

# Table of Contents

Introduction .....	2
features .....	6
Getting Started .....	7
License .....	8
Contributing .....	21
Code of Conduct .....	24
Security .....	26
Support .....	29
Privacy Policy .....	30
Purpose .....	31
Donate .....	32
Versions	
ChangeLog .....	33
ShowCases .....	80
ShowCase1 .....	81

# Introduction

Template defines the appearance of the website.

Docfx ships several built-in templates. We recommend using the modern template that matches the look and feel of this site. It supports dark mode, more features, rich customization options and.

Use the modern template by setting the `template` property to `["default", "modern"]`:

```
{
  "build": {
    "template": [
      "default",
      "modern"
    ]
  }
}
```

Additional templates are available at the [Template Gallery](#).

## Template Metadata

The easiest way of customizing the the appearance of pages is using [metadata](#). Here is a list of predefined metadata:

Modern Template

[Default Template](#)

Name	Type	Description
<code>_appTitle</code>	string	A string append to every page title.
<code>_appName</code>	string	The name of the site displayed after logo.
<code>_appFooter</code>	string	The footer HTML.
<code>_appLogoPath</code>	string	Path to the app logo.
<code>_appLogoUrl</code>	string	URL for the app logo.
<code>_appFaviconPath</code>	string	Favicon URL path.
<code>_enableSearch</code>	bool	Whether to show the search box.
<code>_noindex</code>	bool	Whether to include in search results

Name	Type	Description
<code>_disableContribution</code>	bool	Whether to show the <i>"Edit this page"</i> button.
<code>_gitContribute</code>	object	Defines the <code>repo</code> and <code>branch</code> property of git links.
<code>_gitUrlPattern</code>	string	URL pattern of git links.
<code>_disableNewTab</code>	bool	Whether to render external link indicator icons and open external links in a new tab.
<code>_disableNavbar</code>	bool	Whether to show the navigation bar.
<code>_disableBreadcrumb</code>	bool	Whether to show the breadcrumb.
<code>_disableToc</code>	bool	Whether to show the TOC.
<code>_disableAffix</code>	bool	Whether to show the right rail.
<code>_disableNextArticle</code>	bool	Whether to show the previous and next article link.
<code>_disableTocFilter</code>	bool	Whether to show the table of content filter box.
<code>_googleAnalyticsTagId</code>	string	Enables Google Analytics web traffic analysis.
<code>_lang</code>	string	Primary language of the page. If unset, the <code>&lt;html&gt;</code> tag will not have <code>lang</code> property.
<code>_layout</code>	string	Determines the layout of the page. Supported values are <code>landing</code> and <code>chromeless</code> .

### TIP

Docfx produces the right git links for major CI pipelines including [GitHub](#), [GitLab](#), [Azure Pipelines](#), [AppVeyor](#), [TeamCity](#), [Jenkins](#). `_gitContribute` and `_gitUrlPattern` are optional on these platforms.

## Custom Template

To build your own template, create a new folder and add it to `template` config in `docfx.json`:

```
{
  "build": {
    "template": [
      "default",
      "modern",
      "my-template" // <-- Path to custom template
    ]
  }
}
```

Add your custom CSS file to `my-template/public/main.css` to customize colors, show and hide elements, etc. This is an example stylesheet that adjust the font size of article headers.

```
/* file: my-template/public/main.css */
article h1 {
  font-size: 40px;
}
```

You can also use [CSS variables](#) to adjust the templates. There are many predefined CSS variables in [Bootstrap](#) that can be used to customize the site:

```
/* file: my-template/public/main.css */
body {
  --bs-link-color-rgb: 66, 184, 131 !important;
  --bs-link-hover-color-rgb: 64, 180, 128 !important;
}
```

The `my-template/public/main.js` file is the entry JavaScript file to customize docfx site behaviors. This is a basic setup that changes the default color mode to dark and adds some icon links in the header:

```
/* file: my-template/public/main.js */
export default {
  defaultTheme: 'dark',
  iconLinks: [
    {
      icon: 'github',
      href: 'https://github.com/dotnet/docfx',
      title: 'GitHub'
    }
  ]
}
```

```

    },
    {
      icon: 'twitter',
      href: 'https://twitter.com',
      title: 'Twitter'
    }
  ]
}

```

You can add custom startup scripts in `main.js` using the `start` option:

```

export default {
  start: () => {
    // Startup script goes here
  },
}

```

You can also configure syntax highlighting options using the `configureHljs` option:

```

export default {
  configureHljs: (hljs) => {
    // Customize highlight.js here
  },
}

```

See [this example](#) on how to enable `bicep` syntax highlighting.

More customization options are available in the [docfx options object](#).

# Features

# Getting Started

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| 29 June 2007

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>
```

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

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Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

Copyright (C) This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'`. This is free software, and you are welcome to redistribute it under certain conditions; type `show c'` for details.

The hypothetical commands `show w'` and `show c'` should show the appropriate parts of the General Public License. Of course, your program's commands might be different; for a GUI interface, you would use an "about box".

You should also get your employer (if you work as a programmer) or school, if any, to sign a "copyright disclaimer" for the program, if necessary. For more information on this, and how to apply and follow the GNU GPL, see <https://www.gnu.org/licenses/>.

The GNU General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License. But first, please read <https://www.gnu.org/licenses/why-not-lgpl.html>.

# Contributing to Alis

Thank you for your interest in contributing to Alis! Your contributions help make this project better for everyone. Whether you're fixing bugs, adding new features, improving documentation, or helping out in any other way, we're excited to have you on board.

## Table of Contents

1. [Code of Conduct](#)
2. [How to Contribute](#)
  - [Reporting Bugs](#)
  - [Suggesting Features](#)
  - [Submitting Changes](#)
3. [Development Process](#)
  - [Setting Up the Environment](#)
  - [Building the Project](#)
  - [Running Tests](#)
4. [Style Guides](#)
  - [Coding Standards](#)
  - [Commit Messages](#)
5. [Acknowledgments](#)

## Code of Conduct

By participating in this project, you agree to abide by the [Code of Conduct](#). Please read it to understand the expectations we have for all contributors.

## How to Contribute

### Reporting Bugs

If you find a bug in the project, please open an issue on our [GitHub Issues](#) page. When reporting a bug, include:

- A clear and descriptive title.
- Steps to reproduce the issue.
- Expected and actual results.
- Any relevant screenshots, logs, or other information.

### Suggesting Features

We welcome feature requests! To suggest a new feature, please open an issue on our [GitHub Issues](#) page. Provide a detailed explanation of the feature, its potential benefits, and any examples or mockups that might help illustrate your idea.

# Submitting Changes

1. Fork the repository.
2. Create a new branch from `main` (e.g., `feature/awesome-feature`).
3. Make your changes in the new branch.
4. Ensure your code follows our [Coding Standards](#) and includes tests if applicable.
5. Commit your changes with a descriptive commit message.
6. Push your changes to your fork.
7. Open a pull request to the `main` branch of the original repository.

Please ensure that your pull request:

- Describes the change you are making.
- References any related issues.
- Includes relevant tests and documentation updates.

# Development Process

## Setting Up the Environment

To set up your development environment, follow these steps:

1. Clone the repository: `git clone https://github.com/pabllopf/Alis.git`
2. Navigate to the project directory: `cd alis`
3. Install dependencies: `dotnet restore`

## Building the Project

Instructions for building the project will vary depending on the technology stack. Ensure you have the necessary tools installed, such as Node.js, Python, etc.

```
dotnet build alis.sln
```

## Running Tests

Run the project's tests to ensure your changes don't break anything:

