

OLD VERSIONING CHANGELOG

Changes 5.2.5 (04-Jan-2011)

- \Data\Monsters:
 - \termur:
 - Added Vendors.map (by *PsYiOn*);
- \Scripts\Customs\Nerun's Distro\New:
 - \Commands:
 - PremiumSpawnerMainGump.cs:
 - Changed main menu version info to v5.2.5;
 - Added Ter Mur to Spawn and Unload Options;
 - SpawnMaps.cs: added Ter Mur gump;
 - UnloadMaps.cs: added Ter Mur gump;
 - \Engines\Spawner:
 - PremiumSpawnerGump.cs:
 - Code cleanups;
 - Updated to add all the fake spawners gumps (from A to E);
 - PremiumSpawnerGumpA.cs removed;
 - PremiumSpawnerGumpB.cs removed;
 - PremiumSpawnerGumpC.cs removed;
 - PremiumSpawnerGumpD.cs removed;
 - PremiumSpawnerGumpE.cs removed.

Changes 5.2.4 (02-Jan-2011)

- \Scripts\Customs\Nerun's Distro\New:
 - \Engines\Spawner:
 - PremiumSpawner.cs: fixed deserialization issue (eternal *Verifying Account...* after spawn and restart);
 - \Commands:
 - PremiumSpawnerMainGump.cs:
 - Changed main menu version info to v5.2.4;
 - General code cleanups;
 - RunUOSpawnerExporter.cs, line 112: updated HomeRange to WalkingRange.

Changes 5.2.3 (01-Jan-2011)

- \Scripts\Customs\Nerun's Distro\New:
 - \Mobiles\Hireables:
 - BaseHire.cs, line 94: changed command access level from Administrator to Player (thanks to *oiii88*);
 - All hireable scripts: Hair and Beard issues fixed (*Cleanup: Detected x hair and facial hair items being worn, converting to their virtual counterparts*);
 - \Engines\Spawner:
 - PremiumSpawner.cs: fixed issues that spawned one creature at a time, no full respawn, and Fake Spawners (Creatures List from 2 to 6) not working;
 - \Commands:
 - PremiumSpawnerMainGump.cs: changed main menu version info to v5.2.3.

Changes 5.2.2 (24-Dec-2010) – *Merry Christmas!*

- Updated to RunUO 2.1 (based on Nerun's Distro 5.2.1 for SVN 538);
- General folder reorganization;
- Engine updated;
- Smart Player Range Sensitive system removed;
- Code cleanups;
- Tutorials revised: English revision is finally ended.

Changes 5.2.1a (07-Oct-2010)

- Bugfix in BrigandCamp.cs

Changes 5.2.1 (05-Oct-2010)

- Spawns:
 - Britain Sewers: added missing alligators (OSI);
 - Trammel's Outdoors map updated (brigand camp changes, see bellow);
- Spawn System:

- Linux friendly - renamed 1st letter of Data/Monsters folders from uppercase to lowercase (like Data/Monsters/trammel);
 - Spawngen engine: added Ter Mur map support (map number “6”) – thanks to *Admin Aphrodite*;
- Multis/Camps:
 - Human Brigand Camp (added in Distro v5.1.7): replaced by RunUO SVN 538’s Brigand Camp.

Changes 5.2.0 (09-Jul-2010) – "*Il Carro*"

- Spawns:
 - Britain Sewers updated for OSI accuracy;
- Items:
 - Scripted new item: “Levers” for use in Britain Sewers decoration;
- Decorations:
 - Britain Sewers updated for OSI accuracy;
 - Haven Island: some old decoration files were renamed to “.cfg.bak” because they are “Old Haven” decoration. Blank files were placed over old ones;
- Haven’s Quests:
 - Collector Quest – spawner of Elwood McCarrin was moved to New Haven, and the old configuration file was renamed, as for the old decoration above;
 - Uzeraan turmoil quest – simple removed (old file renamed and blank file placed over);
- Champion Spawn Engine: code cleanups in Champion Spawn Controller (thanks to Kons.snoK).

