

Changelog

All notable changes to this project will be documented in this file. ##
me3 - v0.9.0 - 2025-09-24

Features

- 1bce9d5 (*cli*) Add support for SEKIRO mod profile and related scripts in #533

Bug Fixes

- b5a6e51 (*cli*) Uniformly handle profile names and file paths in #524
- 3c20cb0 (*cli*) Correctly handle profile names with extra dot separators
- 2154320 (*cli*) Create package directories inside the installer
- d2ac2e8 Don't load mods which are not enabled in #541

me3 - v0.8.1 - 2025-09-15

Features

- 1f2f438 (*cli*) Make --auto-detect optional when launching a profile in #454
- 4c0db4e Parallel recursive override discovery
- 3516037 Allow for changing default savefile name and location for supported games
- a4466e4 More anti-anti-debug features in #452

Address SteamStubDRM calling NtSetInformationThread with ThreadHideFromDebugger on the main thread (and block ThreadHideFromDebugger period)

- dde3047 Dark Souls 3 support with dearxan and online play protection

Bug Fixes

- [5b216e7](#) (*docs*) Work around blog plugin incompatibility with mkdcs-static-18n
- [004f1e2](#) (*host*) Missing music and dialogue audio in Dark Souls 3 in [#516](#)
- [94b375f](#) (*host*) Add missing ANSI filesystem functions in [#400](#)
- [a423c73](#) (*linux*) Support proper compatibility tool lookup in [#473](#)

All valid directories that can contain a compatibilitytool.vdf file are now queried for a manifest matching the tool we're interested in. Additionally, we also check the actual name contained in the manifest instead of relying on the name of the directory.

Fixes [#425](#), [#426](#)

- [8e16791](#) (*linux*) Check all Steam libraries for Proton prefix in [#474](#)

This resolves an issue on Steam Deck where Steam keeps Proton prefixes in the main Steam root when the game is located on an SD card.

Fixes [#269](#)

- [7c7c75b](#) (*linux*) Remap launcher/DLL paths under /usr in [#472](#)

Partially resolves [#416](#)

- [44a6859](#) (*linux*) Allow existing values in LD_PRELOAD in [#471](#)

Merges any existing paths put in LD_PRELOAD into the value set by me3 to allow other external tools like MangoHud and gamemode to run.

Fixes [#456](#)

- [26dde17](#) Load natives with initializers in a new thread in [#501](#)

- [0812fd4](#) Consistent native and package load order in [#484](#)

Fixes a bug where profiles with multiple packages and natives did not have a deterministic load order without using the load_before/load_after keys.

- [05ad74e](#) Crash in DllMain, to be flushed in the crash handler

- [39d7922](#) Unowned dirs in [#417](#)

- [41f6b13](#) Prepend to Windows PATH instead of append in [#396](#)

A new path entry added by Windows seems to be interfering with PATH resolution. Prepend our path to the front of the list until Microsoft deal with this.

- [76eabf9](#) Missing nightreign-mods folder in Windows dist in [#392](#)

Other

- [f02d788](#) Quote var in [#420](#)

In the unlikely event that NEXT_VERSION contains spaces

- [8d3454e](#) Truncate old versions

Resulting list will have: prerelease, NEXT_VERSION, and last 4 versions

- [481c774](#) Insert NEXT_VERSION after prerelease

`.[0:1]` means from index 0, length 1 `.[1:]` means from index 1 until end

See <https://mikefarah.gitbook.io/yq/operators/slice-array>

- [7ff9d7a](#) Safer yq

Target by id, not index

- [57cb74e](#) Cleanup versions in bug report template

Keep it simple so we don't need to overengineer the yq command in release.yml. Right now it just adds the next version on top.

Maybe remove old versions at some point (>1 minor version ago)?

Refactor

- [adf7f41](#) Move disable_arxan to the mod profile in [#457](#)

Introduces a special behavior for disable_arxan, making it required if either the mod profile or the command line requires it.

- [4170e30](#) Override savefile name instead of the full path

- [e756aae](#) Target latest stable version with RUSTC_BOOTSTRAP=1

- [d7889d1](#) Find FD4 step function tables in the binary analysis crate in [#408](#)

- [009bf6e](#) Split out C++ types in mod-host-types and replace cxx-stl in [#424](#)

Drop cxx-stl and its C dependencies in favor of [rdvec](#). Use it to provide a generic interface over C++ `std::vector` and `std::string` for future game support (Dark Souls 3 and earlier games).

Also split out basic STL types into a separate mod-host-types workspace crate.

Documentation

- [15ad781](#) (*cli*) Improved command-line help formatting and language in [#440](#)

Edited CLI help for typos, errors, length, language. There is now extended `--help` vs short `-h` for some options. Option descriptions wrap nicely based on terminal width.

- [8dca989](#) (*feature*) Collapsible code blocks
- [dd9271f](#) (*feature*) Support mermaid diagrams
- [5bc716a](#) (*zh*) Update for 0.8.0 in [#508](#)
- [28b0a73](#) Write Arxan reverse engineering blog post in [#483](#)
- [4dbcb4a](#) Add DS3 to supported games in [#497](#)

Also put the games in chronological order.

- [ee1bc36](#) Update configuration reference
- [b62d3e2](#) Update docs for 0.7.0 in [#398](#)
- [0da622c](#) Add linkback to GitHub/bsky in [#393](#)

me3 - v0.7.0 - 2025-07-28

Features

- [a14c35d](#) (*host*) Skip logos in [#372](#)
 - Removed white screen when launching FromSoftware games.
 - Added an option (on by default) to skip the logos shown on startup and when returning to the main menu. Use the `--show-logos` switch for `me3 launch` or the `skip_logos` key in “me3.toml” to override:

```
[game.eldenring]
skip_logos = false
```

- [866ddc3](#) (*host*) BootBoost for supported games in [#354](#)

File archives in all games me3 supports are split into headers (.bhd) and data (.bdt). The headers have a layer of RSA encryption applied to them to prevent tampering, and are decrypted every time a game is ran. This takes a significant amount of time (1-10 seconds) and CPU resources.