```
dotnet test alis.sln
```

# Style Guides

## Coding Standards

Adhere to the following coding standards to maintain code quality and readability:

- Follow the language-specific style guides (e.g., PEP 8 for Python, ESLint for JavaScript).
- Write clear, concise, and well-documented code.
- Include comments where necessary to explain complex logic.

## Commit Messages

Write meaningful commit messages to make the history easier to understand:

- Use the present tense ("Add feature" not "Added feature").
- Use the imperative mood ("Move cursor to..." not "Moves cursor to...").
- Include a brief summary of the changes made.
- Reference issues and pull requests when applicable (e.g., [Fixes #123](#)).

## Acknowledgments


We appreciate your contributions! If your pull request is merged, you will be listed as a contributor in the project's [Contributors](#) section.

Thank you for helping make Alis better for everyone!

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# Code of Conduct

## Our Pledge
















In the interest of fostering an open and welcoming environment, we as contributors and maintainers pledge to making participation in our project and our community a harassment-free experience for everyone, regardless of age, body size, disability, ethnicity, sex characteristics, gender identity and expression, level of experience, education, socio-economic status, nationality, personal appearance, race, religion, or sexual identity and orientation. 

## Our Standards

Examples of behavior that contributes to creating a positive environment include:




- Using welcoming and inclusive language   
- Being respectful of differing viewpoints and experiences   
- Gracefully accepting constructive criticism   
- Focusing on what is best for the community   
- Showing empathy towards other community members   

Examples of unacceptable behavior by participants include:

- The use of sexualized language or imagery and unwelcome sexual attention or advances   
- Trolling, insulting/derogatory comments, and personal or political attacks   
- Public or private harassment   
- Publishing others' private information, such as a physical or electronic address, without explicit permission   
- Other conduct which could reasonably be considered inappropriate in a professional setting    


## Our Responsibilities

Project maintainers are responsible for clarifying the standards of acceptable behavior and are expected to take appropriate and fair corrective action in response to any instances of unacceptable behavior.

Project maintainers have the right and responsibility to remove, edit, or reject comments, commits, code, wiki edits, issues, and other contributions that are not aligned to this Code of Conduct, or to ban temporarily or permanently any contributor for other behaviors that they deem inappropriate, threatening, offensive, or harmful.   

## Scope

This Code of Conduct applies both within project spaces and in public spaces when an individual is representing the project or its community. Examples of representing a project or community include



using an official project e-mail address, posting via an official social media account, or acting as an appointed representative at an online or offline event. Representation of a project may be further defined and clarified by project maintainers. 📧 🖨️ 🤝

## Enforcement

Instances of abusive, harassing, or otherwise unacceptable behavior may be reported by contacting the project team. All complaints will be reviewed and investigated and will result in a response that is deemed necessary and appropriate to the circumstances. The project team is obligated to maintain confidentiality with regard to the reporter of an incident. Further details of specific enforcement policies may be posted separately. 🔍 📢

Project maintainers who do not follow or enforce the Code of Conduct in good faith may face temporary or permanent repercussions as determined by other members of the project's leadership. ⚠️ 👁️ 🔒

# Security Policy

## Supported Versions

The following are the compatible versions (target frameworks) of the project that are supported with security updates:

- **.NET:**

- `net5.0`, `net5.0-windows`
- `net6.0`, `net6.0-android`, `net6.0-ios`, `net6.0-maccatalyst`, `net6.0-macos`, `net6.0-tvos`, `net6.0-windows`
- `net7.0`, `net7.0-android`, `net7.0-ios`, `net7.0-maccatalyst`, `net7.0-macos`, `net7.0-tvos`, `net7.0-windows`
- `net8.0`, `net8.0-android`, `net8.0-browser`, `net8.0-ios`, `net8.0-maccatalyst`, `net8.0-macos`, `net8.0-tvos`, `net8.0-windows`

- **.NET Core:**

- `netcoreapp2.0`, `netcoreapp2.1`, `netcoreapp2.2`
- `netcoreapp3.0`, `netcoreapp3.1`

- **.NET Standard:**

- `netstandard2.0`, `netstandard2.1`

- **.NET Framework:**

- `net461`, `net462`, `net463`, `net47`, `net471`, `net472`, `net48`, `net481`

- **MonoAndroid:**

- `monoandroid`

- **MonoMac:**

- `monomac`

- **MonoTouch:**

- `monotouch`

- **Tizen:**

- `tizen40`, `tizen60`

- **Xamarin.iOS:**

- `xamarinios`

- **Xamarin.Mac:**

- `xamarinmac`

- **Xamarin.TVOS:**
  - `xamarintvos`
- **Xamarin.WatchOS:**
  - `xamarinwatchos`

## Reporting a Vulnerability

If you discover a security vulnerability in this project, please follow these steps to report it:

1. **Contact Us:** Send an email to [pabloperdomofalcon@gmail.com](mailto:pabloperdomofalcon@gmail.com). Please include detailed information about the vulnerability, including steps to reproduce and any potential impact.
2. **Response Time:** We aim to respond to all security reports within 72 hours. We will acknowledge receipt of your report and provide you with an estimated timeline for resolution.
3. **Evaluation:** Our team will review the report and assess the severity of the vulnerability. We will then determine whether the vulnerability is valid and how it will be addressed. You will receive an update on the status of your report, whether it is accepted or declined.
4. **Disclosure:** Once a fix has been implemented and released, we will provide a detailed description of the vulnerability and the resolution in our release notes and security updates. We will also notify you directly.
5. **Responsible Disclosure:** Please do not disclose the vulnerability publicly until a fix has been released. This helps us to address the issue effectively and protect users.

## Security Updates

- **Release Schedule:** Security updates are released as part of our regular release cycle. Critical fixes may be released as hotfixes outside of the regular schedule if necessary.
- **Changelog:** Detailed information about each security update, including the nature of the fix and affected components, will be documented in our changelog.


## Security Practices

- **Code Review:** All code changes, especially those affecting security, are reviewed by multiple team members to ensure adherence to security best practices.
- **Testing:** We use automated and manual testing to identify vulnerabilities. Security-related tests are included in our continuous integration pipeline.
- **Dependencies:** We regularly update and audit our dependencies to address known vulnerabilities in third-party libraries.

# Known Vulnerabilities

- **Disclosure:** Information about known vulnerabilities, including details on affected versions and mitigation steps, will be shared in our public issue tracker or release notes.
- **Updates:** We will provide updates on the status of known vulnerabilities and the steps we are taking to address them.

## Contact

For any questions or additional information regarding our security policy, please contact us at [pabloperdomofalcon@gmail.com](mailto:pabloperdomofalcon@gmail.com) .

# Support

# Privacy Policy

# Purpose

# Donate



# Changelog

All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

## [v0.4.2](#) - 2024-08-13

### ✨ New Features

- [679a4dd](#) - do more simple the dungeon module and introduce new items on sample generator (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [e46753b](#) - the tests of imgui ( commit by [@pabllopf](#))

### ✓ Tests

- [490c544](#) - 100% test of dungeon module (commit by [@pabllopf](#))
- [9234935](#) - add new ImDrawCmdTest (commit by [@pabllopf](#))
- [6e4cf16](#) - 2% test imgui module (commit by [@pabllopf](#))
- [94de09b](#) - 250 test to imgui module (commit by [@pabllopf](#))
- [9034c18](#) - include new 30 test ( commit by [@pabllopf](#))
- [5930907](#) - covert 7% imgui module (commit by [@pabllopf](#))
- [859b9e2](#) - covert 10% imgui module (commit by [@pabllopf](#))
- [a6e58cf](#) - add tests of ImGuiOPtr struct (commit by [@pabllopf](#))
- [0587f5a](#) - add new 100 test to imgui module (commit by [@pabllopf](#))
- [7f07e26](#) - fix tests of imgui ( commit by [@pabllopf](#))
- [267f6d9](#) - covert 20% of imgui ( commit by [@pabllopf](#))
- [1450451](#) - fix port number ( commit by [@pabllopf](#))
- [efd4696](#) - fix port number ( commit by [@pabllopf](#))
- [08ea249](#) - create the server on the custom ports (commit by [@pabllopf](#))
- [8385275](#) - fix GetStyle\_ShouldGetStyle (commit by [@pabllopf](#))
- [a795d20](#) - pro check all platforms (commit by [@pabllopf](#))
- [d6b54e1](#) - delete ImGuiNative ( commit by [@pabllopf](#))
- [498add](#) - set 1600 test to imgui module (commit by [@pabllopf](#))
- [11ddc68](#) - add new 150 test ( commit by [@pabllopf](#))
- [7fa22c6](#) - add new 300 test ( commit by [@pabllopf](#))
- [e19ca1a](#) - add tests to all implot parts (commit by [@pabllopf](#))
- [e7c20d1](#) - fix igPopStyleVar tests (commit by [@pabllopf](#))
- [c994203](#) - fix v2\_PopStyleVar\_ThrowsDllNotFoundException (commit by [@pabllopf](#))
- [0ad8921](#) - fix cache on github actions (commit by [@pabllopf](#))

- [6a8433d](#) - run check (commit by [@pabllopf](#))
- [fec95dc](#) - fix the workflow (commit by [@pabllopf](#))
- [99dd719](#) - fix load imgui dll (commit by [@pabllopf](#))
- [85f0648](#) - fix the call cimgui (commit by [@pabllopf](#))
- [fed7512](#) - include ImGuiP5 fix (commit by [@pabllopf](#))
- [d3b8bf9](#) - pro check all versions (commit by [@pabllopf](#))

## [v0.4.1](#) - 2024-07-30

### 🌟 New Features

- [5b60db8](#) - add new extension to create custom updaters of platforms (commit by [@pabllopf](#))
- [5e06606](#) - implement a new tiny architecture on updater module to do more flexible (commit by [@pabllopf](#))
- [ca780d1](#) - add dungeon generator (commit by [@pabllopf](#))
- [b2a9a3e](#) - create simple sample to console print the dungeon (commit by [@pabllopf](#))
- [d5c0005](#) - include simple sample of updater module (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [3040bd0](#) - test on windows platform (commit by [@pabllopf](#))
- [3dfc512](#) - scene load json test (commit by [@pabllopf](#))
- [37a4315](#) - include only the xunit runner into the test modules (commit by [@pabllopf](#))
- [ce866da](#) - Set custom var to introduce hight validator al methods (commit by [@pabllopf](#))

### ✅ Tests

- [2bc174b](#) - pro check all tests (commit by [@pabllopf](#))
- [3815e03](#) - pro fix the target frameworks (commit by [@pabllopf](#))
- [507f64b](#) - pro check the new config (commit by [@pabllopf](#))
- [028cfcb](#) - pro fix plugins folders (commit by [@pabllopf](#))
- [1537e27](#) - pro test and config (commit by [@pabllopf](#))
- [79c1f7f](#) - pro check the best option to unzip (commit by [@pabllopf](#))
- [632bf34](#) - pro fix test release mode plugins (commit by [@pabllopf](#))
- [0cf6496](#) - pro fix test of unit player (commit by [@pabllopf](#))
- [4a5252c](#) - pro check unix player (commit by [@pabllopf](#))
- [008f049](#) - pro set not parallel all tests (commit by [@pabllopf](#))
- [d54cf9f](#) - pro fix wuth delay the test play (commit by [@pabllopf](#))
- [3af7aab](#) - pro add check playing state (commit by [@pabllopf](#))

### 📄 Documentation Changes

- [edfc659](#) - add docs to updater module (commit by [@pabllopf](#))

## Code Style Changes

- [9c86137](#) - refactor the dungeon module to reduce complex and include comments on methods (commit by [@pabllopf](#))
- [4d46158](#) - move the updater to main dir and delete github of names (commit by [@pabllopf](#))

## [v0.4.0](#) - 2024-07-21

### Bug Fixes

- [971eeb6](#) - build the macos apps on .dmg (commit by [@pabllopf](#))

## [v0.3.9](#) - 2024-07-21

### Bug Fixes

- [206fcfb](#) - names and creation of json files (commit by [@pabllopf](#))

## [v0.3.8](#) - 2024-07-20

### New Features

- [79a4b24](#) - create simple installer (commit by [@pabllopf](#))
- [7b3869e](#) - add icon for engine and installer (commit by [@pabllopf](#))
- [c2f4911](#) - new installer for update the engine (commit by [@pabllopf](#))
- [768e5a4](#) - include in the engine the updater (commit by [@pabllopf](#))

### Bug Fixes

- [85bb63f](#) - delete useless icons and sprites from installer (commit by [@pabllopf](#))
- [48c5949](#) - the main dir of engine builds. (commit by [@pabllopf](#))

## [v0.3.7](#) - 2024-07-20

### New Features

- [609e694](#) - new system of dialogue (commit by [@pabllopf](#))

### Bug Fixes

- [055fbc2](#) - delete unless files of engine (commit by [@pabllopf](#))
- [0c4b5e1](#) - define defaults target frameworks to build (commit by [@pabllopf](#))

### Tests

- [f22855e](#) - fix some spaces (commit by [@pabllopf](#))
- [a28a25a](#) - check app testing (commit by [@pabllopf](#))

- [8d69e12](#) - pro check of all platforms (commit by [@pabllopf](#))
- [2dca569](#) - pro check all (commit by [@pabllopf](#))
- [2f94df8](#) - pro fix the elapsedTime time (commit by [@pabllopf](#))
- [e8eab55](#) - covert 100% of plugin module (commit by [@pabllopf](#))

## Code Style Changes

- [589b882](#) - delete all [ExcludeFromCodeCoverage] to have real covert tests (commit by [@pabllopf](#))

## [v0.3.5](#) - 2024-07-18

### Bug Fixes

- [d17075f](#) - readme of nugets ( commit by [@pabllopf](#))
- [ad21109](#) - reduce to -400 code smells (commit by [@pabllopf](#))

### Tests

- [60b1c69](#) - add GTest (commit by [@pabllopf](#))
- [0a50e67](#) - 100% covert of math module (commit by [@pabllopf](#))

## Documentation Changes

- [0ea78a1](#) - add comments to all new classes and structs (commit by [@pabllopf](#))

## Code Style Changes

- [0b34dd3](#) - refactor the code to do more clean. And delete spaces and tabs of empty lines (commit by [@pabllopf](#))
- [398d5a7](#) - rename all names of public properties of math module with the correct format. (commit by [@pabllopf](#))

## [v0.3.4](#) - 2024-07-17

### Bug Fixes

- [b06c10f](#) - target framework, to include more frameworks. (commit by [@pabllopf](#))
- [5b372ac](#) - PackageReleaseNotes ( commit by [@pabllopf](#))
- [fbdaa6c](#) - add new config to csprojs to include a readme and new targets (commit by [@pabllopf](#))
- [98a67e6](#) - when compile to test the apps modules (commit by [@pabllopf](#))

## Code Style Changes

- [3440cc4](#) - move all config of .csproj to custom file in configs files to dont need restar sln every time. (commit by [@pabllopf](#))

## [v0.3.3](#) - 2024-07-17

### 🌟 New Features

- [8ab5c8f](#) - new publish with all engine builds (commit by [@pablllopf](#))

## [v0.3.2](#) - 2024-07-17

### 🌟 New Features

- [f37f3a8](#) - icons on engine (commit by [@pablllopf](#))
- [f407519](#) - include the solid, regular and light fonts to custom. (commit by [@pablllopf](#))
- [2d4bf95](#) - add game demo on engine (commit by [@pablllopf](#))
- [2b0a4c4](#) - render basic on engine (commit by [@pablllopf](#))
- [560350e](#) - close window when click red button (commit by [@pablllopf](#))
- [a8b1313](#) - add new audioPlayerWindow and fix the imgui.begin (commit by [@pablllopf](#))
- [d292c9e](#) - add AssetsWindow to engine (commit by [@pablllopf](#))
- [e6edd95](#) - add new IRuntime (commit by [@pablllopf](#))
- [680706c](#) - add preview render (commit by [@pablllopf](#))

### 🐛 Bug Fixes

- [82b5de5](#) - delegate error when is seriacing (commit by [@pablllopf](#))
- [58324ba](#) - move sample of game to the custom demo. (commit by [@pablllopf](#))
- [44cea4c](#) - independent render context for game sample (commit by [@pablllopf](#))