Changes 5.1.9 (09-Dec-2009) - "*Lo diavolo*"

- Spawns:
 - Tokuno > Isamu-Jima > Icelands - updated Outdoors.map and Wildlife.map for OSI accuracy (and removed unnecessary spawners);
 - Trammel/Felucca > Heartwood - added birds and some vendors (Townsppeople.map and Townslife.map);
- Mobiles:
 - removed Ice Hound: is not an OSI mobile (verified in OSI Lake Superior);
- Items:
 - confirmed: Crystal Ball is really OSI stuff (it spawn inside dungeon treasure chests level 4);
 - a few Staff Ring changes;
 - a few dungeon treasure chests changes: chests will spawn different scrolls and gems, not a lot of same type (example: no more 5 Paralyze scrolls or 4 saphire, now will spawn 5 different scrolls, 4 different gems);
- Premium Spawner Engine:
 - Team and Group information removed from context menu;
 - renamed *Subcount A to E* to *Count A to E* (to easy edit multiple amount of creatures with command line. Example: `[set count 5 counta 4 countb 3]`);
- Fcondon's files:
 - Treasure Hunting: added Fcondon's treasure.cfg file (update treasure hunting to New Haven looks. This is a welcome RunUO bugfix);
- Create World Gump:
 - Nerun's Distro commands are now orange, to distinguish from the standard commands of RunUO;
- Tutorial revised, but not finished yet.

Changes 5.1.8 (24-Nov-2009) - "*La Temperanza*"

- Bug Fixes:
 - shard crash issue when use [decorate command (bug in Haven Island configuration file);
- Spawns:
 - Tokuno vendors small update;
 - Fan Dancers Dojo small update.

Changes 5.1.7 (18-Nov-2009)

- Spawns:
 - Britain vendors: added new vendors (Britain farmlands) and changed some for more recent OSI accuracy (Vendors.map);
 - Haven Island: added New Haven vendors, Old Haven monsters, Wild Life, Monsters and so on (edited: Vendors.map, Townslife.map, Outdoors.map and Wildlife.map. *OSI checked: Legends and Chesapeake*);
- Decoration:
 - Haven Island decorations: New Haven, Old Haven, mining camp, archery butte etc (some Carriehart's files and new ones);
- Mobiles:
 - added *Pappa Smurf's* Spectral Spellbinder (OSI like);
 - added Human Brigand Camp (OSI like);

- Locations:
 - added Mondain's Legacy dungeons to [go command (Blighted Grove, Palace of Paroxysmus, Prism of Light, Sanctuary and Painted Caves);
 - added New Haven and Old Haven locations to Trammel;
 - added Heartwood to Towns menu in [go command;
 - fixed bug in Trammel [go menu, where locations appear in the wrong menu;
 - dungeons and towns menu, in [go command, organized in alphabetic order;
- Mondain's Legacy Decorations:
 - Painted Caves: removed decoration file, because RunUO 2.0 implemented teleporters;
 - Sanctuary: removed teleporters from decoration file, because RunUO 2.0 implemented teleporters;
 - Misc.cfg file removed (all badspawns, except Timber Wolf, added to Wildlife.map);
- Commands:
 - updated [GMbody: now staff will be set to immortal automatically;
- Carriehart's files:
 - added Carriehart's Sign.cfg and Common.map (removed signs and vendors from Old Haven).

Changes 5.1.6 (12-Nov-2009)

- General:
 - updated to RunUO 2.0 Final Release;
- Spawns:
 - Blighted Grove: turned off Frightened Dryad "badspawn" (this is a quest NPC implemented in Malganis ML pack so we don't need add it here).

