

unreleased

- Fix regression where `*time.Time` value would be set to empty and not be sent to decode hooks properly [GH-232]

1.4.0

- A new decode hook type `DecodeHookFuncValue` has been added that has access to the full values. [GH-183]
- Squash is now supported with embedded fields that are struct pointers [GH-205]
- Empty strings will convert to 0 for all numeric types when weakly decoding [GH-206]

1.3.3

- Decoding maps from maps creates a settable value for decode hooks [GH-203]

1.3.2

- Decode into interface type with a struct value is supported [GH-187]

1.3.1

- Squash should only squash embedded structs. [GH-194]

1.3.0

- Added `",omitempty"` support. This will ignore zero values in the source structure when encoding. [GH-145]

1.2.3

- Fix duplicate entries in Keys list with pointer values. [GH-185]

1.2.2

- Do not add unsettable (unexported) values to the unused metadata key or "remain" value. [GH-150]

1.2.1

- Go modules checksum mismatch fix

1.2.0

- Added support to capture unused values in a field using the `",remain"` value in the mapstructure tag. There is an example to showcase usage.
- Added `DecoderConfig` option to always squash embedded structs
- `json.Number` can decode into `uint` types
- Empty slices are preserved and not replaced with nil slices
- Fix panic that can occur in when decoding a map into a nil slice of structs
- Improved package documentation for godoc

1.1.2

- Fix error when decode hook decodes interface implementation into interface type. [GH-140]

1.1.1

- Fix panic that can happen in `decodePtr`

1.1.0

- Added `StringToIPHookFunc` to convert `string` to `net.IP` and `net.IPNet` [GH-133]
- Support struct to struct decoding [GH-137]
- If source map value is nil, then destination map value is nil (instead of empty)
- If source slice value is nil, then destination slice value is nil (instead of empty)
- If source pointer is nil, then destination pointer is set to nil (instead of allocated zero value of type)

1.0.0

- Initial tagged stable release.