- [c23ad6a](#) - window dll sld2 (commit by [@pablllopf](#))

### ✅ Tests

- [1956a54](#) - pro check actual state (commit by [@pablllopf](#))
- [1684600](#) - pro check pro test (commit by [@pablllopf](#))

### 🎨 Code Style Changes

- [18d1adf](#) - move the sample to the scene view (commit by [@pablllopf](#))

## [v0.3.1](#) - 2024-07-07

### 🌟 New Features

- [190fcd7](#) - add simple ImGuiDemo (commit by [@pablllopf](#))

### 🐛 Bug Fixes

- [afdce39](#) - rename parameter 'item' to 'node' to match the interface declaration (commit by [@pablllopf](#))

- [cbb8fa0](#) - sln csprojs (commit by [@pabllopf](#))
- [e49be52](#) - names of interfaces ( commit by [@pabllopf](#))
- [9a570d7](#) - the name ImNodesAttribute (commit by [@pabllopf](#))
- [4f1d0ab](#) - the ImGuiStyle vars ( commit by [@pabllopf](#))
- [48e23d9](#) - Make this field ' private' and encapsulate it in a 'public' property. (commit by [@pabllopf](#))
- [2ebf0e8](#) - Make this field ' private' and encapsulate it in a 'public' property. (commit by [@pabllopf](#))
- [fb4ecf4](#) - dock focus when click background (commit by [@pabllopf](#))
- [7c49c92](#) - mouse zoom (commit by [@pabllopf](#))
- [f2aaf8a](#) - ImGuiIsOver\_Nil ( commit by [@pabllopf](#))

## ✓ Tests

- [c8a377e](#) - fix the test with properties. (commit by [@pabllopf](#))

## Documentation Changes

- [5ca62d6](#) - add descriptions to methods (commit by [@pabllopf](#))

## Code Style Changes

- [286cf6c](#) - refactor the main sln to update spaces, tabs, and comments (commit by [@pabllopf](#))

## [v0.3.0](#) - 2024-07-06

### Bug Fixes

- [b9fc4a0](#) - delete vars and covert 100% transform struct (commit by [@pabllopf](#))
- [10a01bf](#) - format ImFontAtlasPtr (commit by [@pabllopf](#))
- [14b16c5](#) - delete RangeAccessor (commit by [@pabllopf](#))
- [513cd28](#) - Use the return value of method 'Add'. (commit by [@pabllopf](#))
- [c15abb4](#) - 18 issues of float ( commit by [@pabllopf](#))

## ✓ Tests

- [3169f20](#) - covert 50% HighSpeedPriorityQueue (commit by [@pabllopf](#))
- [d934b1f](#) - create empty tests of PathGenerator (commit by [@pabllopf](#))
- [bb480a5](#) - covert 100% Profile module (commit by [@pabllopf](#))
- [c7c40e1](#) - create empty test of OpenGL (commit by [@pabllopf](#))
- [29ad5a2](#) - check new config sonarcloud (commit by [@pabllopf](#))

## [v0.2.9](#) - 2024-07-03

### New Features



- [174df27](#) - divide in 21 parts the ImPlot (commit by [@pabllopf](#))
- [1322e50](#) - divide on 7 parts the imgui (commit by [@pabllopf](#))
- [fd0d08b](#) - splir imgui to 7 parts (commit by [@pabllopf](#))

## Bug Fixes

- [387dfc7](#) - DeathZone sample ( commit by [@pabllopf](#))
- [a1fa53c](#) - samples of the paths (commit by [@pabllopf](#))
- [633da04](#) - 4 bugs of sonarcloud (commit by [@pabllopf](#))
- [43db357](#) - delete unsafe code of Vector4\* (commit by [@pabllopf](#))
- [e41d131](#) - delete unsafe code of ImVector (commit by [@pabllopf](#))
- [a96bbd5](#) - delete unsafe code from RangePtrAccessor (commit by [@pabllopf](#))
- [39c2b94](#) - delete ImPtrVector ( commit by [@pabllopf](#))
- [1a010d4](#) - delete ImDrawDataPtr (commit by [@pabllopf](#))
- [14401df](#) - delete ImPlotPointPtr (commit by [@pabllopf](#))
- [5bc8ef8](#) - delete ImPlotRangePtr (commit by [@pabllopf](#))
- [ebefeb1](#) - delete ImNodesEditorContextPtr (commit by [@pabllopf](#))
- [93b1d6c](#) - delete LinkDetachWithModifierClickPtr and MultipleSelectModifierPtr (commit by [@pabllopf](#))
- [9bb7a12](#) - delete IoPtr (commit by [@pabllopf](#))
- [d6adcdd](#) - change name Guizmo and delete unsafe code (commit by [@pabllopf](#))
- [9cf0ddf](#) - delete unsafe code from EmulateThreeButtonMouse (commit by [@pabllopf](#))
- [6974c0d](#) - delete all code unsafe of ImNodes (commit by [@pabllopf](#))
- [af0552c](#) - delete unseless usings (commit by [@pabllopf](#))
- [b9daacc](#) - delete unsafe code from implot part 1 (commit by [@pabllopf](#))
- [e0f62b4](#) - ImPlotP22 (commit by [@pabllopf](#))
- [8c9d737](#) - ImPlotP13 (commit by [@pabllopf](#))
- [1060619](#) - delete all unsafe code of implot (commit by [@pabllopf](#))
- [3a4ebfe](#) - the implot values ( commit by [@pabllopf](#))
- [01fc459](#) - the issues of serialize math module (commit by [@pabllopf](#))
- [d2799b1](#) - reduce all input pointers (commit by [@pabllopf](#))
- [5a785e1](#) - delete all unsafe code of sln (commit by [@pabllopf](#))
- [6c04f06](#) - dlls from imgui ( commit by [@pabllopf](#))
- [e2c9adf](#) - entypoints on ImNodesNative (commit by [@pabllopf](#))
- [4373bc9](#) - EntryPoint of implot (commit by [@pabllopf](#))
- [d96e854](#) - EntryPoint of ImPlotNative (commit by [@pabllopf](#))
- [51d9531](#) - EntryPoint of ImPlotNative (commit by [@pabllopf](#))
- [c40a3c4](#) - delete unsafe code of ImGuiNative (commit by [@pabllopf](#))
- [6bee9bc](#) - delete unsafe code ( commit by [@pabllopf](#))
- [47d061b](#) - delete unsafe code ImGuiNative (commit by [@pabllopf](#))
- [658fa1a](#) - delete unsafe code ( commit by [@pabllopf](#))

- [7d19766](#) - delete unsafe code ImGuiNative (commit by [@pabllopf](#))
- [c8f4555](#) - ImGuiPtr (commit by [@pabllopf](#))
- [07dc994](#) - ImGuiPtr unsafe code (commit by [@pabllopf](#))
- [3722bce](#) - delete unsafe code (commit by [@pabllopf](#))
- [41e6880](#) - delete unsafe code ImGuiIO (commit by [@pabllopf](#))

## ✓ Tests

- [642597e](#) - covert 99% code (commit by [@pabllopf](#))
- [e64a895](#) - covert the 100% (commit by [@pabllopf](#))
- [4b6710a](#) - pro fix all unsafe code (commit by [@pabllopf](#))



## Build System

- [2462464](#) - **deps:** bump akhilmhdh/contributors-readme-action (commit by [@dependabot\[bot\]](#))



## Documentation Changes

- [34c9ed2](#) - **contributor:** contrib-readme-action has updated readme (commit by [@github-actions\[bot\]](#))
- [5acb64f](#) - **contributor:** contrib-readme-action has updated readme (commit by [@github-actions\[bot\]](#))
- [d647807](#) - **contributor:** contrib-readme-action has updated readme (commit by [@github-actions\[bot\]](#))
- [bcb143e](#) - **contributor:** contrib-readme-action has updated readme (commit by [@github-actions\[bot\]](#))

## [v0.2.8](#) - 2024-06-01



## New Features

- [97acd15](#) - create a simple sample to Alis.Core.Aspect.Sample (commit by [@pabllopf](#))
- [8549ed4](#) - create simple sample of aspect module (commit by [@pabllopf](#))
- [0ee9a0b](#) - add 2 new samples to the sln (commit by [@pabllopf](#))
- [ae585ba](#) - simple flip animation (commit by [@pabllopf](#))
- [931c638](#) - add simple transition to animations (commit by [@pabllopf](#))
- [d8a378a](#) - add new control player (commit by [@pabllopf](#))
- [169b9a2](#) - add simple camera system (commit by [@pabllopf](#))
- [323c986](#) - add new type of extensions core of Alis, to do a core and core extension id needed (commit by [@pabllopf](#))
- [502adde](#) - create extension to imgui (commit by [@pabllopf](#))
- [57fa14b](#) - Add simple Profiler to the framework (commit by [@pabllopf](#))
- [b9057d9](#) - optimice the modules (commit by [@pabllopf](#))
- [56f5e4e](#) - add secure vars to include more security to the framework (commit by [@pabllopf](#))



- [c1ff206](#) - delete all logger system when compile release mode (commit by [@pabllopf](#))
- [3a154d8](#) - new attribute to skip test on mode release than only need execute on mode debug (commit by [@pabllopf](#))
- [b603c1e](#) - big refactor to move plugin system to extension and do optional to install to the game engine (commit by [@pabllopf](#))
- [a1827cc](#) - new extension with path generator (commit by [@pabllopf](#))
- [4526235](#) - introduce the game context to delete the singletons of architecture (commit by [@pabllopf](#))
- [848150a](#) - add jsonignore (commit by [@pabllopf](#))
- [38f0b9a](#) - implement the save/load scene controller. (commit by [@pabllopf](#))



## Bug Fixes

- [aea5018](#) - the validator method on attributes code (commit by [@pabllopf](#))
- [74bddbd](#) - NotImplementedException test (commit by [@pabllopf](#))
- [d1bc9fa](#) - the test of memory module (commit by [@pabllopf](#))
- [72562aa](#) - SYSLIB0050 (commit by [@pabllopf](#))
- [8df5567](#) - format of BlendMode (commit by [@pabllopf](#))
- [6eb3112](#) - timemanager to do synch with real time (commit by [@pabllopf](#))
- [55f5cb0](#) - frames AverageFrame to int (commit by [@pabllopf](#))
- [c562e9f](#) - size and type of files of samples (commit by [@pabllopf](#))
- [6d8904e](#) - render sprite (commit by [@pabllopf](#))
- [2fce3e6](#) - the sample of the network (commit by [@pabllopf](#))
- [331a877](#) - the cancellation token (commit by [@pabllopf](#))
- [dc7e933](#) - refactor complex of methods. (commit by [@pabllopf](#))
- [7bd3bdb](#) - the TimeSpan serialize (commit by [@pabllopf](#))
- [b5cc085](#) - the json serializer (commit by [@pabllopf](#))
- [111b4cb](#) - the AdvancingFront (commit by [@pabllopf](#))
- [e56b756](#) - delete the SimpleCombiner (commit by [@pabllopf](#))
- [08e85e4](#) - return the vertices method (commit by [@pabllopf](#))
- [ac86f53](#) - the ProcessOutstandingVertex (commit by [@pabllopf](#))
- [c6a9cb6](#) - Refactor this constructor to reduce its Cognitive Complexity from 18 to the 15 allowed. (commit by [@pabllopf](#))
- [59562f8](#) - Refactor this method to reduce its Cognitive Complexity from 17 to the 15 allowed. (commit by [@pabllopf](#))
- [e65f266](#) - RayCastHelper (commit by [@pabllopf](#))
- [259e82c](#) - the main style (commit by [@pabllopf](#))
- [8c5594e](#) - the epaxis fields (commit by [@pabllopf](#))
- [0de717b](#) - field names (commit by [@pabllopf](#))
- [35375f9](#) - names of ContactId (commit by [@pabllopf](#))
- [0c6850e](#) - the factory methods delete safely (commit by [@pabllopf](#))

- [373520a](#) - names of idispose ( commit by [@pabllopf](#))
- [2e37aad](#) - names of texts ( commit by [@pabllopf](#))
- [b8aa4e6](#) - names of class TimeOfImpact (commit by [@pabllopf](#))
- [6131e69](#) - names and throw new NotImplementedException(); (commit by [@pabllopf](#))
- [ff97283](#) - code duplicated ( commit by [@pabllopf](#))
- [3e966e6](#) - add trace to managers (commit by [@pabllopf](#))
- [180edf2](#) - for windows encode video (commit by [@pabllopf](#))
- [096ddc7](#) - the solution path ( commit by [@pabllopf](#))
- [4165980](#) - add the module of external control of video and audio. (commit by [@pabllopf](#))
- [eb0ee26](#) - the conversion of json on ffmpeg (commit by [@pabllopf](#))
- [fec9895](#) - optimize space of dlls (commit by [@pabllopf](#))
- [b9c0a87](#) - change the dlls ( commit by [@pabllopf](#))
- [8b32662](#) - dll of macos on extension modules (commit by [@pabllopf](#))
- [3299aef](#) - the Regex format ( commit by [@pabllopf](#))
- [2f30580](#) - LangVersion to 8 ( commit by [@pabllopf](#))
- [e6b920e](#) - 0 comparation (commit by [@pabllopf](#))
- [60392fd](#) - sample extension of alis (commit by [@pabllopf](#))
- [b621bcc](#) - the resources of extensions module. (commit by [@pabllopf](#))
- [8eb0725](#) - do readonly pointers of unsafe code (commit by [@pabllopf](#))
- [e2dc816](#) - delete partial class (commit by [@pabllopf](#))
- [b16c9e3](#) - delete StbTexteditStatePtr (commit by [@pabllopf](#))
- [9454f72](#) - Alis.Core.Extension.ImGui (commit by [@pabllopf](#))
- [df14c32](#) - delete ImFontAtlasCustomRectPtr (commit by [@pabllopf](#))
- [b7555b9](#) - the extension (commit by [@pabllopf](#))
- [db2edf7](#) - delete base projects and refactor math module (commit by [@pabllopf](#))
- [489fe1f](#) - the dll (commit by [@pabllopf](#))
- [e9660ac](#) - cimgui dll on win x64 (commit by [@pabllopf](#))
- [6179108](#) - comile config (commit by [@pabllopf](#))
- [ffec233](#) - delete ptr ImDrawDataPtr (commit by [@pabllopf](#))
- [00dc232](#) - config and delete benchmark (commit by [@pabllopf](#))
- [47ce582](#) - names of dlls on zip (commit by [@pabllopf](#))
- [305edc5](#) - arm64 config (commit by [@pabllopf](#))
- [9397981](#) - dlls of encode and permissons (commit by [@pabllopf](#))
- [202d2e1](#) - sln arquitecture ( commit by [@pabllopf](#))
- [581119b](#) - all dlls with names and space on disk (commit by [@pabllopf](#))
- [9f12fd9](#) - delete sensor methods and add new checks on decompress zip files (commit by [@pabllopf](#))
- [40d507a](#) - delete useless methods of graphic module (commit by [@pabllopf](#))
- [8f6af1f](#) - sdl2 ttf build ( commit by [@pabllopf](#))
- [6360927](#) - delete Joystick triggers (commit by [@pabllopf](#))

- [bd3ac85](#) - api graphic tests ( commit by [@pabllopf](#))
- [671053e](#) - delete useless methods and fix tests (commit by [@pabllopf](#))
- [a5a4abc](#) - Change this code to not construct the path from file name entry of an archive. (commit by [@pabllopf](#))
- [4660f65](#) - delete the attribute ExcludeFromCodeCoverage from TypeDef (commit by [@pabllopf](#))
- [d5a5f19](#) - Alis.Core.Aspect.Data.Test.Json (commit by [@pabllopf](#))
- [f889a6c](#) - the test of JsonSerializerTest (commit by [@pabllopf](#))
- [b94cbc0](#) - resources build on mode release (commit by [@pabllopf](#))
- [f1065e5](#) - restoration code ( commit by [@pabllopf](#))
- [7ccca4b](#) - the path namespace ( commit by [@pabllopf](#))
- [736bc56](#) - delete PolyClipError (commit by [@pabllopf](#))
- [3dda0f0](#) - delete KeyValueTypeDictionaryTest (commit by [@pabllopf](#))
- [c73b064](#) - automatic test ( commit by [@pabllopf](#))
- [c0d0b30](#) - workflow (commit by [@pabllopf](#))
- [b64e25d](#) - dll not found on windows test (commit by [@pabllopf](#))
- [d99b7fc](#) - audio test on windows x64 (commit by [@pabllopf](#))
- [517afa8](#) - secuencial test of audio (commit by [@pabllopf](#))
- [b50408a](#) - unit test of play module (commit by [@pabllopf](#))
- [92c2303](#) - Make sure that using this pseudorandom number generator is safe here (commit by [@pabllopf](#))
- [24c1b9b](#) - the TargetFrameworks (commit by [@pabllopf](#))
- [5166145](#) - the 30 bugs of float compartion with 0 (commit by [@pabllopf](#))
- [b4f4ae0](#) - the target framework on samples (commit by [@pabllopf](#))
- [54bf301](#) - dont use math module of system (commit by [@pabllopf](#))
- [c2528b6](#) - 3 issues with float comparation (commit by [@pabllopf](#))
- [93b3bb1](#) - bug on init VelocityConstraints (commit by [@pabllopf](#))
- [fbe4118](#) - 2 issues of async code (commit by [@pabllopf](#))
- [3df4ff9](#) - Add a nested comment explaining why this method is empty, throw a 'NotSupportedException' or complete the implementation. (commit by [@pabllopf](#))
- [430e356](#) - samples TargetFrameworks (commit by [@pabllopf](#))
- [350ad4d](#) - delete SecureBool ( commit by [@pabllopf](#))
- [dc9dc74](#) - first version of json parser (commit by [@pabllopf](#))
- [8797e2f](#) - add new JsonIgnore to context vars. (commit by [@pabllopf](#))
- [107faf8](#) - add new control to create intancies on Deserialize (commit by [@pabllopf](#))

## ✓ Tests

- [c92d1c4](#) - add new 20 test ( commit by [@pabllopf](#))
- [fcbfcb1](#) - covert 100% memory module (commit by [@pabllopf](#))
- [a64610b](#) - covert the 100% of cases of math module (commit by [@pabllopf](#))
- [2434ed0](#) - covert 100% base module (commit by [@pabllopf](#))

- [8aef53f](#) - covert the 50% of data module (commit by [@pabllopf](#))
- [ee55823](#) - add new test to JsonRequestArgs (commit by [@pabllopf](#))
- [5ffc27f](#) - add 100 test to json (commit by [@pabllopf](#))
- [9d2cfde](#) - fix some methods of covert test (commit by [@pabllopf](#))
- [6145e0c](#) - covert 100% of json module (commit by [@pabllopf](#))
- [0d4b350](#) - covert 100% of alis.core module (commit by [@pabllopf](#))
- [03ec9fc](#) - covert 100% of plugin module (commit by [@pabllopf](#))
- [2009521](#) - create simple test of audio module (commit by [@pabllopf](#))
- [2f070f8](#) - covert 100% time module (commit by [@pabllopf](#))
- [a99e444](#) - add new test for new colors (commit by [@pabllopf](#))
- [061ccf9](#) - add all test of security module (commit by [@pabllopf](#))
- [66551b5](#) - add covert 100% of security module (commit by [@pabllopf](#))
- [3e203f6](#) - add new 10 test to json parser (commit by [@pabllopf](#))
