Save Manager Change Log

Summary

Contributors

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Last Updated

24/07/2021

Contents

Update 1.1.0

> ℹ️ Major update, adding improvements to the editor tool for the asset as well as a facelift for the asset on the store.

Store Listing Changes

- Updated asset artwork to a new gradient style.
- Updated key images to be up to date with the latest version of the asset.
- Updated the store description with the latest changes to the asset.

Asset Changes

- Improved save data editor tool.
- Move editor tool to **Tool/SaveManager | CG.**
- Added additional options to the navagation tab to allow the user to reset the save data.
- Added support for default values for some save data types.
- Added options to save Quaternions, Sprites, Queue's, Stack's, Doubles & Bytes.
- Added implicit operators to allow save variants to be converted to their normal types with no extra work on the end user.
- Updated documentation for latest version

Update 1.0.2

> ℹ️ October 2020 asset audit, updates and general improvements to the existing codebase.

Store Listing Changes

- Updated the asset title to remove the "(CG)" characters after the asset name. This has been replaced with "| CG" instead to look a little neater.

- Updated the main asset description to explain more about the asset and its features.

- Updated all links to be correct for the asset.

- Updated to key images to all be the same size as the main key image.

- Updated the asset colour scheme to be more pastel, the old colour was a bit abrupt.

Asset Changes

- Updated the Save Manager Logo on the asset editor window.

- Updated the priority of the Save Manager in the Carter Games navigation tab menu.

- Corrected the spacing for Save Data Editor in the navigation tab menu.

- Updated commenting on all code.

- Updated the example in the asset so that the user can refer back to it without needing the savedata class to be set in a particular way.

- Name spaced all example code into CarterGames.Assets.SaveManager.Example so that the user does not accidently use example code instead of the asset itself.

- Added a new method to reset the save file when called.

- Cleared the savedata class so it is ready for the user to add their own stuff right away.

Update 1.0.1

ℹ️ Fixed to the discord server link and graphics on the store page.

Store Listing Changes

- Fixed the store page discord logo to be a proper logo to comply with the store requirements.

Asset Changes

- Updated the discord invite, as it was broken, to be our redirect so it doesn't need updating again.

Update 1.0.0

💡 Original release.