer.
- Fixed a few mySQL conversion related bugs (MiniORM).
- Separated UI Background & simplified how UI Popups handle it.
- Changed UI Popup Init argument order (mandatory preceeds optional).
- Moved "Server List" to "Project Configuration" (instead of NetworkManager)
- "Server List" now allows to have invisible servers.
- "Server Info" is now a Scriptable Object (allows further editing).
- Updated "Quickstart Guide" to reflect the recent changes.

0.01

- First Release