- [d9ba13b](#) - add more than 50 test to math module (commit by [@pabllopf](#))
- [aff49c6](#) - add 2 test to data module (commit by [@pabllopf](#))
- [082dec4](#) - covert 100% plugin module (commit by [@pabllopf](#))
- [527e142](#) - add 24 test to world class (commit by [@pabllopf](#))
- [0e8ef7b](#) - covert 100% of graphic (commit by [@pabllopf](#))
- [df48c71](#) - covert 100% dll static class (commit by [@pabllopf](#))
- [a180d90](#) - 73% covert JsonSerializer class (commit by [@pabllopf](#))
- [d0cc831](#) - add new 20 test to key managers (commit by [@pabllopf](#))
- [eb19a07](#) - covert to 78% Conversions class (commit by [@pabllopf](#))
- [1de955a](#) - covert 98% Conversions class (commit by [@pabllopf](#))
- [5b07b12](#) - covert to 80% TypeDef class (commit by [@pabllopf](#))
- [b9ae7fc](#) - 100% KeyValueDictionary (commit by [@pabllopf](#))
- [5051419](#) - covert 80% JsonSerializer class (commit by [@pabllopf](#))
- [f10e73f](#) - covert 83% JsonSerializer (commit by [@pabllopf](#))
- [34ff013](#) - add 10 more tests (commit by [@pabllopf](#))
- [103a8ff](#) - add more 20 test (commit by [@pabllopf](#))
- [27cd4b5](#) - the GetHexValue (commit by [@pabllopf](#))
- [8c1168c](#) - add test to ProcessInputBasedOnCondition (commit by [@pabllopf](#))
- [54958bc](#) - add new 30 test to UpdateValueBasedOnContext (commit by [@pabllopf](#))
- [5b2c591](#) - covert 88% of JsonSerializer class (commit by [@pabllopf](#))
- [5739e8b](#) - 800 test to json module (commit by [@pabllopf](#))
- [5190ba1](#) - WriteValueCallback 5 test (commit by [@pabllopf](#))
- [e2d3b0b](#) - covert 9% of Alis.Core.Physic module (commit by [@pabllopf](#))
- [29ae730](#) - covert 11% Alis.Core.Physic module (commit by [@pabllopf](#))
- [f24f074](#) - add 19% Alis.Core.Physic (commit by [@pabllopf](#))
- [c4dcd33](#) - add the 23% Alis.Core.Physic (commit by [@pabllopf](#))
- [fc5ef4d](#) - add 26% covert Alis.Core.Physic module (commit by [@pabllopf](#))



- [2f155f0](#) - add 28% test of Physic module (commit by [@pabllopf](#))
- [b60e5ec](#) - 91% json (commit by [@pabllopf](#))
- [5e5a0a7](#) - 92% test json module (commit by [@pabllopf](#))
- [425771d](#) - covert 100% ListObject (commit by [@pabllopf](#))
- [0a3e0a3](#) - add 3 test (commit by [@pabllopf](#))
- [7d6e4c2](#) - add new 20 test to json module (commit by [@pabllopf](#))
- [a1c526d](#) - covert 100% TypeDef ( commit by [@pabllopf](#))
- [708c2d9](#) - add 5 test to ConvertToEnum (commit by [@pabllopf](#))
- [8863996](#) - covert 95% json module (commit by [@pabllopf](#))
- [2e0551b](#) - add 5 test to videogame class (commit by [@pabllopf](#))
- [da3c81c](#) - fix macos test ( commit by [@pabllopf](#))
- [2d7ce71](#) - add new 40 test to alis module (commit by [@pabllopf](#))
- [e1190e7](#) - covert 100% of class Conversions (commit by [@pabllopf](#))
- [609948d](#) - StringWriterThrowingExceptionOnWrite (commit by [@pabllopf](#))
- [d54fa1a](#) - add new 50 test to network module (commit by [@pabllopf](#))
- [918e1f5](#) - covert the 100% audio module (commit by [@pabllopf](#))
- [e650315](#) - 50% of Network module (commit by [@pabllopf](#))
- [319388f](#) - 55% of alis module ( commit by [@pabllopf](#))
- [b0bb9fb](#) - add new 40 test to alis (commit by [@pabllopf](#))
- [797d8c2](#) - add 5 test to Physic module (commit by [@pabllopf](#))
- [b0244bd](#) - covert 100% of ideation (commit by [@pabllopf](#))
- [8d9c55f](#) - covert to 60% (commit by [@pabllopf](#))
- [6f247ab](#) - covert 100% network module (commit by [@pabllopf](#))
- [4711edc](#) - 100% alis module ( commit by [@pabllopf](#))
- [144736a](#) - covert 100% of World (commit by [@pabllopf](#))
- [b0b82bd](#) - covert 100% rectangle (commit by [@pabllopf](#))
- [9c81946](#) - covert 100% of lines (commit by [@pabllopf](#))
- [2565da3](#) - figures class covert 100% (commit by [@pabllopf](#))
- [747cb73](#) - covert 100 % class Aabb (commit by [@pabllopf](#))
- [ea92a64](#) - covert 100% Vertices (commit by [@pabllopf](#))
- [18b7bb1](#) - covert 100% raycast ( commit by [@pabllopf](#))
- [917e065](#) - covert 100% of TestPointHelper (commit by [@pabllopf](#))
- [abdd9c5](#) - covert 100% of shapes (commit by [@pabllopf](#))
- [9d597cb](#) - covert 100% of RayCastHelperTest (commit by [@pabllopf](#))
- [5979e33](#) - covert 70% of alis ( commit by [@pabllopf](#))
- [7856748](#) - covert 100% Collision (commit by [@pabllopf](#))
- [331ab5c](#) - covert 100% of alis ( commit by [@pabllopf](#))
- [55bc754](#) - covert 100% alis ( commit by [@pabllopf](#))
- [74a7ed8](#) - covert 100% logger ( commit by [@pabllopf](#))
- [63ba886](#) - covert all the keycode enum (commit by [@pabllopf](#))

- [e0eba3f](#) - Update KeyCodeTest.cs (commit by [@pabllopf](#))
- [f112e54](#) - fix the network test (commit by [@pabllopf](#))
- [3910b09](#) - pro check (commit by [@pabllopf](#))
- [33584af](#) - pro update the parallel exec (commit by [@pabllopf](#))
- [ce2e159](#) - pro fix windows run (commit by [@pabllopf](#))
- [b6070e9](#) - pro check and fix windows tests (commit by [@pabllopf](#))
- [0bd8150](#) - change names of keycode (commit by [@pabllopf](#))
- [155c95b](#) - pro quit windows player tests (commit by [@pabllopf](#))
- [2265ae2](#) - pro fixed on macos (commit by [@pabllopf](#))
- [84d7d62](#) - pro fix the spaces (commit by [@pabllopf](#))
- [d99791b](#) - fix some keycodes (commit by [@pabllopf](#))
- [0425b58](#) - SecureBoolTests (commit by [@pabllopf](#))
- [1d1b6d6](#) - update secure bool (commit by [@pabllopf](#))
- [9fd71fe](#) - fix all test of alis module (commit by [@pabllopf](#))
- [77980dc](#) - fix the parallel testing on alis module (commit by [@pabllopf](#))
- [b7531de](#) - fix and build with 100% covert (commit by [@pabllopf](#))
- [9c110ac](#) - pro fix all test (commit by [@pabllopf](#))



## Build System

- [0634584](#) - **deps:** bump actions/dependency-review-action from 3 to 4 (commit by [@dependabot\[bot\]](#))
- [0e4f91a](#) - **deps:** bump actions/cache from 3 to 4 (commit by [@dependabot\[bot\]](#))
- [dfafeab](#) - **deps:** bump emibcn/badge-action from 2.0.2 to 2.0.3 (commit by [@dependabot\[bot\]](#))
- [5172abc](#) - **deps:** bump akhilmhdh/contributors-readme-action (commit by [@dependabot\[bot\]](#))



## Documentation Changes

- [377bdb3](#) - update the AssetManager md file (commit by [@pabllopf](#))
- [fbf39e9](#) - add .md files to `Alis.Core.Aspect.Fluent` (commit by [@pabllopf](#))
- [6d2572b](#) - add xml comments to audio test module (commit by [@pabllopf](#))
- [410f67c](#) - add docs to math extension (commit by [@pabllopf](#))
- [790737a](#) - add xml syntax to security module (commit by [@pabllopf](#))
- [e75ec01](#) - add coments to class secure (commit by [@pabllopf](#))



## Code Style Changes

- [17907a7](#) - refactor the json parser to reduce complexity of code (commit by [@pabllopf](#))
- [2223819](#) - refactor sln to fix spaces and tabs (commit by [@pabllopf](#))
- [45771fe](#) - refactor name of vars to do more simple (commit by [@pabllopf](#))
- [cd457f3](#) - fix the names and class of json module (commit by [@pabllopf](#))
- [7aa27ab](#) - delte sdlbool to use bool native (commit by [@pabllopf](#))
- [06c3c8e](#) - delete sdl from init struct and enum of graphics module (commit by [@pabllopf](#))

- [0589217](#) - change name of sample to do a split camera sample (commit by [@pabllopf](#))
- [f5f68b4](#) - delete dont use methods on sprite (commit by [@pabllopf](#))
- [fdd7a25](#) - refactor the init and update methods of GraphicManager (commit by [@pabllopf](#))
- [68eb2e1](#) - refactor to do more simple the input manager (commit by [@pabllopf](#))
- [d8ffedb](#) - refactor and clean spaces and tans (commit by [@pabllopf](#))
- [beeeceb](#) - delete coments and refactor texture converter (commit by [@pabllopf](#))
- [63c7a97](#) - fields private ( commit by [@pabllopf](#))
- [3e5e347](#) - refactor names ( commit by [@pabllopf](#))
- [6d2b46b](#) - refactor spaces and tabs of sln (commit by [@pabllopf](#))
- [4dad3ad](#) - refactor vector 2 struct (commit by [@pabllopf](#))
- [3e3a5e3](#) - refactor the videoframe (commit by [@pabllopf](#))
- [203a29c](#) - union ImDrawChannel ( commit by [@pabllopf](#))
- [af9d3ef](#) - union ImDrawCmdHeader (commit by [@pabllopf](#))
- [72638dd](#) - union ImDrawCmd ( commit by [@pabllopf](#))
- [28b88bb](#) - delete useless NonVersionableAttribute (commit by [@pabllopf](#))
- [220da40](#) - refactor the spaces and tabs (commit by [@pabllopf](#))
- [14e8102](#) - refactor all the props to do more clean (commit by [@pabllopf](#))
- [3c665b3](#) - refactor the main EmbeddedResource method (commit by [@pabllopf](#))
- [bcac326](#) - self conteined on sln (commit by [@pabllopf](#))
- [b83ecd9](#) - refactor sln (commit by [@pabllopf](#))
- [ce9368a](#) - delete .md files of compilation when is release mode (commit by [@pabllopf](#))
- [7baa107](#) - delete all Console.WriteLine (commit by [@pabllopf](#))
- [0a7466d](#) - delete console print and include logger (commit by [@pabllopf](#))
- [be2b9e0](#) - delete console print and include logger (commit by [@pabllopf](#))
- [d2f12ce](#) - refactor the PointOnEdgeException (commit by [@pabllopf](#))
- [02c1cd2](#) - delete console writeline (commit by [@pabllopf](#))
- [fcf7f9f](#) - refactor the physic module to extract the path generator to extension (commit by [@pabllopf](#))
- [924de0a](#) - move tools of physic module to extension module (commit by [@pabllopf](#))
- [7ede7b3](#) - refactor the data module to do more simple (commit by [@pabllopf](#))
- [26c6485](#) - refactor internal methods of json (commit by [@pabllopf](#))
- [d0cbaf2](#) - refactor the json to to more simple Apply method (commit by [@pabllopf](#))
- [b6f0f1d](#) - do more simple InvokeCreateInstanceCallback (commit by [@pabllopf](#))
- [6edeb6c](#) - refactor the ReadDictionary (commit by [@pabllopf](#))
- [4699313](#) - refactor and do more simple ListObject (commit by [@pabllopf](#))
- [ad5f5b3](#) - refactor and simple tje json serielizer (commit by [@pabllopf](#))
- [03950c4](#) - refactor the Serialize method (commit by [@pabllopf](#))
- [407d8cd](#) - simple the GetConverter (commit by [@pabllopf](#))
- [6c0e70e](#) - refactor the sln to adjust the space and tabs (commit by [@pabllopf](#))
- [b1509db](#) - refactor spaces and tabs (commit by [@pabllopf](#))

- [0f04f46](#) - delete unless class ( commit by [@pabllopf](#))
- [4b0ff9d](#) - big refactor to delete singletons (commit by [@pabllopf](#))
- [c65b4ee](#) - big refactor to do more simple Alis.Core module and create a real context game to do more flexible and delete singletons of architecture (commit by [@pabllopf](#))
- [812b0bc](#) - fix name on physic module (commit by [@pabllopf](#))
- [91c1076](#) - the refactor sln spaces and tabs (commit by [@pabllopf](#))
- [dbaef5](#) - delete FixedArray2 ( commit by [@pabllopf](#))
- [333c93a](#) - delete FixedArray3 ( commit by [@pabllopf](#))
- [49c812f](#) - move position to math module (commit by [@pabllopf](#))
- [42a0559](#) - delete AudioBackendType to select backend (commit by [@pabllopf](#))
- [c626430](#) - refactor the audio module and test the 50% (commit by [@pabllopf](#))

## [v0.2.7](#) - 2024-02-01

### 🌟 New Features

- [09a11f3](#) - create the sample to time module (commit by [@pabllopf](#))
- [f04eeef](#) - new version of thread an create test and docs (commit by [@pabllopf](#))
- [36c409b](#) - add netcoreapp3.1 and netcoreapp3.0 (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [cd233de](#) - json files parser ( commit by [@pabllopf](#))
- [466bab5](#) - change AssetPath definition (commit by [@pabllopf](#))
- [cc277d6](#) - test execution with .netcoreapp (commit by [@pabllopf](#))

### ✅ Tests

- [20bfab2](#) - the thread manager and add cancel token (commit by [@pabllopf](#))
- [72481b2](#) - add 5 test to assetmanager (commit by [@pabllopf](#))
- [1037f4c](#) - add 10 test to assetmanager test (commit by [@pabllopf](#))
- [ee142e7](#) - covert 100% the Threading module (commit by [@pabllopf](#))
- [3d58d90](#) - add test to color and depth color (commit by [@pabllopf](#))

### 📄 Documentation Changes

- [3ce17f8](#) - add documentation to class of time module (commit by [@pabllopf](#))
- [869795f](#) - update the changes of Alis.Core.Aspect.Thread module (commit by [@pabllopf](#))
- [2a5040c](#) - update the Matrix3X3 xmls (commit by [@pabllopf](#))
- [a069dea](#) - add docs for atribbute class (commit by [@pabllopf](#))
- [08e43b5](#) - add documentation to Exceptions of Memory module (commit by [@pabllopf](#))

## [v0.2.6](#) - 2024-01-29



## 🌟 New Features

- [1890dcb](#) - add net5.0 compatibility (commit by [@pabllopf](#))
- [2a0db83](#) - include a new enum to select type init of sdl2 (commit by [@pabllopf](#))
- [d8626ca](#) - add new /p: Analyze=true (commit by [@pabllopf](#))

## 🐛 Bug Fixes

- [f76d56b](#) - delete default value on constructor of sdlcolor (commit by [@pabllopf](#))
- [099ce30](#) - test of sdl2 methods (commit by [@pabllopf](#))
- [5a7a6df](#) - the intptr strings on p-invoke code (commit by [@pabllopf](#))
- [bbf8a22](#) - load icon the sdlcontroller (commit by [@pabllopf](#))
- [568ee1b](#) - delete the sw save bmp (commit by [@pabllopf](#))
- [4e234aa](#) - test of sdl2 test ( commit by [@pabllopf](#))
- [a70b2b3](#) - some methods of mouse of sdl2 (commit by [@pabllopf](#))
- [2915e45](#) - sdl2 test with rgb colors (commit by [@pabllopf](#))
- [c9664c2](#) - the main test of sln (commit by [@pabllopf](#))
- [6174008](#) - spaces and tabs of tests (commit by [@pabllopf](#))
- [b0d8078](#) - name of atributtes ( commit by [@pabllopf](#))

## ✅ Tests

- [ef541f9](#) - add new test for SdlVertex (commit by [@pabllopf](#))
- [a314bb6](#) - delete default test of graphic module (commit by [@pabllopf](#))
- [9345995](#) - add 20 test to sdl2 module (commit by [@pabllopf](#))
- [20b81d8](#) - add new 7 test to sdl2 main class (commit by [@pabllopf](#))
- [757d686](#) - add new test of TestNumHaptics and fix 5 tests (commit by [@pabllopf](#))
- [5972083](#) - add new 7 test to sdl2 class and delete rw methods (commit by [@pabllopf](#))
- [7651529](#) - add new 20 test to class sdl2 (commit by [@pabllopf](#))
- [ff02387](#) - 400 test of sln! ( commit by [@pabllopf](#))
- [7eb5af4](#) - 445 test! (commit by [@pabllopf](#))
- [2be3945](#) - add 15 more test to sdl2 (commit by [@pabllopf](#))
- [886dd1c](#) - 600 test added to sln (commit by [@pabllopf](#))
- [f73fb41](#) - 728 test on sln ( commit by [@pabllopf](#))
- [adf57c9](#) - add the sdl2 test on 4 parts (commit by [@pabllopf](#))
- [733e884](#) - add new test wexclude to pollevent (commit by [@pabllopf](#))

## 🎨 Code Style Changes

- [3925375](#) - reduce size of api sdl2 deleting some useless methods (commit by [@pabllopf](#))
- [9d66584](#) - reduce size api sdl2, delete 7 methods useless (commit by [@pabllopf](#))
- [b46fe16](#) - delete get GetPlatform of sdl2 because alis have the same method (commit by [@pabllopf](#))

- [4dd6a7a](#) - delete some methods of sdl2 api and include .net5.0 on pack nuget (commit by [@pabllopf](#))
- [e7e4a67](#) - delete ticks methods and delay methods of sdl2 because exits this method on c# (commit by [@pabllopf](#))
- [8c963b5](#) - remove android methos useless (commit by [@pabllopf](#))
- [a9463b2](#) - refactor name of TypePixel (commit by [@pabllopf](#))
- [ccf7b01](#) - refactor to clean sln tans and spaces (commit by [@pabllopf](#))
- [0ad64d6](#) - refactor sln to adjust spaces and tans. (commit by [@pabllopf](#))

## [v0.2.5](#) - 2024-01-21

### ✨ New Features

- [95de5e0](#) - define the death moment on flappy bird (commit by [@pabllopf](#))
- [69875ad](#) - add new json serializer to data module with zero dependencies (commit by [@pabllopf](#))
- [f38d6a1](#) - create test reporter (commit by [@pabllopf](#))
- [dc77740](#) - add simple report to ubuntu (commit by [@pabllopf](#))
- [84acb8e](#) - add xunit.runner.json (commit by [@pabllopf](#))
- [5f098c1](#) - add xml config of sonarcloud (commit by [@pabllopf](#))
- [cce0dc5](#) - add a new form to create a wrapper (commit by [@pabllopf](#))