Inspired by [BootBoost](#), me3 can now cache the decrypted archives and serve them to the game without having to undo any encryption, speeding up the time it takes to get to the start screen.

To disable this feature, pass `--no-boot-boost` to me3 launch.

Closes [#144](#)

- [40ace32](#) (*host*) Speed up game boot by caching decrypted BHDs
- [a6d3b77](#) Publish Fedora RPMs via OBS in [#374](#)

Repositories are available for F42/rawhide at <https://build.opensuse.org/package/show/home:gtierney/me3>. These are experimental packages that are subject to breaking changes.

- [c211b54](#) Support configuring launch options in me3.toml in [#364](#)

Previously launching a me3 profile with modified launch options required using the command-line or making changes to the system-wide me3 profile association. Now we support launch options in me3.toml under the `[game]` table, for example, to turn off boot boost and configure the executable for ELDEN RING:

```
[game.eldenring]
exe = "test.exe"
boot_boost = false
```

-
- [3e5fbe6](#) Launch .me3 profiles on Linux in [#304](#)

This allows .me3 profiles to be run by double-clicking on Linux desktop.

- Mainly for non-portable installs. me3 should be in PATH.
- me3-launch.desktop should be installed to `~/.local/share/applications/` (user) or `/usr/share/applications/` (system).
- me3.xml should be installed to

- ~/.local/share/mime/packages/ or
/usr/share/mime/packages/
- distribution/assets/me3.png should be installed to
~/.local/share/icons/hicolor/128x128/apps/ or
/usr/share/icons/hicolor/128x128/apps/
- After installing files, may require running update-desktop-
database and update-mime-database, or restarting your file
manager (depends on DE/FM)
- The desktop file does not show in application launchers /
menus; it's only for associating with the mime file.

- [c8f1c55](#) Setup translations for docs site with Crowdin in [#289](#)

Bug Fixes

- [8ca16b4](#) (*cli*) Handling of optional args on the command line in [#371](#)
- [57a401b](#) (*cli*) Print all incoming logs to console after launcher terminates in [#363](#)
- [4aca1c7](#) (*host*) Use filesystem hooks in [#330](#)

During the mod host initialization routine (before loading natives) hook the following functions:

```
CreateFileW, CreateFile2, CreateDirectoryW,  
CreateDirectoryExW, DeleteFileW
```

This allows for files looked up inside the game directory like mod configs and other files to be loaded from the corresponding mod packages.

- [3066483](#) (*linux*) Don't create default config in [#379](#)
 - Redundant after [#336](#)
- [89880a0](#) (*linux*) Correctly set mtime of tarball contents in [#308](#)
 - Fixes [#307](#)
- [b461934](#) Pre-launch package/native existence checks in [#366](#)
- [1fc441e](#) Launch path normalization in [#365](#)

If you just point directly to a file in the command line with the profile like so `me3.exe launch -p mods.me3 --auto-detect`, the parent of `mod.me3` will just be an empty path, which `normalize` refuses to handle.

My quick solution for this is to just `normalize` first, then take the parent of the normalized path.

- [ce9cc92](#) Change game console output to UTF-8 on attach in [#361](#)
- [e0557b2](#) Respect NO_COLOR in [#362](#)
 - Fixes [#277](#)
- [3652f42](#) Respect Native.optional in [#358](#)
 - Fixes [#294](#)
- [e84e0b3](#) Don't list non-profile files in [#359](#)
 - Fixes [#306](#)
- [0aa020d](#) Don't crash on failure to read non-UTF8 logs in [#356](#)
- [e9c5a61](#) Borrow the pointer dereference in [#350](#)
- [050a41d](#) Respect native.enabled/package.enabled in [#299](#)
 - Fixes [#298](#)
- [5896daf](#) Validate mod profile filepaths in [#287](#)
 - Skip invalid and nonexistent paths in mod profiles before passing them to the mod host, preventing hard errors.
 - Closes [#240](#)
- [a5e3db4](#) Don't stop path discovery on every filesystem error
- [c5fb8cc](#) Exclude nonexistent paths and warn the user
- [c12976d](#) Don't block shutdown with monitor thread in [#285](#)
 - This exists purely to signal minidump crash events, which are currently not enabled in the latest release. Get rid of the infrastructure for handling it via pipes, and we'll use WaitForMultipleObjects on the process/crash event.
 - Additionally switch the mod host to logging to stdout, so we capture logs from any other DLL mods in use.
 - Fixes [#270](#).
- [aa10096](#) Add singular profile aliases for packages/natives in [#283](#)
- [c38f7e6](#) Add .sh extension to example Linux scripts in [#282](#)
 - Closes [#280](#)
- [bed1c98](#) Version list in GitHub issue template in [#278](#)

Refactor

- [9e5b759](#) Move profile lookups to new ProfileDb in [#368](#)

- [126e316](#) Make Package.id optional in [#357](#)

Fixes [#347](#)

- [71b2ac0](#) Simplify layout of distributions in [#355](#)

- [353f59f](#) Clean up handling of well known paths in [#336](#)

Collates the various path lookups for config/profiles/data/logs/binaries/steam to a single location and adds additional search directories to cover a wider range of installations.

- [39f5ed3](#) Centralized RTTI scanning in binary analysis workspace crate in [#349](#)

- [8862431](#) Add MSRV

- [bb9aa8f](#) Suspend game process instead of debugging it in [#338](#)

Use `CREATE_SUSPENDED` instead of `DEBUG_PROCESS` on (game) process creation and initialize the suspended process by creating a stub remote thread before injecting the dll-syringe payload.

