

# FaceForge v0.1.8 Release Notes

This is a patch release focused on Desktop orchestration quality-of-life and maintainer/developer workflow polish.

## Summary

- **Desktop orchestration:** Adds auto-restart behavior and a “minimize on exit” setting, with accompanying UI updates.
- **Build & scripts:** Improves PowerShell scripts with richer comment-based help and auto-generated scripts documentation.
- **Versioning hygiene:** Keeps version metadata aligned across manifests and lockfiles for repeatable builds.

## Upgrade Notes

- No manual configuration changes are expected for this update.

## Known Issues

- No new issues have been identified in this release. If you hit something, please file a GitHub issue with logs from `FACEFORGE_HOME/logs/`.
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# FaceForge v0.1.7 Release Notes

This is a patch release focused on documentation/packaging polish and keeping version metadata consistent across Core and Desktop.

## Summary

- **Docs output:** Auto-generates HTML/PDF versions of README docs.
- **README accuracy:** Updates `FACEFORGE_HOME` directory structure and config path details.
- **Versioning:** Keeps version strings aligned across the repo for bundling and release automation.

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# FaceForge v0.1.6 Release Notes

This is a patch release focused on stability and operational polish across Core and Desktop. It includes improvements to how the local filesystem layout is structured, reduces logging edge-cases during reload, and tightens a couple of first-run/wizard flows.

## Summary

- **Core layout:** Uses a deterministic, OS-appropriate default for `FACEFORGE_HOME` (never the current working directory) and keeps the FaceForge home clean and predictable.
- **Logging:** Refines logging setup to reduce duplicate-handler behavior and keep rotation reliable.
- **Desktop wizard/UI:** Makes first-run settings persistence more robust and aligns the settings payload structure.
- **Automation:** Improves non-interactive build behavior for CI and scripted usage.

## What Changed

### Core

- **FaceForge home + layout:** Ensures `FACEFORGE_HOME` resolution never depends on the process working directory (e.g. running an installer from Downloads).
- **Logging initialization cleanup:** Refactors the log handler setup to avoid duplicate handlers on reload, and keeps output consistent.

### Desktop

- **First-run robustness:** Ensures the temporary directory exists before saving wizard settings.
- **Settings payload consistency:** Updates the UI-side payload structure to match what the desktop side expects.

### Build & Developer Experience

- **Non-interactive builds:** Updates `scripts/build-core.ps1` to avoid confirmation prompts when running unattended.
- **Dependency metadata hygiene:** Keeps Tauri desktop lockfile version metadata consistent.

# Upgrade Notes

- On next start, Core will create any missing subfolders under FACEFORGE\_HOME (notably tmp/ and tools/) if they do not already exist.
- No manual configuration changes are expected for this update.

## Known Issues

- No new issues have been identified in this release. If you hit something, please file a GitHub issue with logs from FACEFORGE\_HOME/logs/.
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# FaceForge v0.1.5 Release Notes

We are excited to announce FaceForge v0.1.5! This release brings significant improvements to the desktop orchestration, UI enhancements, and a more robust development infrastructure.



## Key Changes

### Desktop & UI

- **Refactored Orchestrator:** Improved tool path resolution and stability in the desktop orchestrator.
- **Settings & Logs Management:** Enhanced the UI with a dedicated settings interface and better log viewing capabilities.
- **Styling Improvements:** Polished the overall look and feel for a smoother user experience.

### Core & Infrastructure

- **Centralized Version Management:** Introduced a new scripts/set-version.ps1 script to eliminate hardcoded version strings and ensure consistency across the project.
- **Path Structure:** Updated ports path and file structure layout.



## Maintenance

- **Version consistency:** Synchronized version numbers across Core (Python), Desktop (Tauri), and Rust components.
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*For a full list of changes, please refer to the git log.*