- [153c99c](#) - new integration with .netstandard 2.1 net6.0 net7.0 and net8.0 (commit by [@pabllopf](#))
- [7ac9be3](#) - add modules compatibility with net6.0 net7.0 and net8.0 (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [63c7bc6](#) - the release math import (commit by [@pabllopf](#))
- [b5da589](#) - report path (commit by [@pabllopf](#))
- [46f22a0](#) - json serializer (commit by [@pabllopf](#))
- [8b6b410](#) - the CancellationTokenSource (commit by [@pabllopf](#))
- [0ec5598](#) - Change this condition so that it does not always evaluate to 'False'. Some code paths are unreachable (commit by [@pabllopf](#))
- [4636c73](#) - Make sure that using this pseudorandom number generator is safe here. (commit by [@pabllopf](#))
- [f1f7c18](#) - the math system methods of data module (commit by [@pabllopf](#))
- [665f769](#) - scripts of macos when run with xml config files (commit by [@pabllopf](#))
- [3765981](#) - wrapper of sdl2 image (commit by [@pabllopf](#))
- [f3edceb](#) - methods name of sdl2 (commit by [@pabllopf](#))
- [e376899](#) - the spaces and tabs of all code (commit by [@pabllopf](#))
- [b276f05](#) - dlls of platforms (commit by [@pabllopf](#))
- [29f1d77](#) - dlls of macos (commit by [@pabllopf](#))
- [b3d6076](#) - dlls of macos system (commit by [@pabllopf](#))
- [e919a98](#) - the linux sdl ttf and image (commit by [@pabllopf](#))

- [d096734](#) - trim fixed the params (commit by [@pabllopf](#))
- [ff33de8](#) - the dir output to extract the dlls (commit by [@pabllopf](#))
- [473f292](#) - the test of ttf ( commit by [@pabllopf](#))
- [d5fe406](#) - test of InternalSizeUnicode (commit by [@pabllopf](#))
- [11b701c](#) - the test of wasinit method (commit by [@pabllopf](#))
- [83f9b69](#) - version of xunit ( commit by [@pabllopf](#))
- [c9ddd16](#) - the creation of sdl init (commit by [@pabllopf](#))
- [75f0296](#) - all unit test of ttf on windows 11 (commit by [@pabllopf](#))
- [8c8de36](#) - delete linkedversion method because is useless (commit by [@pabllopf](#))
- [3b66bc9](#) - detect when sdl\_image load (commit by [@pabllopf](#))
- [77f26d1](#) - image version (commit by [@pabllopf](#))
- [9b29226](#) - linux x64 libs ( commit by [@pabllopf](#))
- [ae02f78](#) - dlls sdl2image ( commit by [@pabllopf](#))
- [f14d4d6](#) - init sdl2image ( commit by [@pabllopf](#))
- [c3aaea2](#) - name sld2 image dlls (commit by [@pabllopf](#))
- [5e8094b](#) - delete sdl\_image because is not posible use in minimal api. A lot of dependencies that need to to istall. (commit by [@pabllopf](#))
- [d7fb825](#) - trim the error when is the mode release (commit by [@pabllopf](#))
- [820993d](#) - game samples (commit by [@pabllopf](#))
- [6f5880e](#) - add the plugin assets to git (commit by [@pabllopf](#))
- [9d6ceda](#) - trim config (commit by [@pabllopf](#))
- [e89aba8](#) - dir to extract the dlls (commit by [@pabllopf](#))
- [20168f5](#) - pack system and include extra runtimes (commit by [@pabllopf](#))

## ✓ Tests

- [717cdca](#) - covert 100% NativeSdlTtf (commit by [@pabllopf](#))
- [29b84ae](#) - TtfLinkedVersion ( commit by [@pabllopf](#))
- [95090f5](#) - OpenFontIndex\_NoExceptionThrown (commit by [@pabllopf](#))
- [7bed0c9](#) - add new 7 new test ( commit by [@pabllopf](#))
- [1be7ee1](#) - covert all test of ttf module of font graphic module (commit by [@pabllopf](#))
- [2a81da1](#) - delete some methods of sdl2 and sdl2ttf (commit by [@pabllopf](#))
- [2e4671b](#) - add new test Test\_GetVersion (commit by [@pabllopf](#))
- [b9112fd](#) - add load image test ( commit by [@pabllopf](#))
- [6bb7f2c](#) - add new test loadrw ( commit by [@pabllopf](#))
- [6f38ab2](#) - add new test Test\_LoadTypedRw (commit by [@pabllopf](#))

## 🎨 Code Style Changes

- [5159222](#) - change the format of file name header of severals files (commit by [@pabllopf](#))
- [e52334b](#) - delete imgui native partial class and introduce , EntryPoint = to methods. (commit by [@pabllopf](#))

- [4d0e301](#) - refactor the name of sdl to sdl2 (commit by [@pabllopf](#))
- [68ef51d](#) - refactor the sdl2image lib to include new nativecode call. (commit by [@pabllopf](#))
- [a4073aa](#) - delete utf8manager to do more simple all. (commit by [@pabllopf](#))
- [00da05a](#) - refactor sdl ttf files to include better wrappers (commit by [@pabllopf](#))
- [a801768](#) - add to sdl [return: NotNull] [MethodImpl(MethodImplOptions.AggressiveInlining)] (commit by [@pabllopf](#))
- [6023669](#) - refactor the sdl native code to include all wrappers (commit by [@pabllopf](#))
- [7bd9837](#) - refactor the name of sdl native (commit by [@pabllopf](#))
- [b326446](#) - delete the native sdl SDL\_RenderGeometryRaw (commit by [@pabllopf](#))
- [dc14f7b](#) - delete methods with more than 7 parameters (commit by [@pabllopf](#))
- [770c86f](#) - delete CreateRgbSurfaceFrom (commit by [@pabllopf](#))
- [6a02e36](#) - the style of sdl2 format (commit by [@pabllopf](#))
- [09730b8](#) - refactor the name of some structs and var on sdl2 (commit by [@pabllopf](#))
- [35acfcc](#) - refactor the names of structs (commit by [@pabllopf](#))
- [f4b10ca](#) - refactor the names of sdl2 key maps (commit by [@pabllopf](#))
- [7fb4e1e](#) - refactor the names of structs and classes (commit by [@pabllopf](#))
- [4b8fd01](#) - add logs to test (commit by [@pabllopf](#))
- [b46c972](#) - optimize spaces on files (commit by [@pabllopf](#))
- [3b9867b](#) - delete some class of physic module to do more simple and refactor to quito tuples and use custom class. (commit by [@pabllopf](#))

## [v0.2.4](#) - 2024-01-02

### ✨ New Features

- [ef57c8f](#) - new method on managers to "calculate" things (commit by [@pabllopf](#))
- [5684521](#) - add class diagrams for modules (commit by [@pabllopf](#))
- [c72d5bc](#) - add new clock, time manager and default configuration of Time module. (commit by [@pabllopf](#))
- [866e9dd](#) - add new word "add" to language (commit by [@pabllopf](#))
- [11b52af](#) - add new word "Ai" to language (commit by [@pabllopf](#))
- [bac65a2](#) - add new word "Cloud" to language (commit by [@pabllopf](#))
- [9c1a51d](#) - add new word "Input" to language (commit by [@pabllopf](#))
- [35266dc](#) - add new word "License" to language (commit by [@pabllopf](#))
- [aa17756](#) - add new word "Network" to language (commit by [@pabllopf](#))
- [3e18598](#) - add new word "Profile" to language (commit by [@pabllopf](#))
- [dd6788e](#) - add new word "Plugin" to language (commit by [@pabllopf](#))
- [aec557e](#) - add new word "Scene" to language (commit by [@pabllopf](#))
- [43934ca](#) - add new word "Script" to language (commit by [@pabllopf](#))
- [3b7943e](#) - add new word "Store" to language (commit by [@pabllopf](#))
- [0637768](#) - add new word "Version" to language (commit by [@pabllopf](#))

- [bda8e2d](#) - add new word "World" to language (commit by [@pabllopf](#))
- [c37d128](#) - add new core integration with the new module "Ecs" (commit by [@pabllopf](#))
- [ed76833](#) - version 1.0 of Translation module with simple sample. (commit by [@pabllopf](#))
- [f3ef811](#) - define the global.json (commit by [@pabllopf](#))
- [91cc935](#) - define default test to all modules (commit by [@pabllopf](#))
- [2198102](#) - include the basic logic on the physic manager. (commit by [@pabllopf](#))
- [98a717e](#) - add new sample game flappy bird, create new custom render textures and create new loader of assets (commit by [@pabllopf](#))
- [2a30f1d](#) - add the soundtrack to the new sample game flappy bird. (commit by [@pabllopf](#))
- [1c8f945](#) - add the floor animation to game sample flappy bird (commit by [@pabllopf](#))
- [bae725b](#) - add the main menu test, the counter and the bird textures. (commit by [@pabllopf](#))
- [790c308](#) - add animation to the bird (commit by [@pabllopf](#))
- [be796cd](#) - implement the basic change of scenes. (commit by [@pabllopf](#))
- [b5884f7](#) - add new sound when fly the bird. (commit by [@pabllopf](#))
- [1198075](#) - add new icon and controller to pong game (commit by [@pabllopf](#))
- [8e6cec5](#) - implement simple counter on flappy bird (commit by [@pabllopf](#))
- [edeb99a](#) - add new simple font render and create new collisions and refactor code of flappy bird sample (commit by [@pabllopf](#))
- [c80bda9](#) - add the collision and trigger methods to component base object (commit by [@pabllopf](#))
- [29500c0](#) - delete sprites of flappy bird (commit by [@pabllopf](#))
- [074a6aa](#) - move licence file of alis to output dir when compile a game. (commit by [@pabllopf](#))
- [99dcb95](#) - add new pipeline controller to flappy bird (commit by [@pabllopf](#))
- [013e25f](#) - add new collision detection methods to component of alis. (commit by [@pabllopf](#))
- [eebac11](#) - add new default black windows sample game (commit by [@pabllopf](#))
- [9cfc570](#) - update the build script to test compilation (commit by [@pabllopf](#))

## Bug Fixes

- [d507c99](#) - deltatime of collisions and windows (commit by [@pabllopf](#))
- [fdeb840](#) - windows loop with automatic backend (commit by [@pabllopf](#))
- [b880928](#) - delete the opengl backend of linux and set automatic detection. (commit by [@pabllopf](#))
- [48523e4](#) - don't include on compilation the \*.md and \*.cd files. (commit by [@pabllopf](#))
- [95df01d](#) - implement the Input and Graphic managers and optimice with new builder. (commit by [@pabllopf](#))
- [7533e9e](#) - the transform position of component (commit by [@pabllopf](#))
- [1748b9a](#) - include the engine to the sln (commit by [@pabllopf](#))
- [dec3c60](#) - delete true config on debug mode (commit by [@pabllopf](#))
- [545ad32](#) - the Assert.Equal("<7, 8>", result); test (commit by [@pabllopf](#))



- [df5ce1e](#) - delete public readonly override string ToString() => ToString("G", CultureInfo.CurrentCulture); (commit by [@pabllopf](#))
- [2859247](#) - the target trim ( commit by [@pabllopf](#))
- [e948a7c](#) - auto trim detection ( commit by [@pabllopf](#))
- [ab884b5](#) - the space of videogame (commit by [@pabllopf](#))
- [1b10c02](#) - the Path combine ( commit by [@pabllopf](#))
- [fa15fb2](#) - 3 bugs of Dispose when it is no longer needed. (commit by [@pabllopf](#))
- [e8147d7](#) - trim error (commit by [@pabllopf](#))
- [d14aec9](#) - trim error checker ( commit by [@pabllopf](#))
- [1359743](#) - workflow (commit by [@pabllopf](#))
- [6a4b161](#) - the Box2d body ' vibrates' when it is in contact. (commit by [@pabllopf](#))
- [a8d83e8](#) - trim error (commit by [@pabllopf](#))
- [2556506](#) - soundtrack when start the game of flappy bird (commit by [@pabllopf](#))
- [9d1a15e](#) - the name file on editor template for rider (commit by [@pabllopf](#))
- [526a1e7](#) - the comments on windows 10 and optimice input controller. (commit by [@pabllopf](#))
- [de27816](#) - audio crash when try to play a lot of sound at the same time. (commit by [@pabllopf](#))
- [95efc74](#) - main theme of the sample (commit by [@pabllopf](#))
- [a5fee4a](#) - set red color to default mode of pong game (commit by [@pabllopf](#))
- [b17599b](#) - name of default build for desktops (commit by [@pabllopf](#))

## ✓ Tests

- [aa4f762](#) - add new GameTests to Alis.Core and Alis.Core.Ecs modules. (commit by [@pabllopf](#))
- [0551bc9](#) - simple test to check uncover test (commit by [@pabllopf](#))
- [6626745](#) - covert 100% of test the logger module. (commit by [@pabllopf](#))
- [4a770fc](#) - cover the 100% of tests on the namespace Alis.Core.Aspect.Time (commit by [@pabllopf](#))
- [e64a902](#) - add simple tests to memory module. (commit by [@pabllopf](#))
- [e32a349](#) - cover 100% of namespace Alis.Core.Aspect.Translation (commit by [@pabllopf](#))
- [5a59cdb](#) - cover 100% with test the namespace Alis.Core.Aspect.Data (commit by [@pabllopf](#))
- [b54d1e6](#) - cover 100% of vector2 class (commit by [@pabllopf](#))
- [a2ced08](#) - fix the asset manager tests. (commit by [@pabllopf](#))

## Build System

- [d8f6fa4](#) - **deps:** bump actions/setup-java from 3 to 4 (commit by [@dependabot\[bot\]](#))
- [1dc0518](#) - **deps:** bump actions/stale from 8 to 9 (commit by [@dependabot\[bot\]](#))

## Documentation Changes

- [0ba5632](#) - change Visible to false on docs folder (commit by [@pabllopf](#))
- [bde1c8c](#) - add new ESC.md file to document the module. (commit by [@pabllopf](#))

- [a1bd2e4](#) - define and write the objectives to develop the Alis.Core.Script module. (commit by [@pabllopf](#))
- [e4204d6](#) - define and write the Alis.Core.Store module (commit by [@pabllopf](#))
- [a895f16](#) - add new alis.md file and alis.cd diagram class (commit by [@pabllopf](#))
- [6d6d0cf](#) - copy by default a simple .md with licence (commit by [@pabllopf](#))

## Code Style Changes

- [2c8c6bb](#) - set default value to logger details: LogLevel = Info and DetailLevel = Full (commit by [@pabllopf](#))
- [39acf7c](#) - change struct to class transform entity. (commit by [@pabllopf](#))
- [66e525f](#) - change namespace of math aspect to adjust to the new directories. (commit by [@pabllopf](#))
- [06d2877](#) - delete empty static constructor of AssetManager (commit by [@pabllopf](#))
- [c79c576](#) - adjust the sample to the new core. (commit by [@pabllopf](#))
- [abaaab3](#) - delete all dependencies with SFML and change File:Utf8Manager.cs to namespace Alis.Core.Graphic.SDL (commit by [@pabllopf](#))
- [bb83205](#) - move class and exceptions to the namespace Alis.Core.Physic.Exceptions and delete some old class (commit by [@pabllopf](#))
- [4a79ff5](#) - include new filter for covert test ant measure the correct % of test. (commit by [@pabllopf](#))
- [10149c2](#) - delete public readonly string ToString(string format) => ToString(format, CultureInfo.CurrentCulture); (commit by [@pabllopf](#))
- [5b50275](#) - add comment on component floor animation. (commit by [@pabllopf](#))
- [ccbe69c](#) - add new comment ( commit by [@pabllopf](#))
- [d70560f](#) - delete all unnecessary sound files of flappy bird sample (commit by [@pabllopf](#))

## Other Changes

- [8144178](#) - delete unnecessary usings of sample. (commit by [@pabllopf](#))
- [20a2294](#) - disable engine project to check repo settings (commit by [@pabllopf](#))

## [v0.2.3](#) - 2023-10-11

## Code Style Changes

- [0fbb988](#) - update the Physic sample (commit by [@pabllopf](#))
- [9a36512](#) - add 100 iterations to sample of Physic and simple creation of the world to test. (commit by [@pabllopf](#))

## [v0.2.2](#) - 2023-10-08

## New Features

- [d81e0c0](#) - automatic detect backend render (commit by [@pabllopf](#))

## Bug Fixes

- [7aa1521](#) - the physics and graphic modules to render with clock (commit by [@pabllopf](#))
- [a4b9a93](#) - collisions and velocity on osx systems (commit by [@pabllopf](#))
- [0abaabe](#) - select backend api graphic to get high performance (commit by [@pabllopf](#))
- [fc08524](#) - libs of linux arm (commit by [@pabllopf](#))

## [v0.2.1](#) - 2023-10-06

## Bug Fixes

- [aa5137f](#) - simple pong game collisions (commit by [@pabllopf](#))

## [v0.2.0](#) - 2023-10-04

## New Features

- [9c877c3](#) - run windows, macos and linux test on deploy version to master branch (commit by [@pabllopf](#))

## Bug Fixes

- [453ef15](#) - add new input manager with specific controls (commit by [@pabllopf](#))
- [286bfd6](#) - the ecs system (commit by [@pabllopf](#))

## [v0.1.9](#) - 2023-10-02

## Bug Fixes

- [6dce735](#) - the main audio module with native backend (commit by [@pabllopf](#))

## [v0.1.8](#) - 2023-10-02

## New Features

- [d7ba807](#) - fix all repository and the workflows (commit by [@pabllopf](#))
- [4aa5585](#) - refactor the main publish workflow (commit by [@pabllopf](#))

## Bug Fixes

- [d7bf530](#) - the version to publish (commit by [@pabllopf](#))

## [v0.1.7](#)

## New Features



- [47437e2](#) - new network module with cross-platform code and native full on c# (commit by [@pabllopf](#))
- [f3b4ca3](#) - add new defaults builders for main components of Alis (commit by [@pabllopf](#))
- [ea550df](#) - add id for settings of Alis (commit by [@pabllopf](#))