Documentation

- [b2d3d76](#) (*pl*) Localization of cookie consent in [#333](#)

- [f3409f4](#) (*pl*) L10n refinements and MT corrections in [#326](#)

- [ed6b486](#) (*zh*) Partial revision of computer terminology in [#329](#)

- [b2ef03a](#) (*zh*) Localize user feedback prompt and cookie consent in [#323](#)

- [e6a63cf](#) (*zh*) Refine Simplified Chinese translations in [#324](#)

- [3108c51](#) Fix typo in example profile in [#348](#)

- [b32b655](#) Add translated doc links to README in [#327](#)

- [7ef38bd](#) Fix typos and syntax shifted by l10n in [#320](#)

- [91a06aa](#) Localize navigation to Simplified Chinese in [#322](#)

- [f3cd704](#) Translate Mod Profile schema docs in [#321](#)

- [5e66b88](#) Chinese (language) not Chinese (nationality) in [#319](#)

🇨🇳 = Chinese (nationality) 🇨🇳 = Chinese (language)

- [0187c55](#) Add Chinese and Polish translations in [#318](#)

Adds the recent translations contributed by the community to the documentation site. A new language selector is available to switch between different languages.

- [1a46c82](#) Add SECURITY.md in [#314](#)
- [2abb7bb](#) Fix 'value' typo in natives doc comment in [#297](#)
- [6ad57b1](#) Fix typo in FROMSOFTWARE in [#295](#)

Change "FROMSOTWARE" -> "FROMSOFTWARE"

- [b19b629](#) Complete initial release documentation tasks in [#284](#)

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Bug Fixes

- [9c99ad9](#) Don't overwrite profiles unless requested in [#264](#)

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Features

- [83b3749](#) (*host*) Use closure ffi in [#208](#)
- [5fb9e31](#) (*sekiro*) Support Sekiro in [#187](#)

Add first-class support for Sekiro mods, and sekiro (alias sdt) as a CLI flag.

Remove unnecessary asset override hook (that did not work in Sekiro and did nothing in other games).

- [de5a57c](#) (*sekiro*) Add Sekiro as a supported game
- [6cb093b](#) Authenticode signatures for Windows binaries in [#238](#)

Until now the binaries we've been distributing have been unsigned and as a result lack authenticity. This means we're often being flagged by AV vendors and our reputation effectively resets anytime we produce a "different" binary.

Now we've been issued a code signing certificate by Certum that will be used to sign release binaries.

- [ae60bbe](#) Allow skipping SteamAPI_Init() in launcher in [#226](#)
- [65aec10](#) Support for custom steam compatibility tools in [#217](#)
- [fdf35c9](#) Create portable distributions in [#186](#)

Adds a packaging process for portable distributions on both Windows and Linux

- [354c1b7](#) Capture windows exceptions during native mod loads in [#180](#)

When we load a native mod there's potential for it to raise a Windows exception and crash the mod host. Now we catch that exception and display a warning to the user that the mod may not be working as expected.

Bug Fixes

- [c93a84d](#) (*cli*) Platform-specific behavior in [#194](#)
- [3f56843](#) (*cli*) Correctly handle --exe flag on Windows and Linux
- [c85342c](#) (*cli*) Enable ANSI escape codes in Windows terminals
- [4049489](#) (*host*) Override assets from ER DLC ebls in [#220](#)

Fixes files found exclusively in DLC.bdt (SOTE) not being overridden by me3.

- [cddf133](#) (*host*) Use a more suitable memory location for storing thunk data pointers in [#201](#)
- [d08f2e7](#) (*host*) Use NtTib.ArbitraryUserPointer to store thunk data
- [15052cb](#) (*linux*) Prevent prompt spam when no tty is available in [#184](#)

Make sure we have an interactive terminal before prompting for input.

Fixes #183.

- [ffd74b4](#) (*windows*) Correct registry key during uninstall in [#200](#)

Fixes #188.

- [b148189](#) Excessive CPU utilization from console logs in [#251](#)
- [479bfdd](#) Ensure 64-bit overlay is injected for Proton in [#227](#)

Fixes #223.

- [f0083b2](#) Don't treat filesystem scanning errors as fatal in [#224](#)
- [1a0e488](#) Reduce overhead of asset hook logging in [#218](#)
- [673905e](#) Copy-paste errors in Linux portable dist in [#215](#)
- [729dbba](#) Add profileVersion='v1' to example profiles

- [68880cf](#) Include 'launch' verb in example portable launchers
- [7c76bb2](#) Update Linux installer to use portable distribution in [#214](#)

The Linux distribution previously downloaded individual binaries from the GitHub release that are no longer available. This update downloads the tarball instead and extracts the needed components from there.

- [1ed9c97](#) Defer native loading until Steam has initialized in [#212](#)

Documentation

- [5370cf4](#) Update supported games/platforms in README in [#230](#)
- [1e4a31d](#) Add downloads and recent changes badge to README

me3 - v0.5.0 - 2025-06-14

Features

- [0b79c75](#) Suspended attach in [#142](#)

me3_launcher now attaches and executes the me_attach me3_mod_host entrypoint in a suspended process without polling for kernel32.dll. Added a me3 launch --suspend flag to only execute the entrypoint after a debugger is attached to the process.

- [bf7f4c7](#) Support for --suspend launch flag
- [ef5084d](#) Defer applying asset override hooks
- [e6483e9](#) Suspend main thread on attach
- [ef685e7](#) Improvements to out of the box UX in [#122](#)

Adds start menu entries and a 'mods' folder for each profile where mods can be placed for an out-of-the box launch experience.

- [124b11d](#) Make any prompts shown by CLI DPI aware
- [59b4954](#) Create start menu entry to documentation
- [a280a92](#) Create start-menu shortcuts for default profiles
- [cc6b231](#) Create drop-in mod folders for default profiles
- [1a8bde1](#) Support loading mods that rely on modengine_ext_init

- [d7e8917](#) Distributed telemetry overhaul in [#113](#)

Complete overhaul of the me3 telemetry approach. Now we support distributed spans, capturing backtraces, and associating telemetry with a release version.

