Update System

Keeping the Origami Engine up-to-date

Update Commands

The `ori update` command has three modes:

1. Check for Updates (Read-Only)

```
ori update check
```

Shows:

- Current version vs latest version
- Changelog of what's new
- Breaking changes warnings
- Compatibility status

No changes are made - safe to run anytime.

2. Update Engine Only

```
ori update
```

What happens:

1. Checks for uncommitted changes (blocks if found)
2. Creates backup in `../.bkp/engine-<timestamp>/`
3. Fetches latest version from git
4. Rebuilds the engine
5. Updates config files

Your game code is NOT modified.

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3. Full Update with Migration

```
ori update full
```

Does everything from `ori update`, plus:

- Runs migration scripts on your game code
- Updates deprecated function calls
- Adds new required methods
- Updates config files (game.json, etc.)
- Shows migration report

Safety Features

Automatic Backups

Every update creates a backup:

```
../.bkp/engine-2026-01-29-12-00/
└── metadata.json  # Git commit hash
```

Rollback if needed:

```
cd origami-engine
git reset --hard <commit-from-backup>
pnpm install && pnpm build
```

Uncommitted Changes Check

Update blocked if you have uncommitted changes:

```
❌ You have uncommitted changes in your game project.
   Please commit or stash them first.
   Run: git status
```

Version Locking

Lock to specific version in `.origami/config.json`:

```
{
  "lockVersion": true
}
```

Migration System

Migrations use AST (Abstract Syntax Tree) transformations to safely update code.

Example: API Rename

Before (old API):

```
instance_create_layer(x, y, 'obj_bullet');
```

After (new API):

```
instance_create(x, y, 'obj_bullet');
```

Migration automatically renames it!

Best Practices

1. **Commit before updating**

```
git add .
git commit -m "Save before engine update"
ori update
```

2. **Check first**

```
ori update check    # See what's changing
ori update          # Then update
```

3. **Test after updating**

   - Run your game
   - Test all features
   - Check for errors

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