

# OpenMMO Groundwork - Changelog

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

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## 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