Bug Fixes

- [0c68dae](#) (*linux*) Fallback to global steam compat tool in [#134](#)
- [98b7998](#) (*linux*) Ensure config home exists before creating default config in [#126](#)

Fixes [#125](#)

- [2e4af9b](#) (*overrides*) UXM disk overrides in [#156](#)

Normalize all paths with `normpath` and better handle OS-encoded strings.

This addresses an issue where me3 could not provide overrides for a game patched with UXM, where a relative path like `".////////sound/soundbanksinfo.mobnkinfo"` would not be overridden.

Tested on ERR and UXM-patched NR.

- [b6ade25](#) (*overrides*) Normalize paths and clean up unnecessary branching
- [c166053](#) Creation of release PR
- [c8a98d5](#) Logging for applied hooks
- [757f998](#) Support native debuggers on WINE
- [f36fb05](#) Reduce console log pollution
- [1e7583c](#) Ensure me3-telemetry can be compiled without sentry in [#143](#)
- [c9a94fb](#) Error reporting for elevation errors in [#138](#)
 - i.e. when "Run as Administrator" compatibility setting is used
- [06fa12f](#) Missing instrument
- [b5fbac7](#) Error reporting when elevation would be needed
- [ca87788](#) Require Steam to be running before launching the game
- [3d58baf](#) Wwise overrides for ER/AC6/NR in [#128](#)

Replaces export polling with scanning for another injection point to avoid the infinite loop bug encountered in fs code. This allows for proper soundbank and wem overrides in NR, and removes the need for the workaround in ER/AC6 that reported any new bnds as having failed to mount.

- [4b2d18e](#) Skip(n).next() -> nth(n)
 - [ce55a3f](#) Update test expectations for renamed fields
 - [efa5091](#) Include start menu entries during uninstall
 - [3767555](#) Handle attach errors before waiting on game shutdown
 - [3834a44](#) Remove skip_serializing_if due to bincode bug
 - [a00d126](#) Path to me3 host DLL during uninstall
 - [dfae8ab](#) Switch non-canonical names to aliases
 - [acf0fd2](#) Misc. fixes for Linux CLI in [#116](#)
 - Resolve the Proton prefix from the library the game is actually installed in.
 - Install eyre panic/error hook earlier so auto-install doesn't get triggered by a missing system profile dir.
 - Support Seamless Coop
 - [39a873f](#) Resolve proton prefix from steam library game is installed in
 - [35ed61a](#) Install error handler during startup
 - [e3ed588](#) Prevent eyre error handles from being auto-installed
- The 'auto-install' feature of eyre is responsible for this, so get rid of default features and use what we need.
- [9f574e2](#) CHANGELOG copy-paste error
 - [9e5d602](#) Rust formatting
 - [0c24d97](#) Remove openssl
 - [1c2699c](#) Nightreign file overrides in [#111](#)

Extend Nightreign support to all non-wwise files by hooking all overloads of the same function instead of the only one used in earlier games.

Get ready to fix missing sound issues when using overrides for Nightreign only by passing down the me3_mod_protocol::Game enum. It still needs more work

because the ER/AC6 fix does not work, but the infinite loop is still there.

Closes #98

- [14c4df0](#) Hardcoded app id in steam compat path for proton in [#108](#)
- [96e96e3](#) Update mod profile schema
- [bfa30cc](#) Update bug report template in release pr
- [05da63c](#) Create asset folder in installer correctly in [#99](#)
- [e1604a4](#) CrashHandler being uninstalled via its Drop impl in [#91](#)

The program-wide crash handler for me3_mod_host.dll was dropped as soon as it was assigned. This fix `mem::forgets` its RAII guard.

Other

- [3c1a4b0](#) [StepSecurity] Apply security best practices

Signed-off-by: StepSecurity Bot bot@stepsecurity.io

- [5552c1f](#) Require Steam to be running before launching the game in [#136](#)

Add `require_steam` fn to the launcher which loads `steam_api64.dll` from the game folder and calls `SteamAPI_Init` to determine if Steam is running and the Steam account has a valid game license.

- [b71e9fd](#) Replace export polling with scanning for another injection point
- [9dc14b5](#) Merge remote-tracking branch 'origin/pr-noise' into docs-release-notes-upgrade
- [217b45b](#) Warning when loading NR soundbanks and wems in [#112](#)

Temporary hotfix to prevent infinite loops with `FIXME` comment, I will address the actual issue soon.

- [846d446](#) Warning when loading NR soundbanks and wems
- [ee143c4](#) Update mod profile schema
- [0a0081f](#) Add PR link to CHANGELOG.md
- [38a49a9](#) Invert condition
- [0c82fd0](#) Add clarifying doc to Game enum

- [59e9af8](#) Only apply sound workaround in games other than Nightreign
- [104d5c4](#) Pass down attached game enum
- [596c6d3](#) CSEblFileManager is never initialized by this point, so it was a pointless check
- [36da090](#) CHANGELOG.md pre-PR update
- [8de3eba](#) Hook all 3 set_path overloads
- [a0007b7](#) Add set_path overloads
- [46ca634](#) Order games chronologically for 0rd
- [4c697da](#) Reduce noise from PRs in [#104](#)
- [9a64d3e](#) Update README.md in [#103](#)
- [b056ecc](#) Pre-release checks in [#101](#)
- [cbe6c41](#) Merge branch 'main' into bugfix/installer-assets
- [4bd8b27](#) Cargo fmt
- [72670b7](#) Create assets folder in installer

Documentation

- [1317689](#) Update README
- [b4047a0](#) Add update instructions to release notes in [#114](#)
- [22c909a](#) Surround PGP signature in codeblocks
- [80e15f4](#) Update acknowledgements for icon artwork
- [6d3c6c4](#) Add RELEASE_CHECKLIST