## Bug Fixes

- [a07668d](#) - delete static reference on GraphicManager (commit by [@pabllopf](#))
- [05d81f0](#) - delete static reference on singleton on SceneManager (commit by [@pabllopf](#))
- [bf6edc5](#) - create new method for setview on GraphicManager (commit by [@pabllopf](#))
- [b73f2aa](#) - delete all module network because is only for windows. And start to creating a cross-platform network. (commit by [@pabllopf](#))
- [382ba19](#) - add static program on samples of alis (commit by [@pabllopf](#))
- [d50e485](#) - delete comments of Fixture (commit by [@pabllopf](#))
- [bff4998](#) - delete comments of RayCastHelper (commit by [@pabllopf](#))
- [a46d8f0](#) - add new type MaskKeyLengthException (commit by [@pabllopf](#))
- [713ba41](#) - extract Identification struct and IdentificationMarshalData struct (commit by [@pabllopf](#))
- [94360ee](#) - Remove the field ' localCenterB' and declare it as a local variable in the relevant methods. (commit by [@pabllopf](#))
- [d748ea6](#) - default build for IBuild (commit by [@pabllopf](#))
- [a3743d5](#) - Remove the member initializer, all constructors set an initial value for the member of SplashScreen class (commit by [@pabllopf](#))
- [4339f8e](#) - Remove the field ' videoMode' and declare it as a local variable in the relevant methods on videogame class (commit by [@pabllopf](#))
- [2812248](#) - implement default methods of TimeManager (commit by [@pabllopf](#))
- [710d2ba](#) - Use ' string.IsNullOrEmpty()' instead of comparing to empty string on AudioClipBase (commit by [@pabllopf](#))
- [e7e0ccd](#) - Use ' string.IsNullOrEmpty()' instead of comparing to empty string on AudioClipBase (commit by [@pabllopf](#))
- [a78747d](#) - delete deprecated code sfRenderTexture\_create (commit by [@pabllopf](#))
- [2aea21c](#) - delete using that dont use (commit by [@pabllopf](#))
- [a19dfcf](#) - Refactor this method to reduce its Cognitive Complexity from 16 to the 15 allowed. (commit by [@pabllopf](#))
- [f0c6913](#) - Refactor this method to reduce its Cognitive Complexity from 17 to the 15 allowed. (commit by [@pabllopf](#))
- [7f30297](#) - Refactor this method to reduce its Cognitive Complexity from 36 to the 15 allowed. (commit by [@pabllopf](#))
- [a93fa01](#) - Refactor this method to reduce its Cognitive Complexity from 21 to the 15 allowed. (commit by [@pabllopf](#))
- [c5c638d](#) - Refactor this method to reduce its Cognitive Complexity from 24 to the 15 allowed of DTSweep (commit by [@pabllopf](#))

- [66e2e1a](#) - Refactor this method to reduce its Cognitive Complexity from 69 to the 15 allowed of TextureConverter (commit by [@pabllopf](#))
- [996fff7](#) - Refactor this method to reduce its Cognitive Complexity from 20 to the 15 allowed of SimplifyTools (commit by [@pabllopf](#))
- [6d6dbbe](#) - Refactor this method to reduce its Cognitive Complexity from 30 to the 15 allowed of SimpleCombiner (commit by [@pabllopf](#))
- [3ecb9d8](#) - Refactor this method to reduce its Cognitive Complexity from SimpleCombiner 57 to the 15 allowed of (commit by [@pabllopf](#))
- [f93f75b](#) - Refactor this method to reduce its Cognitive Complexity from 20 to the 15 allowed of DTSweep (commit by [@pabllopf](#))
- [20354d2](#) - Remove this unread private field '\_pingPongManager' or refactor the code to use its value. (commit by [@pabllopf](#))
- [5138fb3](#) - remove \_pingTask ( commit by [@pabllopf](#))
- [af6c320](#) - Refactor this method to reduce its Cognitive Complexity from DynamicTree 16 to the 15 allowed of (commit by [@pabllopf](#))
- [163a482](#) - Refactor this method to reduce its Cognitive Complexity from 24 to the 15 allowed of DynamicTree (commit by [@pabllopf](#))
- [6a92f12](#) - Refactor this method to reduce its Cognitive Complexity from 16 to the 15 allowed of DynamicTree (commit by [@pabllopf](#))
- [289f51d](#) - Refactor this method to reduce its Cognitive Complexity from 36 to the 15 allowed of PolygonShape (commit by [@pabllopf](#))
- [cb91d69](#) - Either remove this useless object instantiation of class 'PingPongManager' or use it. (commit by [@pabllopf](#))
- [9a7c6ef](#) - Refactor this method to reduce its Cognitive Complexity from 16 to the 15 allowed of DistanceGJK (commit by [@pabllopf](#))
- [b77ca4c](#) - Refactor this method to reduce its Cognitive Complexity from 33 to the 15 allowed of ChainHull (commit by [@pabllopf](#))
- [b059f58](#) - Refactor this method to reduce its Cognitive Complexity from 16 to the 15 allowed of Vertices (commit by [@pabllopf](#))
- [22f5ff5](#) - Refactor this method to reduce its Cognitive Complexity from 16 to the 15 allowed of Curve (commit by [@pabllopf](#))



## Documentation Changes

- [cc4bb30](#) - add default samples for modules (commit by [@pabllopf](#))
- [579ebf2](#) - delete some comments of ContactManager (commit by [@pabllopf](#))



## Code Style Changes

- [1eb8b1d](#) - delete Test\_To\_Load\_A\_Shader\_From\_Assembly\_Resources test (commit by [@pabllopf](#))
- [d20def4](#) - refactor the main class line to reduce Complexity (commit by [@pabllopf](#))
- [936ed78](#) - reduce Complexity of Triangulate (commit by [@pabllopf](#))

- [434bc66](#) - refactor Triangulator (commit by [@pabllopf](#))
- [655891e](#) - reduce size of BoundingBox (commit by [@pabllopf](#))
- [d7605f9](#) - refactor names of vars on PulleyJoint class (commit by [@pabllopf](#))
- [83364d2](#) - new Identification constructor (commit by [@pabllopf](#))
- [6d0dfb9](#) - reduce complexity FrictionJoint (commit by [@pabllopf](#))
- [fe93237](#) - delete key "this" from sln (commit by [@pabllopf](#))
- [ec10d61](#) - extract body test class of benchmarks (commit by [@pabllopf](#))
- [5ea4252](#) - add default AudioManager methods (commit by [@pabllopf](#))
- [91c9222](#) - delete useless button class (commit by [@pabllopf](#))
- [7b85f74](#) - change the name EarClip (commit by [@pabllopf](#))
- [5a57e19](#) - EarClipDecomposer names (commit by [@pabllopf](#))
- [986927d](#) - DTSweep conventions names (commit by [@pabllopf](#))
- [040b215](#) - name conventions of vars SimplifyTools (commit by [@pabllopf](#))
- [8e58e94](#) - refactor SimpleCombiner with name conventions (commit by [@pabllopf](#))
- [0cb9b09](#) - name vars of DistanceGJK (commit by [@pabllopf](#))
- [0cad471](#) - refactor names of ChainHull (commit by [@pabllopf](#))
- [64259b7](#) - refactor names of Vertices (commit by [@pabllopf](#))
- [dffe188](#) - refactor names of Curve (commit by [@pabllopf](#))

## [v0.1.6](#) - 2023-09-13

### Code Style Changes

- [14fd971](#) - delete .personal folder and delete temp files \*(commit by [@pabllopf](#))\*

## [v0.1.5](#) - 2023-09-12

### New Features

- [54ebf53](#) - include a new default demo to render colors, and test if run the game with only one line "VideoGame.Builder().Run();" (commit by [@pabllopf](#))

### Bug Fixes

- [13b63c9](#) - delete zip compress LZMA (commit by [@pabllopf](#))
- [94df1c4](#) - windows systems (commit by [@pabllopf](#))
- [3958a96](#) - compile to windows and linux platforms. And include on windows the opengl lib (commit by [@pabllopf](#))

## [v0.1.4](#) - 2023-09-11

### New Features

- [df4a9e5](#) - new config to optimize the release libs (commit by [@pabllopf](#))

- [158487e](#) - new type of compress dlls (commit by [@pabllopf](#))
- [b9d3273](#) - compress all dlls of all platforms 8%. The big dll is 1.8mb (commit by [@pabllopf](#))

## [v0.1.3](#) - 2023-09-10

### 🌟 New Features

- [b94beca](#) - compress on zip native dlls (commit by [@pabllopf](#))
- [2e58475](#) - can compress on .zip all native dlls (commit by [@pabllopf](#))
- [16e96f7](#) - compress all dlls natives of graphic to less than 1mb (commit by [@pabllopf](#))
- [2f09b09](#) - reduce size of dlls of native audio than less 1mb (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [4eedcc2](#) - the main loop with simple game (commit by [@pabllopf](#))
- [18182b3](#) - default samples of alis games (commit by [@pabllopf](#))
- [348818d](#) - win-x64 zip files (commit by [@pabllopf](#))
- [873bdb1](#) - win-x86 zip (commit by [@pabllopf](#))
- [5f6ba7e](#) - win-arm zip (commit by [@pabllopf](#))
- [14a2470](#) - win-arm64 zip (commit by [@pabllopf](#))
- [7fd165e](#) - osx-x64 zip (commit by [@pabllopf](#))
- [c609c46](#) - linux-x64 zip (commit by [@pabllopf](#))
- [0219f03](#) - linux-x86 zip (commit by [@pabllopf](#))
- [3cf384c](#) - linux-arm zip (commit by [@pabllopf](#))
- [2d5a36f](#) - linux arm64 (commit by [@pabllopf](#))
- [8592bfb](#) - physic error when open clean project (commit by [@pabllopf](#))

## [v0.1.2](#) - 2023-09-10

### 🌟 New Features

- [f63fd4c](#) - compile depend of platform to reduce size (commit by [@pabllopf](#))
- [ec89d65](#) - include new configurations to compile tiny modules (commit by [@pabllopf](#))
- [1bfc60b](#) - tiny windows compilation 1MB Alis. (commit by [@pabllopf](#))
- [b4030ce](#) - windows arm 64 bits configuration (commit by [@pabllopf](#))
- [e12c670](#) - add new win arm64 platform. (commit by [@pabllopf](#))
- [5170720](#) - update namespace of engine module (commit by [@pabllopf](#))
- [0f27aaf](#) - auto pack with diferents platforms (commit by [@pabllopf](#))
- [439b507](#) - add new custom build for linux x64 (commit by [@pabllopf](#))
- [79eca3c](#) - add custom build for linux x86 (commit by [@pabllopf](#))
- [654fc26](#) - add custom build for linux arm64 (commit by [@pabllopf](#))
- [4fca5e2](#) - add new custom build for linux arm (commit by [@pabllopf](#))
- [811ecf7](#) - add win x86 platform (commit by [@pabllopf](#))

- [1a0b902](#) - add new platform win arm (commit by [@pabllopf](#))



## Bug Fixes

- [8923729](#) - namespace of engine (commit by [@pabllopf](#))
- [451ae90](#) - windows platform optimization for x64 bits (commit by [@pabllopf](#))
- [0328fb8](#) - the engine module with new bakend with opengl and sdl2 (commit by [@pabllopf](#))
- [4d4d914](#) - the dlls audio of sdl2 on engine (commit by [@pabllopf](#))
- [04b4d76](#) - reduce the size of dlls (commit by [@pabllopf](#))
- [eeb7ad4](#) - windows x64 build (commit by [@pabllopf](#))
- [0694e4c](#) - dlls of windows arm 64 (commit by [@pabllopf](#))
- [45631a4](#) - the sfml controller (commit by [@pabllopf](#))
- [44b8a6c](#) - 3 issues of public to change internal class (commit by [@pabllopf](#))
- [7dada55](#) - add dll system to audio module (commit by [@pabllopf](#))
- [26c40a4](#) - audio module to include sfml backend (commit by [@pabllopf](#))
- [adc0b1e](#) - the osx x64 bilding of engine, audio and graphic modules (commit by [@pabllopf](#))
- [c7d0c11](#) - native engine platform osx-arm64 (commit by [@pabllopf](#))
- [5bcd1d3](#) - windows platforms (commit by [@pabllopf](#))
- [1e50177](#) - add build all platforms (commit by [@pabllopf](#))

## [v0.1.1](#) - 2023-08-29



## New Features

- [25ede11](#) - include native aot to compile c code (commit by [@pabllopf](#))
- [5d78486](#) - add new menus for engine (commit by [@pabllopf](#))
- [55ab483](#) - 0 dependencies with nugets (commit by [@pabllopf](#))



## Bug Fixes

- [41837f3](#) - add all comments to sln (commit by [@pabllopf](#))
- [e1b4a39](#) - names of sln (commit by [@pabllopf](#))
- [0b5399c](#) - linux .so files to arm64 systems (commit by [@pabllopf](#))
- [6ad8c61](#) - delete unsafe keyword of class and change name of imguizmo (commit by [@pabllopf](#))
- [04145d9](#) - implicit conversions (commit by [@pabllopf](#))
- [6e32cb4](#) - private dlls (commit by [@pabllopf](#))
- [c2aa23b](#) - the infinite loop of gamebase (commit by [@pabllopf](#))
- [5902c65](#) - names and refactor sln (commit by [@pabllopf](#))
- [db354a7](#) - change namespace from ImGui to UI (commit by [@pabllopf](#))



## Code Style Changes

- [4d44bbd](#) - change name of imnodes (commit by [@pabllopf](#))
- [8c78621](#) - change names of implot (commit by [@pabllopf](#))



- [7e85ac0](#) - change names of main class of implot (commit by [@pabllopf](#))
- [69d2317](#) - refactor implot file to change names (commit by [@pabllopf](#))

## [v0.1.0](#) - 2023-08-14

### 🌟 New Features

- [f62f07e](#) - generate automatic binding for csfml (commit by [@pabllopf](#))
- [60fb38b](#) - add binding sdl2 (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [c7b47e4](#) - delete all csproj of csfml binding (commit by [@pabllopf](#))

## [v0.0.9](#) - 2023-08-13

### 🌟 New Features

- [15058b5](#) - plugin manager and iplugin to control plugins (commit by [@pabllopf](#))
- [1b0f850](#) - new plugin module and a simple sample. (commit by [@pabllopf](#))
- [1994426](#) - the Cloud, ADS and ECS(entity component system) modules (commit by [@pabllopf](#))
- [b03743a](#) - do compatible with .netstandard 2.0 (commit by [@pabllopf](#))
- [8dccfd0](#) - add null checker on security module (commit by [@pabllopf](#))
- [cd0e7a7](#) - new proxy config (commit by [@pabllopf](#))
- [fbe189b](#) - new attributes to check not null, not empty and not zero. (commit by [@pabllopf](#))
- [4cfac7e](#) - new utf8 manager (commit by [@pabllopf](#))
- [963cefd](#) - add demo to web (commit by [@pabllopf](#))
- [7479d79](#) - add the engine to web format (commit by [@pabllopf](#))
- [314bc68](#) - integrate vulkan, opengl, metal and directx backends (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [d79057b](#) - move all extern code to custom class of SdlTtf (commit by [@pabllopf](#))
- [ff20713](#) - the dlls extractor (commit by [@pabllopf](#))
- [b808e9d](#) - the buf with the buffers and LayoutKind.Sequential (commit by [@pabllopf](#))
- [3f51d96](#) - random security level issue (commit by [@pabllopf](#))
- [61ce295](#) - gethashcode of matrices (commit by [@pabllopf](#))
- [4dd5da4](#) - gethashcode of vector3f (commit by [@pabllopf](#))
- [dbc1936](#) - to internal ImGuiNative (commit by [@pabllopf](#))
- [062665e](#) - 3 bugs with private and readonly class (commit by [@pabllopf](#))
- [404db67](#) - resources of core and alis module (commit by [@pabllopf](#))
- [9bf7db8](#) - the default value of methods (commit by [@pabllopf](#))
- [d06880e](#) - logger sln format and create new log levels (commit by [@pabllopf](#))
- [44698af](#) - some critical issues of logger (commit by [@pabllopf](#))

- [2b0b2a8](#) - readonly values ( commit by [@pabllopf](#))
- [3d8b81e](#) - Obsolete code (commit by [@pabllopf](#))
- [7a124a0](#) - check and refactor names and comments of sdl structs (commit by [@pabllopf](#))
- [a7ad1b2](#) - names and format sdl code of graphic module (commit by [@pabllopf](#))
- [77580cc](#) - the engine start method (commit by [@pabllopf](#))
- [afb01f2](#) - Refactor this method to reduce its Cognitive Complexity from 19 to the 15 allowed. (commit by [@pabllopf](#))
- [a547854](#) - Refactor this constructor to reduce its Cognitive Complexity from 18 to the 15 allowed. (commit by [@pabllopf](#))
- [c810bb4](#) - flag name of imgui module (commit by [@pabllopf](#))
- [8e2eecf](#) - some methods of extern ttf module (commit by [@pabllopf](#))
- [c707092](#) - format folder of sdl (commit by [@pabllopf](#))
- [4141153](#) - enums names (commit by [@pabllopf](#))
- [f0acc23](#) - NotNull attribute ( commit by [@pabllopf](#))
- [f2db666](#) - ' TTF\_ByteSwappedUNICODE' less trivial. (commit by [@pabllopf](#))
- [dfb7c1c](#) - the wrapper of sdl ttf (commit by [@pabllopf](#))
- [31ab0c1](#) - all sdl ttf (commit by [@pabllopf](#))
- [092d751](#) - the sdl image (commit by [@pabllopf](#))
- [1a7cc79](#) - the name (commit by [@pabllopf](#))
- [f0cb2e2](#) - one line sdl image class (commit by [@pabllopf](#))
- [51020ac](#) - sdl main class names and delegates (commit by [@pabllopf](#))
- [803acd9](#) - names and sdl vars ( commit by [@pabllopf](#))
- [92dd1b1](#) - move out struct on music class (commit by [@pabllopf](#))
- [819b1b0](#) - names of sln (commit by [@pabllopf](#))
- [471ad17](#) - the validator of all entities (commit by [@pabllopf](#))
- [edf5242](#) - name entry point ( commit by [@pabllopf](#))
- [b6c85ac](#) - names of SdlPixelType (commit by [@pabllopf](#))
- [6cd01e8](#) - names of PackedOrder (commit by [@pabllopf](#))
- [7cbf05b](#) - PixelType name ( commit by [@pabllopf](#))