Changes 5.1.5 (09-Jul-2009)

- Commands fixes
 - added Joeku's Staff Runebook;
 - fixed Save by Coordinates, Save by Region, Remove by ID, Remove by Coordinates and Remove by Region gumps (the field image was above Text Entry making it impossible to use those gumps) (thanks to Mordreds);
 - added new command: [pscount, that counts the total amount of Premium Spawners in the server;
 - fixed [GMbody command: now all GM items and backpack will be deleted before turn the target in GM style, so you don't need to unequip items to equip the GM Robe and other items;
 - added [SHTelGen, [SecretLocGen and [DecorateML to Creat World Gump;
 - fixed an issue in Creat World Gump: changed place of Decorate and Moongen commands, because Moongen removes all Mongates in the world before create again, removing all moongates generated by Decorate command. Now Moongen works first, and Decorate after;
 - changed [RunUOSpawnerExporter default exportation folder from \Spawnexport to \Export;
- Hireling updates
 - fixed title of Hire Sailor (from "sailot" to "sailor");
 - small fixes in \Scripts\Customs\New\Mobiles\Hireables\Basehire.cs (Hire context entry on click, plus on speech that says hire cost if it is not hired, if it is, it will says that is already hired);
 - small fixes in hirelings' appearance;
- Quests Engine
 - Quest button in paperdoll will now open the quest log;
- Mondain's Legacy support
 - I will work with Malganis' Mondain's Legacy pack (*i will add just a really minimum support*);
 - removed all Blighted Grove quests added in previous versions;
 - removed custom decorations of previous version;
 - added Malganis' ML [DecorateML command;
 - added Malganis' ML decorations:
 - removed custom teleporters and other items not implemented in RC2 or SVN;
 - removed some decoration files of spawners with creatures not implemented in RC2 or SVN.

Changes 5.1.4 (29-Jun-2009)

- General changes
 - added Joeku's Toolbar v1.3, customized to Nerun's Distro;
 - removed Commands Stones scripts;
 - removed Commands Stones in [GMbody command;
 - updated \Scripts\Customs\SE\Mobiles\Icehound.cs (hue change) (*this is not an OSI creature, this is an Ultima IX: Ascension creature, I am considering removing it from the distro*);
 - updated \Data\Monsters\Malas\Vendors.map (4 spawners removed. No changes in amount and vendors);
 - Smart Player Range Sensitive
 - updated \Scripts\Customs\New\Engines\Spawner\Premiumspawners.cs (Smart P.R.S. disable by default);