⚙ Miscellaneous Tasks

- [6453215](#) (*ci*) Typo in set-version package name in [#152](#)
- [cab259a](#) (*ci*) Include full checkout for changelog
- [4caf8ce](#) (*ci*) Openssf scorecard scanning workflow in [#131](#)
- [b0f8a08](#) (*ci*) Publish pre-releases with version number prefix
- [3177c9b](#) (*ci*) Make sure PDBs are published
- [9b64a8b](#) (*ci*) Always upload coverage to codecov

me3 - v0.4.0 - 2025-06-07

Features

- [31e48cd](#) Add icon and diagnostics verb to windows shell in [#85](#)
- [2abdbf1](#) Use icon for me3 profiles on windows
- [6366a58](#) Log rotation for profile logs

Log files are now created in a per-profile directory and rotated automatically after 5 log files are created. Additionally, only one profile may be specified to me3 launch.

- [8f145b5](#) Add 'path' as an alias to 'source' for packages
- [f9527f7](#) Support for armored core 6

Bug Fixes

- [3e45e35](#) Allow blank issues on GH
- [592d3be](#) Remove tracing setup log line
- [1aeed8b](#) Sentry propagation
- [0bfc838](#) Don't create log folders with profile extensions
- [2f15fae](#) Relax formatting of log files
- [8918f3e](#) Console writing for cli
- [49c6374](#) Don't rotate files that aren't log files
- [62768ab](#) Properly associate telemetry with sentry releases
- [bc83a08](#) Disable link checking in release notes template
- [179de3a](#) Typo in README
- [378cd00](#) Copy-pasted error message
- [0d886bf](#) Enum values and ReadEbl

Other

- [9f8d139](#) Prepare v0.4.0 release in [#88](#)
- [fe65453](#) Add icon to README in [#87](#)
- [5a181f7](#) OTEL exporter and trace linking in [#86](#)
- [62ae57b](#) Support telemetry linking

- [e521fd3](#) Rotate old logs on launch in [#84](#)

This also restricts the launch command to a single profile and uses the profile name as the filename.

- [6c2efa3](#) ANSI for console, pretty+plain formatting for log files

- [8c9fb28](#) Improve release engineering in [#77](#)

- ☒ Installers/release summary in release notes
- ☒ Linux installer published from CI

- [3a889bb](#) Publish Linux installer from CI

- [90cb126](#) Support `-exe` in addition to `-steam-id`

- [4bdc34](#) Improve release notes and releng scripts

- [8b222c6](#) Capture user feedback and analytics on documentation in [#76](#)

- [8e95d83](#) Update README and CHANGELOG for NIGHTREIGN in [#75](#)

- [e04b432](#) Add aliases for game names to mod-protocol

- [699814e](#) Re-add NIGHTREIGN support to README

- [70da381](#) New game agnostic asset override approach in [#74](#)

Foundation for generically overriding assets including wwise audio files across FromSoftware games.

Relies on FD4Singleton scanning, RTTI data (if available), program exports (for wwise, if available), PE image scanning.

Does not contain game specific code (as of right now) or use RVAs. Future DS3 support needs using `cxx_std::msvc2012` types.

- [8e77b7b](#) Rustfmt

- [5632e00](#) Use structured logging from the tracing crate

- [2a91333](#) Return function type instead of pointer

- [8c8375c](#) Use `timeBeginPeriod` to increase sleep resolution

- [c24cfc8](#) Don't use submilisecond polling duration

- [de562ad](#) Refactor while loop into loop

- [896b1f8](#) Explicit `encode_wide_with_nul`

- [de1584a](#) Apply hooks synchronously

- [79aaf63](#) Update EblUtility for Nightreign
- [5a4cc7f](#) Remove debug print
- [105ce74](#) Update override mapping to allow for disk-to-disk file overrides (like regulation.bin)
- [4b63e09](#) Apply rustfmt
- [888ed3f](#) Better Debug impl
- [9fc4125](#) Don't panic when DlDeviceManager isn't found
- [dfe3edf](#) Remove instrument attribute
- [c1e150f](#) Remove unused modules
- [4dd64eb](#) New game agnostic asset override approach (normal + wwise)
- [e24c9e8](#) Hooked function providers
- [ee3dd24](#) PE32 section parsing
- [e4e16fa](#) Apply clippy suggestions
- [f70da89](#) Poll singletons fn
- [3839cd8](#) Update asset lookup dependencies
- [fead392](#) Update crates
- [51413a8](#) Add DIUtf16HashString
- [5432cfc](#) Fast linear RTTI scanner
- [33b8b17](#) Allow for creating game-compatible allocators
- [02cafe3](#) Remove remaining cxx files

Documentation

- [e6cb47f](#) Add AC6 to README

⚙ Miscellaneous Tasks

- [289339b](#) (ci) Checkout sources during publishing in [#79](#)
- [2840638](#) (ci) Fix typo in publishing job in [#78](#)
- [c0d0893](#) (ci) Duplicate workflow name
- [19c85b7](#) (ci) Permission to download artifacts in publisher

me3 - v0.3.0 - 2025-06-02

Bug Fixes

- [2c3e005](#) Release note generation and PR creation in [#62](#)
- [c466eef](#) Default profile directory resolution in [#64](#)
- [12a5404](#) Typo in attestation output
- [64698ca](#) Some typos and add spellchecking to CI in [#63](#)
- [4921487](#) Dependency submission

Other

- [e28e243](#) Shell script installer for Linux in [#65](#)

Pretty basic, and mostly butchered from rustup Places the me3 binary in ~/.local/bin and the windows binaries in ~/.local/share/me3/windows-bin. If a configuration file doesn't exist it'll create one with windows_binaries_dir set and prompt the user to enable crash reporting.