- [1bb5179](#) - names of PackedLayout (commit by [@pabllopf](#))
- [de94bc9](#) - names of sdl (commit by [@pabllopf](#))
- [a44ecbd](#) - sdl new changes ( commit by [@pabllopf](#))
- [7d53177](#) - name attributes of sdl class (commit by [@pabllopf](#))
- [1b009d8](#) - sdl warper (commit by [@pabllopf](#))
- [dee9927](#) - sdl names of init method (commit by [@pabllopf](#))
- [5b34414](#) - add new wrappers and names corrections (commit by [@pabllopf](#))
- [aa7c0da](#) - sdl names (commit by [@pabllopf](#))
- [87a8a5d](#) - correct 30 names ( commit by [@pabllopf](#))
- [72292a4](#) - 40 names of sdl ( commit by [@pabllopf](#))
- [b63cae0](#) - 100 names of sdl ( commit by [@pabllopf](#))

- [45cfbe4](#) - 100 names of sdl ( commit by [@pabllopf](#))
- [5fe1e77](#) - sdl 79 change names ( commit by [@pabllopf](#))
- [d682724](#) - all imgui (commit by [@pabllopf](#))
- [cfa30ea](#) - alis engine web with new main (commit by [@pabllopf](#))
- [f85adb3](#) - web imgui (commit by [@pabllopf](#))
- [60d7339](#) - net version (commit by [@pabllopf](#))
- [cb9a0f7](#) - the imgui loader ( commit by [@pabllopf](#))
- [31cd1f1](#) - build folder (commit by [@pabllopf](#))
- [f816c33](#) - the main js (commit by [@pabllopf](#))
- [d826bfd](#) - font (commit by [@pabllopf](#))
- [3fc6f57](#) - add new imgui plot, grizmo and nodes extras (commit by [@pabllopf](#))
- [3868813](#) - warning as errors and new class of engine (commit by [@pabllopf](#))
- [c98a954](#) - veldrid config ( commit by [@pabllopf](#))
- [ae086b9](#) - osx dlls of sdl2 sfml and cimgui (commit by [@pabllopf](#))
- [cc9a349](#) - windows loader ( commit by [@pabllopf](#))
- [64fed43](#) - config file (commit by [@pabllopf](#))



## Documentation Changes

- [e84d559](#) - update the main xmls folder format (commit by [@pabllopf](#))
- [918f8fb](#) - add new comments to imgui extras (commit by [@pabllopf](#))
- [ae5987f](#) - create new samples of opengl opengles vulkan dx11 and metal (commit by [@pabllopf](#))



## Code Style Changes

- [7e35ed6](#) - delete comment and regions zones (commit by [@pabllopf](#))
- [1527856](#) - refactor and clean the sln (commit by [@pabllopf](#))
- [1fa2387](#) - clean and refactor sln (commit by [@pabllopf](#))
- [1875628](#) - change name of vector and matrix to include Type float (commit by [@pabllopf](#))
- [9e688f3](#) - change name of matrix with new format (commit by [@pabllopf](#))
- [a5fdc1f](#) - refactor style of math module (commit by [@pabllopf](#))
- [db48bd8](#) - big refactor of opengl module, extract the enums and delegates and change names format. (commit by [@pabllopf](#))
- [d8b4e92](#) - delete useless class (commit by [@pabllopf](#))
- [e106dc3](#) - organize the imgui folder (commit by [@pabllopf](#))
- [580b27f](#) - refactor sln to include a new namespace (commit by [@pabllopf](#))
- [02959f3](#) - refactor the ImDrawList (commit by [@pabllopf](#))
- [a6ef227](#) - wrapper sdl ttf ( commit by [@pabllopf](#))
- [66ab6c9](#) - refactor namespaces to do more simple (commit by [@pabllopf](#))

[v0.0.8](#) - 2023-06-09



## ✨ New Features

- [f69c4b4](#) - add the gravity config to physic settings of the videogame (commit by [@pabllopf](#))
- [37beb39](#) - add the anglur velocity to the boxcollider (commit by [@pabllopf](#))
- [793b734](#) - create new directory to engine Alis.App.Engine (commit by [@pabllopf](#))
- [fbe66a7](#) - add native sdl2, imgui and opengl (commit by [@pabllopf](#))
- [247fad2](#) - add support with sdl2 and opengl (commit by [@pabllopf](#))
- [98685a2](#) - add new sln file to templates of alis (commit by [@pabllopf](#))
- [6114c95](#) - add new sln to alis.templates (commit by [@pabllopf](#))
- [6dbc2f8](#) - new module la and new module profiling (commit by [@pabllopf](#))
- [5b8b791](#) - add sdl audio backend to audio module. (commit by [@pabllopf](#))
- [55e68ab](#) - refactor sdl main class (commit by [@pabllopf](#))
- [fdd681b](#) - add new 2 controller of windows (commit by [@pabllopf](#))
- [8a5f623](#) - new module "Scripting" (commit by [@pabllopf](#))
- [b10e3b8](#) - delete all unsafe code to do more security of sdl module (commit by [@pabllopf](#))
- [bb4991f](#) - create store and translation modules (commit by [@pabllopf](#))
- [5dd931f](#) - new module "store" to include the system pay. (commit by [@pabllopf](#))

## 🐛 Bug Fixes

- [44df77f](#) - resources of api graphic (commit by [@pabllopf](#))
- [31c6e36](#) - the unsafe block of code (commit by [@pabllopf](#))
- [6080680](#) - delete dependencie with unsafe code (commit by [@pabllopf](#))
- [ac73804](#) - restore the sln and update the assets folder of engine. (commit by [@pabllopf](#))
- [8239997](#) - imgui module and gen code (commit by [@pabllopf](#))
- [409c7a5](#) - refactor the resources folder to equals on input graphic and audio modules (commit by [@pabllopf](#))
- [aa85caa](#) - the resources files ( commit by [@pabllopf](#))
- [0e403fa](#) - sdl sintax of the main solution (commit by [@pabllopf](#))
- [1542166](#) - the dir access on windows machines (commit by [@pabllopf](#))
- [d7dd99c](#) - Unvalidated local pointer arithmetic (commit by [@pabllopf](#))
- [96915bd](#) - Unvalidated local pointer arithmetic (commit by [@pabllopf](#))
- [6556c13](#) - the last memory Unvalidated local pointer arithmetic (commit by [@pabllopf](#))
- [48d978e](#) - the ramdon generator (commit by [@pabllopf](#))
- [9dbc58e](#) - Make sure that using this pseudorandom number generator is safe here (commit by [@pabllopf](#))
- [e35987b](#) - Remove this unread private field '\_seed' or refactor the code to use its value. (commit by [@pabllopf](#))
- [8e8833a](#) - Use the 'value' parameter in this property set accessor declaration (commit by [@pabllopf](#))

- [91f4d71](#) - Make sure this weak hash algorithm is not used in a sensitive context here. (commit by [@pabllopf](#))
- [43ad053](#) - the sdl audio (commit by [@pabllopf](#))
- [6b0c449](#) - the input system of alis (commit by [@pabllopf](#))
- [539d624](#) - sdl error with vars (commit by [@pabllopf](#))
- [e2ad49c](#) - separate the calls of OpenGL and context code. (commit by [@pabllopf](#))
- [1682f83](#) - the main sln names (commit by [@pabllopf](#))
- [44ec8d9](#) - 'preb' is null on at least one execution path. (commit by [@pabllopf](#))
- [efff881](#) - Add a nested comment explaining why this method is empty, throw a 'NotSupportedException' or complete the implementation. (commit by [@pabllopf](#))
- [97b7787](#) - Dispose 'tcpClient' when it is no longer needed. (commit by [@pabllopf](#))
- [ed62613](#) - Refactor Vector2F ' GetHashCode' to not reference mutable fields. (commit by [@pabllopf](#))
- [d1a04d6](#) - Vector3F Refactor ' GetHashCode' to not reference mutable fields (commit by [@pabllopf](#))
- [2258072](#) - Matrix4X4F Refactor ' GetHashCode' to not reference mutable fields. (commit by [@pabllopf](#))
- [0cc58e6](#) - RectangleF Refactor ' GetHashCode' to not reference mutable fields (commit by [@pabllopf](#))
- [4bbf783](#) - reduce size of the Sdl file (commit by [@pabllopf](#))
- [41ac71c](#) - the main sdl class (commit by [@pabllopf](#))
- [b7a6b8c](#) - delete all unsafe code of audio module (commit by [@pabllopf](#))
- [159c75f](#) - resolve some unsafe code to to safe (commit by [@pabllopf](#))
- [fb6c6b0](#) - delete some unsafe code of graphic module (commit by [@pabllopf](#))
- [73d8319](#) - the encoding text (commit by [@pabllopf](#))
- [035d853](#) - delete all unsafe code of sfml module (commit by [@pabllopf](#))
- [377002b](#) - abstract the input system (commit by [@pabllopf](#))
- [b63a640](#) - the sdl unsafe code (commit by [@pabllopf](#))
- [2b8caf2](#) - the event unsafe code (commit by [@pabllopf](#))
- [7b92206](#) - delete unsafe code SdlHapticCondition (commit by [@pabllopf](#))
- [31f7a96](#) - allow SizeConst of arrays (commit by [@pabllopf](#))
- [ad75acf](#) - delete all unsafe code of byte[] (commit by [@pabllopf](#))
- [9ddaf77](#) - the sdl unsafe code of events (commit by [@pabllopf](#))
- [1bb469e](#) - byte[] unsafe code to do with intptr (commit by [@pabllopf](#))
- [d056781](#) - the SdlSensorEvent (commit by [@pabllopf](#))
- [e1f9e9a](#) - SdlRendererInfo (commit by [@pabllopf](#))
- [d8da437](#) - delete unsafe code of opengl module (commit by [@pabllopf](#))
- [4dcc5fe](#) - the engine with imgui (commit by [@pabllopf](#))
- [6260ad6](#) - delete unsafe code of ImDrawCmd (commit by [@pabllopf](#))
- [3b7fb5b](#) - the byte sdl input event (commit by [@pabllopf](#))

- [abeb900](#) - padding byte converter (commit by [@pabllopf](#))
- [0cfa609](#) - quite unsafe code of rendered sdl imgui (commit by [@pabllopf](#))
- [bc6899d](#) - the imgui unsafe code to compile (commit by [@pabllopf](#))

## ✓ Tests

- [dc2dfb3](#) - new 4 test to world class (commit by [@pabllopf](#))
- [19f22be](#) - 4 new test for world class to checj add and remove of joints (commit by [@pabllopf](#))

## Build System

- [72a843c](#) - **deps:** bump SkiaSharp.NativeAssets.Linux from 2.88.1 to 2.88.3 (commit by [@dependabot\[bot\]](#))
- [bb4f4ba](#) - **deps:** bump SkiaSharp.Views.Maui.Controls.Compatibility (commit by [@dependabot\[bot\]](#))
- [541b120](#) - **deps:** bump Microsoft.AspNetCore.Components.WebAssembly (commit by [@dependabot\[bot\]](#))
- [8302a07](#) - **deps:** bump Microsoft.AspNetCore.Components.WebAssembly.DevServer (commit by [@dependabot\[bot\]](#))
- [283764c](#) - **deps:** bump SkiaSharp.Views.Maui.Controls from 2.88.1 to 2.88.3 (commit by [@dependabot\[bot\]](#))
- [220af10](#) - **deps:** bump actions/dependency-review-action from 2 to 3 (commit by [@dependabot\[bot\]](#))

## Code Style Changes

- [d4537d9](#) - update the sln with new scripts and configs (commit by [@pabllopf](#))
- [4ec3d77](#) - refactor all class and structs of imgui to do more clean code. (commit by [@pabllopf](#))
- [e6db497](#) - refactor to do more clean code the sln files (commit by [@pabllopf](#))
- [b451740](#) - move sln templates to folder templates (commit by [@pabllopf](#))
- [28c4dc2](#) - extract class of sdl\_mixer (commit by [@pabllopf](#))
- [0699bd6](#) - Use the 'value' parameter in this property set accessor declaration (commit by [@pabllopf](#))
- [cc3ec2c](#) - refactor names of sln (commit by [@pabllopf](#))
- [5d87492](#) - refactor the main sln files (commit by [@pabllopf](#))
- [69294cf](#) - delete all bugs of Graph (commit by [@pabllopf](#))
- [0163c08](#) - refactor the main sdl2 file (commit by [@pabllopf](#))
- [1b813a8](#) - moce delegates to files (commit by [@pabllopf](#))
- [107dc2f](#) - reset sln with new modules (commit by [@pabllopf](#))

## Other Changes

- [6e10cf0](#) - delete the class consolegame and soundgame (commit by [@pabllopf](#))

- [fe931d1](#) - delete matrix2x2f of physic module (commit by [@pabllopf](#))
- [de37ae2](#) - reduce langversion to 8 (commit by [@pabllopf](#))

## [v0.0.7](#) - 2023-04-30

### ✨ New Features

- [c3086e5](#) - create a custom math entities. (commit by [@pabllopf](#))
- [69f28a1](#) - add new entities of math (commit by [@pabllopf](#))
- [288bcc1](#) - add new matrix and vector namespace of math module (commit by [@pabllopf](#))
- [b300666](#) - new input system based on sdl2 (commit by [@pabllopf](#))
- [f571eb1](#) - add buttons controller for input manager (commit by [@pabllopf](#))
- [76d2dc1](#) - include sdl2 dlls on compilation (commit by [@pabllopf](#))
- [fed11dd](#) - new sample of game " 7colors" of cards (commit by [@pabllopf](#))
- [4e8a2b5](#) - add the universe that contains worlds on physics module. (commit by [@pabllopf](#))
- [ba78c06](#) - create a workflow to update changelog (commit by [@pabllopf](#))
- [2a605cd](#) - update all scripts with the same name of the main sln (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [3b6fc6a](#) - delete dependencies of vector2 with system libs (commit by [@pabllopf](#))
- [79e4fd4](#) - the runtime of windows arm64 platforms (commit by [@pabllopf](#))
- [20dbdc0](#) - keyboard input when press on windows (commit by [@pabllopf](#))
- [8f5dc35](#) - keyboard input when updateEvents (commit by [@pabllopf](#))
- [de7c8b4](#) - fix the changelog file (commit by [@pabllopf](#))
- [9f0822e](#) - delete test on changelog workflow (commit by [@pabllopf](#))
- [44ca3ba](#) - delete the changelog (commit by [@pabllopf](#))
- [938b6c1](#) - test without install workloads (commit by [@pabllopf](#))
- [8578e03](#) - windows test (commit by [@pabllopf](#))
- [73ebd49](#) - delete tools of repository (commit by [@pabllopf](#))
- [3049688](#) - update sln files ( commit by [@pabllopf](#))
- [ed4a5d8](#) - the for of the workflows (commit by [@pabllopf](#))
- [a7a5e02](#) - the for test (commit by [@pabllopf](#))
- [08c1c48](#) - the dev test on windows (commit by [@pabllopf](#))
- [f1630c0](#) - the main workflow of test (commit by [@pabllopf](#))
- [02fedc0](#) - test (commit by [@pabllopf](#))
- [2a0791e](#) - resources path ( commit by [@pabllopf](#))
- [8d870c8](#) - the resources path ( commit by [@pabllopf](#))
- [bd75fc6](#) - update the dirs of templates (commit by [@pabllopf](#))
- [861c69a](#) - alis test that return exceptions (commit by [@pabllopf](#))
- [b986c64](#) - the dir of unit tests (commit by [@pabllopf](#))
- [23ac407](#) - the name of test scripts (commit by [@pabllopf](#))

- [1ae8f32](#) - change || to && on scripts of linux and macos (commit by [@pabllopf](#))
- [c4caa07](#) - update the scripts to linux and macos (commit by [@pabllopf](#))
- [2b917ac](#) - windows input module (commit by [@pabllopf](#))

## ✓ Tests

- [a842cab](#) - create 3 new unit test for method ClearForces of World class. (commit by [@pabllopf](#))
- [e85a578](#) - add new tests to method addbody of world class (commit by [@pabllopf](#))
- [e7b93ec](#) - add test to remove a body from world (commit by [@pabllopf](#))

## Build System

- [1179d33](#) - **deps:** bump SkiaSharp.Views.Maui.Controls.Compatibility (commit by [@dependabot\[bot\]](#))
- [a661956](#) - **deps:** bump SkiaSharp.NativeAssets.Linux from 2.88.1 to 2.88.3 (commit by [@dependabot\[bot\]](#))
- [d5c2f11](#) - **deps:** bump Microsoft.AspNetCore.Components.WebAssembly (commit by [@dependabot\[bot\]](#))
- [65f9dca](#) - **deps:** bump Microsoft.AspNetCore.Components.WebAssembly.DevServer (commit by [@dependabot\[bot\]](#))
- [e68e0ad](#) - **deps:** bump SkiaSharp.Views.Maui.Controls from 2.88.1 to 2.88.3 (commit by [@dependabot\[bot\]](#))
- [c9c794f](#) - **deps:** bump Microsoft.AspNetCore.Components.WebAssembly (commit by [@dependabot\[bot\]](#))
- [62a9810](#) - **deps:** bump Microsoft.AspNetCore.Components.WebAssembly.DevServer (commit by [@dependabot\[bot\]](#))
- [bb93572](#) - **deps:** bump actions/stale from 5 to 8 (commit by [@dependabot\[bot\]](#))

## Documentation Changes

- [d30c821](#) - create automatic web.

## Code Style Changes

- [022dfe8](#) - change the names of workflows of github (commit by [@pabllopf](#))
- [538bd9a](#) - refactor matrix and vector of numerics module. (commit by [@pabllopf](#))
- [c304839](#) - refactor main sln (commit by [@pabllopf](#))
- [a50c18d](#) - refactor name of matrix of physic module. (commit by [@pabllopf](#))
- [69360e8](#) - refactor name of transform var of position and rotation (commit by [@pabllopf](#))
- [941af60](#) - move transform and rot struct to math module (commit by [@pabllopf](#))
- [769ffee](#) - refactor name rot to rotation (commit by [@pabllopf](#))
- [02d80c6](#) - delete dependencies of numerics module on physics and create custom vectors (commit by [@pabllopf](#))



- [ed486ba](#) - refactor the main sln files (commit by [@pabllopf](#))
- [3bccc85](#) - refactor delete fixturedef of physic module (commit by [@pabllopf](#))
- [a2a06b8](#) - delete body def to simply the class (commit by [@pabllopf](#))
- [e24cfbf](#) - delete all def of physic module. (commit by [@pabllopf](#))
- [2f506d1](#) - change timeStep to time module. (commit by [@pabllopf](#))
- [31bd68e](#) - delete misc folder of physic module (commit by [@pabllopf](#))
- [cdf2ce](#) - delete cont of max value float to float.MaxValue (commit by [@pabllopf](#))