- added \Scripts\Customs\New\Engines\Spawner\SmartPRSCrystal.cs. This Crystal will reduce the lag generated in the Premium Spawner's Smart P.R.S. System, because instead of 8,500 spawners searching for players and items close to it, only a few Crystals (~200) will do the search. And Admins can place how many Crystals and set ranges for each one as the shard needs;
 - Decoration
 - renamed Blighted Grove.cfg to NERUN-Blightedgrove.cfg;
 - renamed Prismoflight.cfg to NERUN-Prismoflight.cfg;
 - renamed Teleporters - New Dungeons.cfg to NERUN-Teleporters-Newdungeons.cfg;
- Blighted Grove
 - Quests:
 - Vile Poison (Quest chain 1st part) (90%): everything works, Tainted Tree Sample will be placed inside player's backpack automatically, by Jamal, instead of chop nearest tree for it;
 - A Rock and a Hard Place (Quest chain 2nd part) (90%): everything works, but not exactly as in OSI servers. I made a Collection Bag that will be placed inside player's backpack by Iosep, the Trader. Players put items inside the bag, that updates the system;
 - Sympathetic Magic (Quest chain 3rd part) (90%): same as A Rock and a Hard Place;
 - Already Dead (Quest chain 4th part) (0%, but by the way)
 - Eureka! (Quest chain, part for smiths) (0%, but by the way)
 - Map files:
 - updated \Data\Monsters\Felucca\Blightedgrove.map;
 - updated \Data\Monsters\Trammel\Blightedgrove.map;
 - Deleted junk:
 - removed \Scripts\Customs\ML\Mobiles\Bedlam\Monstrousinterredgrizzle.off
 - removed \Scripts\Customs\ML\Mobiles\Blighted Grove\Ladymelisande.off
 - removed \Scripts\Customs\ML\Mobiles\Palace of Paroxysmus\Chiefparoxysmus.off
 - removed \Scripts\Customs\ML\Mobiles\Prism of Light\Shimmeringeffusion.off
 - removed \Scripts\Customs\ML\Mobiles\The Citadel\Travesty.off
 - removed \Scripts\Customs\ML\Mobiles\Twisted Weald\Dreadhorn.off
- SVN 329 updates
 - updated \Scripts\Engines\AI\AI\BaseAI.cs;
 - updated \Scripts\Engines\AI\Creature\Basecreature.cs;
 - updated \Scripts\Items\Special\Monsterstatuette.cs (SVN 319 didn't change this file since 321, but i updated anyway);
 - Since SVN 329 introduce ML mobiles, i removed the custom mobiles done by Erica, Makaar, Callandor2k and others:
 - removed custom \Scripts\Customs\ML\Mobiles\Twisted Weald\Cusidhe.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Prism of Light\Fetidessence.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Bedlam\Interredgrizzle.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Twisted Weald\Satyr.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Labyrinth\Minotaur.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Labyrinth\Minotaurcaptain.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Labyrinth\Minotaurscout.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Painted Caves\Troglydyte.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Palace of Paroxysmus\Corrosiveslime.cs
 - removed custom \Scripts\Customs\ML\Mobiles\Labyrinth\Makaar's Labyrinth Unreleased Mobiles\Meraktus.cs
 - Since SVN 329 mobiles are official mobiles, so i will not palce them in a custom folder. And by this way you can install v5.1.4 in a RunUO RC2 or SVN 329 without problems:
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Animal\Cusidhe.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Magic\Fetidessence.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Magic\Interredgrizzle .cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Magic\Satyr.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Melee\Minotaur.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Melee\Minotaurcaptain.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Melee\Minotaurscout.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Humanoid\Melee\Troglydyte.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Misc\Melee\Corrosiveslime.cs
 - added official SVN 329 \Scripts\Mobiles\Monsters\ML\Special\Meraktus.cs
- SVN 335 updates
 - updated \Scripts\Engines\AI\AI\BaseAI.cs;
 - updated \Scripts\Engines\AI\Creature\Basecreature.cs;
 - updated \Scripts\Items\Special\Monsterstatuette.cs.

Changes 5.1.3 (17-Jun-2009)

This release was mainly an update of Erica's Mondain's Legacy Dungeon Map v.10, plus a timid implement of Blighted Grove dungeon teleporters, items, mobiles and quest. The idea is to implement Blighted Grove quests in the next release, because i don't want to confuse myself with a lot of changes.

- new mobiles
 - added Scripts\Customs\ML\Mobiles\Bedlam\Interredgrizzle.cs;
 - added Scripts\Customs\ML\Mobiles\The Citadel\Magedragonsflamemage.cs;
- mobiles changes
 - updated Scripts\Customs\ML\Mobiles\Eliteninjawarrior.cs;
 - updated Scripts\Customs\ML\Mobiles\The Citadel\Dragonsflamegrandmage.cs;
 - updated Scripts\Customs\ML\Mobiles\The Citadel\Dragonsflamemage.cs;
 - updated Scripts\Customs\ML\Mobiles\The Citadel\Serpentsfangassassin.cs;
 - updated Scripts\Customs\ML\Mobiles\The Citadel\Serpentsfanghighexecutioner.cs;
 - updated Scripts\Customs\ML\Mobiles\The Citadel\Tigersclawmaster.cs;
 - updated Scripts\Customs\ML\Mobiles\The Citadel\Tigersclawthief.cs;
- AI Ninja implementation
 - added Scripts\Customs\New\Engines\AI\AI\NinjaAI.cs (AI Ninja itself);
 - updated Scripts\Engines\AI\AI\BaseAI.cs (added AI_Ninja);
 - updated Scripts\Engines\AI\Creature\Basecreature.cs (added AI_Ninja);
- General Map updating
 - updated Data\Monsters\Malas\Citadel.map;
 - updated Data\Monsters\Felucca\Palaceofparoxysmus.map
 - updated Data\Monsters\Trammel\Palaceofparoxysmus.map
- Blighted Grove
 - updated Data\Monsters\Felucca\Blightedgrove.map (added quest items and NPCs);
 - updated Data\Monsters\Trammel\Blightedgrove.map (added quest items and NPCs);
 - added Jamal, the fisherman (quest giver. But Quest doesn't work);
 - added Bone Machete (quest item. Find it in the ground, near Jamal);
 - added Samples Of Corrupted Water (quest item);
 - added Blighted Grove decoration;
 - fixed dungeon teleporters (added Malganis' custom teleporters).