Will optionally verify the binaries if the GitHub CLI is available.

- [48fa8dc](#) Merge branch 'main' into feat/linux-installer
- [e21297b](#) Check if profile_dir is unset after parsing all configuration
- [f9148bb](#) Add blog post on v0.2.0 release in [#66](#)
- [9a29989](#) Cut off blog post synopsis earlier
- [55bf2b0](#) Shell script installer for Linux
- [56f5269](#) Add permissions to spellcheck job
- [f1e56cf](#) Separate CHANGELOG check so it runs on relabeling

me3 - v0.2.0 - 2025-06-01

Features

- [7a7d04b](#) Add me3 command-line interface in [#48](#)

Introduces a new command-line interface for me3 that can be used to manage profiles, check the status of the me3 install, and run the launcher. See help output of me3 --help for more information.

Commands supported:

```
me3 launch
me3 info
me3 profile show
me3 profile create
me3 profile list
```

This also runs as a native binary on Linux hosts and will run the correct commandds uner the hood to set Proton up.

Bug Fixes

- [8dff588](#) Version constraint of workspace packages in [#56](#)
- [a995c81](#) More dead links
- [d9b5bf1](#) Dead-links in configuration-reference
- [2f1e7a1](#) Dead links
- [1e2f8d6](#) Lints
- [40f6f65](#) Me3 profile show command
- [d8efb8c](#) Zombie me3-launcher processes
- [3592721](#) Windows installation registry key name
- [d70925a](#) Path to me3 installer in publish action
- [527b336](#) Args to SBOM upload
- [4e40e27](#) Generation of Rust SBOMs
- [c70c1ca](#) Prerelease asset upload
- [7262414](#) Prerelease creation
- [afbf683](#) Triggers on publishing workflow
- [2c17c3b](#) Dependabot updates and dependency review in [#49](#)
- [faea8b2](#) Dependency review skip condition
- [7898125](#) Path to mod-host SBOM
- [c562023](#) Args to GH release upload
- [8dcb5f8](#) Paths to Windows artifacts
- [ea3e2a7](#) Makensis invocation for ubuntu runner
- [c62d330](#) Makensis invocation

- [18e6b86](#) Sentry feature flags for sub-crates
- [715b7c6](#) MSVC caching action
- [e1af53a](#) Clang binary names in CI
- [ec1d02a](#) Markdownlint errors
- [fdd29de](#) Anchors and rustup installer link
- [db60705](#) Camel case capitalization
- [45e7068](#) Markdown extensions
- [1ef22f0](#) Admonitions
- [63c32cf](#) Uploading of release artifacts in [#32](#)
- [558955d](#) Job cancellation of publishing on main
- [f5aac3d](#) Pointer arithmetic for asset hook RVAs
- [b4e0dfd](#) Recursion in curried trampolines
- [80daf9c](#) Lints, ensure detours are disabled on Drop
- [6d29167](#) CXXFLAGS for Linux builds
- [625215c](#) Sorting of natives/packages with no dependencies
- [df6af9f](#) Crash handler being dropped early
- [4f0f21d](#) Auto-generation of Prepend impls
- [9643489](#) Naked attribute in latest nightly
- [5f5759f](#) Build
- [cbd6213](#) Vscode launch task

Other

- [ebe7325](#) Allow users to opt out of telemetry in [#61](#)
- [108614a](#) Add an extra line to installer explaining what telemetry is captured
- [fd67acd](#) Respect crash_reporting configuration option
- [c71b1be](#) Documentation fixes in [#58](#)
- [c5c9842](#) Merge remote-tracking branch 'origin/main' into docs-fixes
- [694b38a](#) Support for self-updates on Windows in [#60](#)

- [1d23660](#) Allow CLI to self-update on Windows
- [3cddc02](#) Support loading natives with initializers in [#59](#)
- [16ba119](#) Update lock file
- [a989a09](#) Mention NIGHTREIGN is not supported right now
- [b45b617](#) Grammar fixes in me3 installation instructions
- [41f8d8c](#) Installer wizard -> installation wizard
- [2150743](#) Move installer verification into expandable tip
- [df958c2](#) Shorten quickstart section
- [2c08a7b](#) Mod profile -> Mod Profile
- [1021259](#) Use latest version for quickstart link
- [d2f920f](#) Add quickstart and fix dead links
- [d1b79a3](#) Split up getting started into user guide
- [0eab1c7](#) Show documentation when installer completes in [#54](#)
- [926192d](#) Update .gitignore
- [9b5e207](#) Add a new workflow check for dead links
- [981afea](#) Add nightreign launcher mapping
- [613a1a0](#) Add some more commands to CI e2e-tests
- [9e07f23](#) Update PATH and create profiles as part of installer
- [6360fcd](#) Don't rely on absolute paths for CI
- [965c0f9](#) Add complete path to me3 in e2e test
- [464f780](#) Add self to path on windows, me3-toml -> me3
- [ff9ffe5](#) Update PATH with current user permissions
- [ac7ab8f](#) Use refreshenv to update PATH in CI
- [b7d1046](#) Check localappdata for me3 installation in tests
- [7ddc5ad](#) Don't rely on Steam app launcher_path
- [5fd0133](#) Modify PATH in onInstSuccess
- [10d4a7b](#) Show installation and PATH in e2e tests
- [f82a570](#) Re-add -overwrite check
- [d5a2a84](#) Create profile folder when it doesn't already exist

