OpenMMO Groundwork - Changelog

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

0.13 (Codename: "Progenitor" - First Stable Release)

- Fixed another couple of bugs, especially on dedicated/headless server
- Revamped the chat module
- Restructured the whole project (you might have to import it into a fresh, blank project)
- Removed unused code
- Removed obsolete debug messages
- Improved code comments

0.12

- Implemented "Network Portals" to support multiple game-servers + login-server
- Implemented "Areas" to support additive scene loading (junk loading)
- Added condensed, text-based debug log
- Fixed dozens of bugs and open issues

0.11 c-z

- Bugfixes
- Refactored Camera code
- Refactored Player Controller code
- Greatly improved Camera code
- Greatly improved Player Controller code

0.11 b

- Added nameplates
- Added several preperations for Network Portals
- Fixed several smaller issues here and there

0.11

- Refactored "Auto register Spawnables" and how spawnables are handled/added (now allows manual and automatic additions, filtering and more)
- Updated Quickstart Guide to reflect changes
- Smaller adjustments to prefabs and inspector settings here and there

0.10

- Added Shortcuts UI
- Added Profanity filter to player names, user names and chat

0.09 f

- Project has been upgraded to Unity 2019
- Clarified several variable names
- Started documenting functions in .NET comment style
- Fixed yet another issue on UI elements not on localPlayer
- Preperations for new features

0.09 e

- Fixed position out of synch after a while
- Fixed another issue on UI elements not on localPlayer
- Fixed camera rotation once more

0.09 d

- Removed "Save Camera" from main camera (this will never be required or useful)
- Removed "Check Integrity" and "Init on Awake" from SQLite database (not required in server environments)
- Chat window now opens up upwards
- Characters cannot have spaces in their names
- Enter button can now be used to send chat messages
- Camera rotation via CNTRL has been throttled
- Typing in chat does not move character or camera anymore

0.09 c

- Updated Mirror PlugIn to version 9.1.0
- Updated the whole project to Unity3d version 2019.3
- Removed "online" from both User and Player table
- Removed "Get/Set online" from code as we can never guarantee that its set when the server goes down (this also saves a few database operations)

0.09 b

- Movement is not "Client Authorative" anymore.
- Removed duplicate functions from "Upgradable Component" present on base.
- Fixed a bug that triggered UI elements on all clients
- Fixed a bug that triggered Teleportation on all clients
- Fixed a bug where users could login into the same account multiple times.

0.09

- Updated "Third Party Notices" and "Quickstart Guide".
- Removed "Capacity" from Entity Components (not required).
- Fixed a bug that caused player/camera jitter.
- Fixed backwards movement.
- Fixed warp portals not working in dedicated environment.
- Removed "Network Animator" from player prefabs as its obsolete now.

0.08

- Added "Chat Manager" and simple "Public" chat.
- Refactored Database Layer, removed #Define and Enum. You simply assign a DatabaseLayer component to the database now. Solves several issues and makes it easier to use.
- User Registration window now closes on successful registration
- Player movement is now properly synchronised with the server
- Player movement is now validated on the server, reduces hacking
- Added "Running" movement when "LeftShift" is pressed
- Added "Movement Speed Factors" for walk, run and backwards movement
- Removed "Canvas" prefab, causes too many issues for now
- More preperations for "PortalManager" and Portal System
- More preperations for "ChatManager" and Chat System (Whisper etc.)

0.07

- Removed "token" as it is now obsolete.
- Added "cooldown" to player table to track "risky actions" persistently in database.
- Added "cooldown" handling to player component.
- Added peperations for upcoming chat system.
- Added "PortalManager" for upcoming multi scene system.
- Added "WarpPortal" for non-hackable on-scene (same-scene) teleportation.
- Added "MultiWarpPortal" for on-scene (same-scene) teleportation to random targets.
- Added "PortalAnchor" required for teleportation.
- Fixed several smaller issues on player prefabs.
- Fixed several smaller database layer switch issues.
- Fixed several smaller UI popup related issues.
- Fixed "Animator is not playing an AnimatorController" warning.
- Updated "Mirror" Plugin to latest version (9.02)

0.06

- Database now correctly remembers settings when switching scenes
- Removed individual UI prefabs and turned the whole Canvas into a prefab instead
- Camera now correctly follows the player
- Camera now only rotates while key is pressed (LeftControl by default)
- Camera now snaps back to previous position when key is released
- Added ScriptableStates
- Added State & Animation Synchronisation
- Moved a few class files around for clarity
- Updated "Test Model Controller" to fit animation system

0.05

- Moved remaining Media files (Fonts, Icons etc.) to Media folder
- Revamped project folder structure.
- Removed #Defines from core modules (obsolete, bloat).
- Removed ModuleManager entries for core modules (obsolete, bloat).
- Moved all 3rd Party open-source codes into a new folder "Extras [3rd Party]".
- Moved all 3rd Party open-source plugins into a new folder "Plugins".
- Moved "UI" Scene to "Scenes" folder.
- Renamed all Namespaces to "OpenMMO" for clarity.

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).
- Seperated 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