Changes 5.1.2 (11-Jun-2009)

- added Makaan's Labyrinth Unreleased Mobiles (Meraktus, Flurry, Tempest, Mistral, Grim), with Callandor2k, Erica and Varchild's suggestions;
- edited "Scripts\Items\Special\Monsterstatuette.cs";
- added changes to works properly with RunUO SVN 321 (\Scripts\Engines\AI\Creature\Basecreature.cs);
- English tutorial revised (not finished yet, but 80% is ok).

Changes 5.1.1 (07-May-2009)

- Sealife changes: Seahorses now have your own "sub-spawner": will spawn one at a time;
- Wildlife changes: Direwolves changed to Greywolves;
- Painted Caves: Troglodyte\Grobu\Lurg\Giantrat new proportion: 3:3:3:3 (in a 30x30 area).

Changes 5.1.0 (26-Oct-2008)

- added Erica's Orc Scout (badspawns fix) (= Basecreature.cs and BaseAI.cs changes).

Changes 5.0.9 (04-May-2008)

- added "Elite Ninja Warrior" and "Plague Beast Lord" (badspawns fix);
- small gump fixes (cosmetic changes);
- Tutorial (PT-BR) revised.

Changes 5.0.8 – “Erika's files”

- fixed Prism Of Light dungeon (Felucca \ Trammel);
- added Blighted Grove dungeon (Felucca \ Trammel);
- added Painted Caves dungeon (Felucca \ Trammel);
- added Palace of Paroxysmus dungeon (Felucca \ Trammel);
- added Sanctuary dungeon (Felucca \ Trammel);
- added Citadel dungeon (Malas);
- added Labyrinth dungeon (Malas);
- added Twisted Weald dungeon (Ilshenar);
- added Lokai's ML Mobiles (several changes).

Changes 5.0.7.1

- Fix: added the forgotten Tokuno's Outdoors.map and Wildlife.map in 5.0.7 release.

Changes 5.0.7

- added Prism Of Light dungeon (not OSI like).

Changes 5.0.6

- Tokuno maps 65% revised (9 spawners removed);
- Genstealties command added to Create World gump.

Changes 5.0.5

- shard crash bug fixed: "Save" and "Remove by region" commands fixed.

Changes 5.0.4

- Fetid Essence bodyvalue fixed;
- Premium Spawner engine small improvement;
- Malas maps 100% revised (81 spawners removed);
- Spawn Editor updated to show fake spawns (sub spawners).

Changes 5.0.3 – “Emergencial”

- don't need to steal items inside the dungeons' Treasure Chests;
- land creatures will no more spawn in black areas, under ground etc.

Changes 5.0.2

- Genchampions updated with Tokuno Sleeping Dragon champion;
- Champion Spawn Controller added (at Felucca: 1415 1695 0);
- badspawn fix (2185 168 -32 Ilshenar Treasurechestlevel4);
- GMbody command updated (Etherealhorse removed, now just use [speedboost]);
- bug fix: sea creatures won't spawn all at same point;
- Ilshenar maps revised (100% now. 197 spawners removed).

Changes 5.0.1

- badspawns fixed;
- bug fix: now Smart P.R.S. is disable for Vendors in towns;
- more Ilshenar maps revised (53 spawners removed).

Changes 5.0.0

- updated to RunUO 2.0 RC1;
- ML: Minotaur, Troglodyte, Grobu and Lurg changed;
- Premium Spawner engine updated: "fake spawner" added;
- Spawngen engine updated;
- Minor gumps changes;
- Old maps revised (Trammel, Felucca, and some Ilshenar maps);
- Tutorial revised.