- [c330048](#) Update mod-profile schema
- [8507ec8](#) Add end-to-end tests to publishing
- [242d04c](#) Nightrein -> neightrein
- [d5ef858](#) Create eldenring and nightrein profile, add me3-cli to PATH
- [bc2dddf](#) Allow creating a profile with a supported game
- [0768dc1](#) Don't raise errors when trying to resolve profile name
- [a7601d1](#) Add support for auto-detecting game from mod profile
- [2b3bf45](#) Use me3-toml to support file associations on Windows
- [a06eae6](#) Use consistent path to me3 appdata
- [88eba37](#) Cleanup prerelease properly in [#53](#)
- [792439f](#) Publish Linux binaries with musl in [#52](#)
- [bde5f76](#) Consistent installer naming, fix dependency review
- [48049e4](#) Run dependency check on Ubuntu
- [7560913](#) Install musl toolchain for Linux binaries
- [aa1f924](#) Always run publishing workflow
- [47bf883](#) Create prereleases from publishing workflow in [#51](#)
- [0f8d51a](#) Don't create prereleases from publishing jobs not on main
- [388ddb1](#) Trigger publishing on more release events
- [f827dfa](#) Replace YAML configuration with JSON in [#50](#)
- [d681490](#) Use published event for release uploads
- [cba3bf5](#) Generate release notes from CHANGELOG
- [76cb6b1](#) Update mod profile schema
- [b3b443d](#) Build mod-protocol with serde derive feature
- [fc64ad4](#) Pass GHA token to GH CLI
- [840bab3](#) Run Clippy and rustfmt on Ubuntu
- [93a70bd](#) Remove binary-analysis from workspace list
- [a4627d9](#) Generate separate attestations for each binary
- [51c2fc0](#) Dependency check should have write access to contents

- [6ecb8b6](#) Add dependabot configuration file
- [5f5918f](#) Use manual dependency submission
- [7a49449](#) Add tests for CLI output formatting
- [b46d36e](#) Generate attestations for all binaries
- [4b2e0af](#) Cleanup caches on PR closure
- [848d87f](#) Linter fixes
- [7d48af0](#) Install NSIS with apt
- [220acbd](#) Create prereleases on every push to main
- [564433d](#) Add permissions to workflows missing them
- [fcaa318](#) Pin GitHub action versions
- [99c36eb](#) Cache VS SDK
- [c489b9e](#) Ensure CL_FLAGS is set in setup-windows-toolchain
- [d0bf54a](#) Build Linux + Windows binaries in publishing job
- [a68a9bb](#) Install LLVM for Ubuntu builds
- [965d791](#) Use llvm-lib as AR on Ubuntu
- [65ccfea](#) Use lld in linker configuration
- [1304963](#) Move C++ exception flag to CXXFLAGS
- [f45c331](#) Re-enable Linux CI
- [68cd550](#) Update documentation link
- [e2440f5](#) Clearer quickstart link
- [71f6686](#) Remove stray line in README
- [97802a1](#) Update README
- [35d6add](#) Nightrein app ID
- [4c687f7](#) Regenerate Cargo.lock
- [d26364e](#) Add a check to make sure CHANGELOG is updated in [#47](#)
- [08f89ee](#) Split PR checks and pull_request_target workflows
- [7daf284](#) Allow dependency review to work on forked PRs
- [0745ca7](#) Re-run changelog check when labels change

- [d5e6d58](#) Add permissions and checkout full git history
- [e970895](#) Make PR workflow label shorter
- [0ecd9e4](#) Use base SHA instead of refname
- [f5b72f7](#) Model DLString with cxx-stl and remove cxx dependency in [#42](#)

Use cxx-stl to model utf8, 16, 32, sjis and eucjp strings with encoding validation and DLStdAllocator support for resource overrides.

- [cf01601](#) Merge branch 'main' into feat/better-dlstring
- [2f98bf0](#) Structured host->launcher logging in [#43](#)
- [bf9ad1d](#) Implement Display instead of ToString as per clippy
- [d77b5e7](#) Capitalization and implementation fixes
- [98d05da](#) Rewrite asset mapping hook
- [8b040fe](#) Rustfmt
- [2083d9b](#) Make encoding constants private and inlined in the module
- [ad37db6](#) Use DLString instead of cxx
- [3ac6112](#) Remove cxx build.rs
- [6f0a5f5](#) Replace cxx with cxx-stl
- [214d281](#) Add DLString and encoding API
- [1eaa88c](#) Add DLAllocator API
- [5dee34f](#) Normalize profile paths instead of canonicalizing in [#41](#)
- [5cd8001](#) Add tests for with_context(...) hooks in [#40](#)
- [20c7227](#) Trampoline pointer should be dereferenced in [#39](#)
- [aca735c](#) Set up documentation site in [#37](#)
- [f78959d](#) Add schema links to getting-started
- [79000af](#) Disable comments on homepage
- [2df3607](#) Include download links in docs
- [bd34f5f](#) Enable theme previews
- [ffe560f](#) Disable RTD search

- [7c738fd](#) Disable readthedocs version selector
- [c115a3f](#) Correctly set site_url
- [b71da82](#) Copy mkdocs theme configuration
- [1e0ea88](#) Add icons to getting started guide
- [33d8a68](#) Enable emoji for fontawesome
- [d0766f9](#) Copy mkdocs-material theme palette configuration
- [51784d5](#) Enable recommended extensions
- [355f0ad](#) Enable code highlighting
- [07098bb](#) Enable markdown admonitions
- [b927485](#) Add configuration reference to navigation
- [ae3910e](#) Add basic getting started documentation for Windows
- [66c6e3a](#) Add blog post description and authors
- [a997453](#) Make header less contrasting
- [6e9329f](#) Remove integrated TOC
- [cba24be](#) Enable navigation/toc features
- [21f2b96](#) Enable search
- [565f3a6](#) Disable doc discussion reactions before comments
- [01f7df4](#) Enable GitHub plugins in docs
- [dd4ac0a](#) Begin setting up documentation
- [781953d](#) Improve supporting release utilities in [#35](#)
- [ca16a32](#) Make it easier to merge release PRs
- [64ef577](#) Include instructions to create tag/release in release PR
- [68b1845](#) Refine release process to support rulesets in [#34](#)
- [e87e66f](#) Pass GH token to GH cli during release upload
- [f144cba](#) Publish installers during release in [#31](#)
- [190012b](#) Only upload PDBs to sentry on release
- [5ff23a0](#) Cargo fmt
- [93b6d35](#) Don't produce compile errors when SENTRY_DSN is missing

