# 0.4.24 / 2018-08-22

* Added MIK encoding (#196, by @Ivan-Kalatchev)

# 0.4.23 / 2018-05-07

* Fix deprecation warning in Node v10 due to the last usage of new Buffer (#185, by @felixbuenemann)
* Switched from NodeBuffer to Buffer in typings (#155 by @felixfbecker, #186 by @larssn)

# 0.4.22 / 2018-05-05

* Use older semver style for dependencies to be compatible with Node version 0.10 (#182, by @dougwilson)
* Fix tests to accomodate fixes in Node v10 (#182, by @dougwilson)

# 0.4.21 / 2018-04-06

* Fix encoding canonicalization (#156)
* Fix the paths in the "browser" field in package.json (#174 by @LMLB)
* Removed "contributors" section in package.json - see Git history instead.

# 0.4.20 / 2018-04-06

* Updated new Buffer() usages with recommended replacements as it's being deprecated in Node v10 (#176, #178 by @ChALkeR)

# 0.4.19 / 2017-09-09

* Fixed iso8859-1 codec regression in handling untranslatable characters (#162, caused by #147)
* Re-generated windows1255 codec, because it was updated in iconv project
* Fixed grammar in error message when iconv-lite is loaded with encoding other than utf8

# 0.4.18 / 2017-06-13

* Fixed CESU-8 regression in Node v8.

# 0.4.17 / 2017-04-22

* Updated typescript definition file to support Angular 2 AoT mode (#153 by @larssn)

# 0.4.16 / 2017-04-22

* Added support for React Native (#150)
* Changed iso8859-1 encoding to usine internal 'binary' encoding, as it's the same thing (#147 by @mscdex)
* Fixed typo in Readme (#138 by @jiangzhuo)
* Fixed build for Node v6.10+ by making correct version comparison
* Added a warning if iconv-lite is loaded not as utf-8 (see #142)

# 0.4.15 / 2016-11-21

* Fixed typescript type definition (#137)

# 0.4.14 / 2016-11-20

* Preparation for v1.0
* Added Node v6 and latest Node versions to Travis CI test rig
* Deprecated Node v0.8 support
* Typescript typings (@larssn)
* Fix encoding of Euro character in GB 18030 (inspired by @lygstate)
* Add ms prefix to dbcs windows encodings (@rokoroku)

# 0.4.13 / 2015-10-01

* Fix silly mistake in deprecation notice.

# 0.4.12 / 2015-09-26

* Node v4 support:
  + Added CESU-8 decoding (#106)
  + Added deprecation notice for extendNodeEncodings
  + Added Travis tests for Node v4 and io.js latest (#105 by @Mithgol)

# 0.4.11 / 2015-07-03

* Added CESU-8 encoding.

# 0.4.10 / 2015-05-26

* Changed UTF-16 endianness heuristic to take into account any ASCII chars, not just spaces. This should minimize the importance of "default" endianness.

# 0.4.9 / 2015-05-24

* Streamlined BOM handling: strip BOM by default, add BOM when encoding if addBOM: true. Added docs to Readme.
* UTF16 now uses UTF16-LE by default.
* Fixed minor issue with big5 encoding.
* Added io.js testing on Travis; updated node-iconv version to test against. Now we just skip testing SBCS encodings that node-iconv doesn't support.
* (internal refactoring) Updated codec interface to use classes.
* Use strict mode in all files.

# 0.4.8 / 2015-04-14

* added alias UNICODE-1-1-UTF-7 for UTF-7 encoding (#94)

# 0.4.7 / 2015-02-05

* stop official support of Node.js v0.8. Should still work, but no guarantees. reason: Packages needed for testing are hard to get on Travis CI.
* work in environment where Object.prototype is monkey patched with enumerable props (#89).

# 0.4.6 / 2015-01-12

* fix rare aliases of single-byte encodings (thanks @mscdex)
* double the timeout for dbcs tests to make them less flaky on travis

# 0.4.5 / 2014-11-20

* fix windows-31j and x-sjis encoding support (@nleush)
* minor fix: undefined variable reference when internal error happens

# 0.4.4 / 2014-07-16

* added encodings UTF-7 (RFC2152) and UTF-7-IMAP (RFC3501 Section 5.1.3)
* fixed streaming base64 encoding

# 0.4.3 / 2014-06-14

* added encodings UTF-16BE and UTF-16 with BOM

# 0.4.2 / 2014-06-12

* don't throw exception if extendNodeEncodings() is called more than once

# 0.4.1 / 2014-06-11

* codepage 808 added

# 0.4.0 / 2014-06-10

* code is rewritten from scratch
* all widespread encodings are supported
* streaming interface added
* browserify compatibility added
* (optional) extend core primitive encodings to make usage even simpler
* moved from vows to mocha as the testing framework