

# Changelog - January 11, 2025

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## Build System Improvements

### Turbo Cache Optimization

- Added specific build configurations for plugin-unreal and plugin-unreal-dev in `turbo.json`
- Configured granular dependency relationships between packages
- Added proper input/output definitions for better cache invalidation
- Enabled package-specific builds using `--filter` flag

Example of filtered build:

```
pnpm run build --filter=@ai16z/plugin-unreal...
```

### Package-Specific Build Configuration

Added dedicated build configurations in `turbo.json`:

```
"@ai16z/plugin-unreal#build": {  
  "dependsOn": ["^build"],  
  "outputs": ["dist/**"],  
  "inputs": [  
    "src/**/*.{ts,tsx}",  
    "package.json",  
    "tsconfig.json",  
    "tsup.config.ts"  
  ],  
  "cache": true  
}
```

This configuration ensures:

- Proper dependency tracking
- Efficient caching of build outputs
- Clear definition of build inputs and outputs

## Code Changes

### Message Logging Enhancement

Modified `searchProcessingAction.ts` to improve log message formatting:

```
// Before  
console.log('\n=== Message Details ===');
```

```
// After  
console.log('\n=== Message Details ===');
```

This change provides more consistent visual separation in log outputs.

## Development Workflow

### Efficient Building

Now you can use targeted builds when working on plugin-unreal:

1. For building just plugin-unreal:

```
pnpm run build --filter=@ai16z/plugin-unreal
```

2. For building plugin-unreal and its dependents:

```
pnpm run build --filter=@ai16z/plugin-unreal...
```

This approach:

- Reduces build time by only rebuilding affected packages
- Leverages Turborepo's caching for faster subsequent builds
- Maintains proper dependency relationships