- [99820dd](#) Capture crash reports with Sentry
- [23f0cdd](#) Replace Clap with env-var based config
- [ffad718](#) Publish installer to GH release on tag
- [d6e37cd](#) Remove unused releng script
- [89d4f89](#) Create a new branch when creating a release
- [6f9e1b5](#) Support for releng
- [e6a7cb7](#) Prune dependency tree
- [2d43c4a](#) Add missing metadata to all crates
- [9b2ed0d](#) Add cargo-release configuration
- [3878ed2](#) Add labels for GHA workflows
- [91ff355](#) Remove -workspace option from llvm-cov report in [#30](#)
- [47033ae](#) Install cargo-nextest for CI
- [b17be90](#) Only run CI on windows, publish codecov/test results
- [d824698](#) Get clang-cl via clang-tools package for Ubuntu
- [0600a2c](#) Include dependency change summary in PR comments
- [aa30e5a](#) Use GH dependency graph for dependency review
- [5f9f653](#) Don't enforce newline style in rustfmt
- [7683890](#) Regenerate configuration schema
- [a158c23](#) Cancel concurrent CI builds
- [d78fac8](#) Include better CI checks
- [5001ce8](#) Install LLVM with sudo
- [e5cad13](#) Include debug symbols with installer
- [460c8f2](#) Canonicalize profile base paths before searching packages/natives
- [4483a56](#) Merge all mod profiles during launch, return meaningful errors on failure to sort
- [7789724](#) Install LLVM for Linux builds in CI
- [2ba44e5](#) Update config snapshot tests
- [bc219e4](#) Use version of mod host for installer version
- [cc64090](#) Upload installer exe

- [8171e36](#) Don't require administrator privileges for installation
- [25b546c](#) Absolute path to makensis
- [3b97f98](#) Expose supports via ModProfile public API
- [f16496b](#) Allow a mod profile to state the games it supports

It's unlikely that a standard asset bundle mod will make use of this, however it's possible that native mod profiles might. Additionally, it gives us a way to figure out the game we want to tell the launcher to use when invoking a profile via ShellExecute.

- [ea47045](#) Build installer in CI
- [34068b3](#) Generate me3 installers using NSIS
- [e9a7e3f](#) Use lld-link for linkage on Linux
- [0c564e8](#) Setup C++ build environment during CI
- [b09afa2](#) Run CI on main branch
- [c188c1e](#) Merge remote-tracking branch 'origin/main' into feat/vfs-hook
- [99780dc](#) Accommodate for changes to unstable features in [#29](#)

asm! is no longer allowed in naked fns, so I've swapped it for naked_asm!. they have also pulled MaybeUninit::uninit_array which dll-syringe uses, so I've added a temporary patch entry to a repo that has a fix included.

- [1cefac6](#) Allow conversion of any error type to AttachError
- [f355707](#) Code cleanup
- [812d440](#) Merge branch 'feat/crash-handling' into feat/vfs-hook in [#24](#)
- [f40fd7c](#) Crash handling and support for tracing messages from mod-host

Allows the mod-host to signal to the launcher that it wants to perform a crash dump, and also send its own log messages to the same log collection mechanism used by the launcher.

- [04e9f82](#) Pass trampolines into hook closures via currying in [#22](#)
- [5bdfe77](#) Make paths absolute, probably properly

- [399ab53](#) Reimplement the override logic for the wwise hook, swap fixed pointers for RVA and dynamic bases using `GetModuleHandleA`
- [b8e0624](#) Added tests for wwise rewrites, setup wwise hook
- [b02c77b](#) Implement vfs hook
- [df31a88](#) Remove unused import of `asm`
- [286e05f](#) Merge pull request #17 from garyttierney/build-workflow in [#17](#)

| Add a build workflow

- [ccac057](#) Install Wine for test running
- [2d35119](#) Install LLD for Ubuntu builds
- [d52759a](#) Merge pull request #19 from vswarte/build-workflow in [#19](#)

| Update time dep to fix build

- [5c90f3e](#) Update time dep
- [902d6c6](#) Add a build workflow
- [af4d14b](#) Merge pull request #16 from garyttierney/fix-runner in [#16](#)

| Remove runner configuration from Windows target

- [6d0315b](#) Remove runner configuration from Windows target
- [a364eb6](#) Merge pull request #15 from vswarte/chore/toml-config-support in [#15](#)

| Add TOML support for the mod profiles

- [6a0de25](#) Run cargo fmt
- [50b9d2c](#) Remove unused `test_case` macro
- [c7902b8](#) Add unit tests for TOML and YAML parsing
- [237460a](#) Register schema association for TOML
- [9bc743d](#) Merge branch 'main' into chore/toml-config-support
- [6817ced](#) Support for native initializer conditions
- [ad56f59](#) Clean up Cargo manifests
- [b21c5e2](#) Topological sort natives/packages and return result from `attach`

- [6ee6391](#) Introduce HookInstaller for ModHost API
- [c3666db](#) Bounds checks on ThunkPool
- [7bb25e5](#) ThunkAllocator -> ThunkPool
- [dc4e2ac](#) Update xwin instructions in README
- [b75f493](#) Add TOML support for the mod profiles
- [52898d4](#) Generate function pointers to closures by JITing thunks
- [fccf0a9](#) Add a file-based logger in addition to stdout
- [4e7821f](#) Remove issue filter
- [9951447](#) Add vscode task to launch me3 launcher
- [0895853](#) Send mod profiles with attech requests
- [c2e2356](#) Include vscode settings for schemas
- [bb187f6](#) Add README and CONTRIBUTING
- [c4e6ef5](#) Initial commit