- [0e4b5b3](#) - delete regions of code (commit by [@pabllopf](#))
- [7a0d175](#) - refactor rogue sample deleting the native old libs (commit by [@pabllopf](#))
- [ab89372](#) - update the xml files (commit by [@pabllopf](#))
- [b72aa0d](#) - refactor the math helper to include on the math module (commit by [@pabllopf](#))
- [187afd5](#) - include new matrix3x3 on math module (commit by [@pabllopf](#))
- [7c314cf](#) - add the pong game to web interactive (commit by [@pabllopf](#))
- [2bd593d](#) - refactor the matrix 2x2 (commit by [@pabllopf](#))
- [8010512](#) - refactor names of sln files and vars. (commit by [@pabllopf](#))
- [3a1b17d](#) - run cleanup and refactor code (commit by [@pabllopf](#))
- [6b0f886](#) - extract class and struct of sdlmixer (commit by [@pabllopf](#))
- [132979b](#) - refactor the input module to include new class/struct of sdl lib (commit by [@pabllopf](#))
- [0bb60de](#) - end refactor of sdl to extract all class and struct in files. (commit by [@pabllopf](#))
- [a96faaf](#) - refactor the static text of files sln (commit by [@pabllopf](#))
- [9d2ba0d](#) - refactor the physic module and include new properties on world class (commit by [@pabllopf](#))
- [b4caad8](#) - create simple class world (commit by [@pabllopf](#))
- [beb2731](#) - new docs md for class world (commit by [@pabllopf](#))
- [494bb29](#) - update docs of world class (commit by [@pabllopf](#))
- [fafc89f](#) - refactor workflow of test (commit by [@pabllopf](#))
- [a46dd39](#) - refactoring the world class of physic module (commit by [@pabllopf](#))
- [d3d0bed](#) - refactor contact list to do a real list (commit by [@pabllopf](#))
- [40a5875](#) - refactor the world ClearFlags() (commit by [@pabllopf](#))
- [92ffd7b](#) - remove rest method from island (commit by [@pabllopf](#))
- [b03dfd1](#) - delete BodiesStack on world class (commit by [@pabllopf](#))
- [15af303](#) - refactor to do more simple the solve method (commit by [@pabllopf](#))
- [4a976ea](#) - create new methods on body and world to do more simple the class (commit by [@pabllopf](#))
- [90e48d1](#) - change body[] to list on island class (commit by [@pabllopf](#))
- [d7235ec](#) - change arrays to list on class island and contactsolver (commit by [@pabllopf](#))
- [270a7ad](#) - refactor style of the solution (commit by [@pabllopf](#))
- [8daf77d](#) - remove contact manager reference of island class (commit by [@pabllopf](#))
- [8d9f0af](#) - simple solve method of world class (commit by [@pabllopf](#))
- [f76def1](#) - add new method to invalidate TOI (commit by [@pabllopf](#))

- [584f8b5](#) - new method called SynchronizeBodies on island (commit by [@pabllopf](#))
- [b9dd6f8](#) - simple more toi events method of world class (commit by [@pabllopf](#))
- [e1d7c7b](#) - create new method to get mincontact (commit by [@pabllopf](#))
- [76863ad](#) - add new method called AdvanceBody on world class (commit by [@pabllopf](#))
- [6536db4](#) - create the fast iterator of list (commit by [@pabllopf](#))
- [ef0695e](#) - refactor the world class and create new method IsMinAlphaGreaterThanEpsilon (commit by [@pabllopf](#))
- [9d33957](#) - refactor the island class to include a timestep (commit by [@pabllopf](#))
- [62fc6a1](#) - delete a ref of minalpha (commit by [@pabllopf](#))
- [409cff9](#) - refactor the world class to do bodies list private. (commit by [@pabllopf](#))
- [058d59a](#) - delete the static world copies on objects. (commit by [@pabllopf](#))
- [e0937e6](#) - delete dummies test (commit by [@pabllopf](#))
- [8a6f4ef](#) - creating new figures to delete the factory methods (commit by [@pabllopf](#))

## [v0.0.6](#) - 2023-04-28

### 🌟 New Features

- [da7b547](#) - update automatic wiki. (commit by [@pabllopf](#))
- [fdcd42](#) - change the structure of docs folder to include wiki, web, documentation, and resources folder (commit by [@pabllopf](#))
- [31dab88](#) - first version of web (commit by [@pabllopf](#))
- [e86a06e](#) - add Content Security Policy to web (commit by [@pabllopf](#))
- [bd81036](#) - add new policy (commit by [@pabllopf](#))
- [02d9697](#) - add new control of logs. (commit by [@pabllopf](#))
- [a976136](#) - add new style logs and new tool to see full logs. (commit by [@pabllopf](#))
- [f9bde5f](#) - add new template to create games with alis and 2d new render manager. (commit by [@pabllopf](#))
- [962034d](#) - add new extract method to load resources dlls (commit by [@pabllopf](#))
- [d4bcec3](#) - add template to build game on web. (commit by [@pabllopf](#))
- [7334131](#) - add .runtimes folder on sln (commit by [@pabllopf](#))
- [f5c27d6](#) - adapt the packages config for graphic modules (commit by [@pabllopf](#))
- [6ce06d5](#) - add native dlls on audio module. (commit by [@pabllopf](#))
- [b0193a3](#) - compile the alis lib with native dlls (commit by [@pabllopf](#))

### 🐛 Bug Fixes

- [5f67f24](#) - workflows of github (commit by [@pabllopf](#))
- [3e5bc8f](#) - size of web (commit by [@pabllopf](#))
- [bb9df06](#) - email send of web (commit by [@pabllopf](#))
- [81e9186](#) - the Indexing of the web (commit by [@pabllopf](#))
- [4003a59](#) - change gifs to video (commit by [@pabllopf](#))

- [c52566b](#) - footer web and time load of scripts (commit by [@pabllopf](#))
- [16b237d](#) - web jquery version ( commit by [@pabllopf](#))
- [5c84c21](#) - video format of web ( commit by [@pabllopf](#))
- [8819bd1](#) - logo web format ( commit by [@pabllopf](#))
- [e517ca8](#) - update bootstrap ( commit by [@pabllopf](#))
- [88dc942](#) - resolution logo alis on web (commit by [@pabllopf](#))
- [6d7bb99](#) - console errors ( commit by [@pabllopf](#))
- [dd02d93](#) - web Ensure CSP ( commit by [@pabllopf](#))
- [78dcb86](#) - web contact form ( commit by [@pabllopf](#))
- [b3002fe](#) - navigation menu web ( commit by [@pabllopf](#))
- [f26d084](#) - change images folder of wiki (commit by [@pabllopf](#))
- [76f9217](#) - the index canonical web deploy on google domains (commit by [@pabllopf](#))
- [05244a0](#) - homepage redirection on nav header (commit by [@pabllopf](#))
- [d737d1b](#) - change id marks and color of namenu of web. (commit by [@pabllopf](#))
- [76399b6](#) - logo imagen ref of web (commit by [@pabllopf](#))
- [177cedb](#) - resolution web icon ( commit by [@pabllopf](#))
- [f964a23](#) - video load source ( commit by [@pabllopf](#))
- [019859c](#) - homepage video play ( commit by [@pabllopf](#))
- [4202090](#) - nav menu control jquery (commit by [@pabllopf](#))
- [73cd06d](#) - change workflows to install macos workload (commit by [@pabllopf](#))
- [f9a3b97](#) - the templates of alis (commit by [@pabllopf](#))
- [f6cce0f](#) - icon problem (commit by [@pabllopf](#))
- [84a58be](#) - add new template with windows for arm (commit by [@pabllopf](#))
- [02f8713](#) - windows template builder (commit by [@pabllopf](#))
- [c1ef08c](#) - simple render of web (commit by [@pabllopf](#))
- [827aaf3](#) - add new conditions on the linux template csproj (commit by [@pabllopf](#))
- [40e9353](#) - change the dir of resources to load dlls of systems. (commit by [@pabllopf](#))
- [8d4145e](#) - change folder of resources location (commit by [@pabllopf](#))
- [09ad3ae](#) - the dll extract of native files (commit by [@pabllopf](#))
- [baf30a8](#) - compilation on windows for external dlls (commit by [@pabllopf](#))
- [8da2575](#) - vector 2 structure ( commit by [@pabllopf](#))
- [8e6b359](#) - the automatic create test (commit by [@pabllopf](#))

## ✓ Tests

- [04b1a2c](#) - create 240 empty test for alis.test module (commit by [@pabllopf](#))
- [94d427c](#) - fixed default tests and start to testing videogame class (commit by [@pabllopf](#))

## Documentation Changes

- [de5bc04](#) - create automatic web.
- [71811cc](#) - create automatic web.



- [1d0cb26](#) - create automatic web.
- [fe7ce86](#) - refactor the docs folder to include wiki documentation and web. (commit by [@pabllopf](#))
- [71b3441](#) - update wiki with new structure. (commit by [@pabllopf](#))
- [1970890](#) - include footer ( commit by [@pabllopf](#))
- [cc601c3](#) - create automatic web.
- [b29c24e](#) - create automatic web.
- [df6ef96](#) - delete templates of web folder (commit by [@pabllopf](#))
- [2043f2f](#) - create automatic web.
- [3fbb522](#) - create donation web section (commit by [@pabllopf](#))

## Code Style Changes

- [8a07408](#) - change names of docs subfolders (commit by [@pabllopf](#))
- [2a90ed6](#) - remove all cansole.writeline to inclide logs messages (commit by [@pabllopf](#))
- [312dd22](#) - refactor the sln of templates (commit by [@pabllopf](#))
- [67fd0b0](#) - refactor the tmeplate of ios to do more simple (commit by [@pabllopf](#))

## Other Changes

- [a4ec78a](#) - update bookmarks of log tool. (commit by [@pabllopf](#))
- [b1d1605](#) - change the resource files (commit by [@pabllopf](#))

## [v0.0.5](#) - 2022-10-23

### New Features

- [607bdac](#) - add bot to check security (commit by [@pabllopf](#))
- [376596d](#) - create workflow to auto create web (commit by [@pabllopf](#))
- [94423ea](#) - Add gpg4win tool for windows (commit by [@pabllopf](#))
- [97b981d](#) - add rider for windows tool (commit by [@pabllopf](#))
- [91d3616](#) - add git tool for windows (commit by [@pabllopf](#))
- [de37217](#) - add github desktop to windows tools (commit by [@pabllopf](#))
- [ee67417](#) - add SFML (commit by [@pabllopf](#))
- [eec1de1](#) - add .net6.0 (commit by [@pabllopf](#))
- [9940504](#) - simple render cross-platform (commit by [@pabllopf](#))
- [0bbcbd0](#) - add new script to macos os for develop on alis (commit by [@pabllopf](#))
- [c44c934](#) - add global.json with net6.0 (commit by [@pabllopf](#))
- [d6df8e7](#) - new render cross-platform (commit by [@pabllopf](#))
- [a42580c](#) - add new network socket module. (commit by [@pabllopf](#))
- [2bdbdfc](#) - add simple structure of a game on alis. (commit by [@pabllopf](#))
- [53c9fb3](#) - add installer of rider. (commit by [@pabllopf](#))
- [faa8f8d](#) - add installer github desktop (commit by [@pabllopf](#))

- [4e11c10](#) - add installer dotnet (commit by [@pabllopf](#))
- [0cd30dc](#) - add controller xbox/play module (commit by [@pabllopf](#))
- [0b0a002](#) - add test for all class of physics module (commit by [@pabllopf](#))
- [8ca2bca](#) - add empty unit test of physic module (commit by [@pabllopf](#))
- [3041698](#) - delete body linkedlist, and create simple list on world class (commit by [@pabllopf](#))
- [5a29a42](#) - add new expectation of lock world (commit by [@pabllopf](#))
- [8b8fd2e](#) - refactor to create a world more simple. (commit by [@pabllopf](#))
- [986654d](#) - create entity shape on world. (commit by [@pabllopf](#))
- [d6240c2](#) - add new entity joint to world (commit by [@pabllopf](#))
- [bce7b1c](#) - PublishTrimmed ( commit by [@pabllopf](#))
- [21ae75b](#) - add new arquitecture (commit by [@pabllopf](#))
- [7ad08db](#) - create new arquitecture of alis.core (commit by [@pabllopf](#))
- [740e5d4](#) - create system and manager control (commit by [@pabllopf](#))
- [cb66212](#) - change mode on debug and release with files linked (commit by [@pabllopf](#))
- [c3e0f6f](#) - add default tools to build project (commit by [@pabllopf](#))
- [223a986](#) - add managers controller (commit by [@pabllopf](#))
- [ffcb0f0](#) - add transform for 2d games (commit by [@pabllopf](#))
- [b5f5533](#) - add new builder of scene and scenemanager (commit by [@pabllopf](#))
- [b9f5037](#) - add grapich sample and add compability with macos (commit by [@pabllopf](#))
- [0fcfcdb](#) - add graphic manager and simple windows (commit by [@pabllopf](#))
- [db15105](#) - add new audio cross platform with net standar (commit by [@pabllopf](#))
- [1ac3e4b](#) - assets folder include automatic in sample projects (commit by [@pabllopf](#))
- [aa27e61](#) - add timer control ( commit by [@pabllopf](#))
- [db27866](#) - add sprite component builder and add new sample with this component (commit by [@pabllopf](#))
- [9976bec](#) - add new builder for components of alis.core (commit by [@pabllopf](#))
- [7c449e7](#) - integrate sfml modules of grapichs, audio and input (commit by [@pabllopf](#))
- [187c813](#) - new input manager ( commit by [@pabllopf](#))
- [9e6b057](#) - implement the native and sfml audio module. (commit by [@pabllopf](#))
- [e58388f](#) - create audio general clases for build components (commit by [@pabllopf](#))
- [7bcf0bd](#) - add new words for api fluent and integrate the audiosource builder. (commit by [@pabllopf](#))
- [0bba00c](#) - new builders of lights and meshes (commit by [@pabllopf](#))
- [b0364a1](#) - add new builders config for audioclip and audiosource (commit by [@pabllopf](#))
- [4c614d8](#) - setting builder ( commit by [@pabllopf](#))
- [0f68c8a](#) - add new simple input manager (commit by [@pabllopf](#))
- [f2d0135](#) - add animator simple ( commit by [@pabllopf](#))
- [bd8eb78](#) - add player move controller with simple input (commit by [@pabllopf](#))
- [8647b7e](#) - implement managerbase clases to create interface into alis.core and alis (commit by [@pabllopf](#))

- [4b0a3be](#) - add tool to create comments (commit by [@pabllopf](#))
- [1bd6db7](#) - add animator simple builder with api fluent (commit by [@pabllopf](#))
- [1c0ef96](#) - change animation by name (commit by [@pabllopf](#))
- [ca1609f](#) - add camera (commit by [@pabllopf](#))
- [080124a](#) - add new debug (commit by [@pabllopf](#))
- [2dc87cc](#) - add icon setting on general settings. (commit by [@pabllopf](#))
- [975ab29](#) - add new setting of window and general. (commit by [@pabllopf](#))
- [26937f1](#) - resize the windows ( commit by [@pabllopf](#))
- [2cce91f](#) - can change to resize and fullscreen mode with alt + enter (commit by [@pabllopf](#))
- [a9fd920](#) - add benchmark module. (commit by [@pabllopf](#))
- [fd020a8](#) - add basic templates of game with alis. (commit by [@pabllopf](#))
- [8e06194](#) - simple template cross-platform of alis. (commit by [@pabllopf](#))
- [19c3af6](#) - basic physics with dynamic/static objects. (commit by [@pabllopf](#))
- [053d5ae](#) - add simple game ping pong with physics. (commit by [@pabllopf](#))
- [9e1920c](#) - add simple player controller of ping pong game (commit by [@pabllopf](#))
- [4d1206c](#) - detect collision of two object. (commit by [@pabllopf](#))
- [f425b95](#) - add simple geometrydash controller (commit by [@pabllopf](#))
- [45e2436](#) - add simple sample of collisions (commit by [@pabllopf](#))



## Bug Fixes

- [e3b827a](#) - change config file of bot dependency (commit by [@pabllopf](#))
- [926f652](#) - generation of xmls files by targetframework (commit by [@pabllopf](#))
- [3a3cbfa](#) - namespace of timestep class in the time module (commit by [@pabllopf](#))
- [9d9e787](#) - the output dir of build sln include \$configuration in the path. (commit by [@pabllopf](#))
- [59891ad](#) - netstandar 1.3 ( commit by [@pabllopf](#))
- [74e5cb8](#) - add dlls for macos m1 (commit by [@pabllopf](#))
- [30583e8](#) - dont include xml files in repo (commit by [@pabllopf](#))
- [cf1fa2f](#) - give permission files sln (commit by [@pabllopf](#))
- [73ef303](#) - android manifest ( commit by [@pabllopf](#))
- [3610521](#) - the tests on dev branche (commit by [@pabllopf](#))
- [5791a4a](#) - example of the desktop windows (commit by [@pabllopf](#))
- [3d043bf](#) - change names of folders and rules. (commit by [@pabllopf](#))
- [57500e0](#) - change all class to individual files on input module. (commit by [@pabllopf](#))
- [168a3a8](#) - refactor a style of code. (commit by [@pabllopf](#))
- [078fb22](#) - dependency of samples alis. (commit by [@pabllopf](#))
- [a250b64](#) - run desktop template on macos (commit by [@pabllopf](#))
- [350a674](#) - windows platform for develop (commit by [@pabllopf](#))
- [41634df](#) - add new option to see internal var on project of testing. (commit by [@pabllopf](#))
- [4e1239b](#) - namespaces of solution (commit by [@pabllopf](#))
- [8862b5c](#) - combine all partials class of collision in one class. (commit by [@pabllopf](#))

- [d81f392](#) - some name usings. ( commit by [@pabllopf](#) )
- [a08034a](#) - add nuget config. ( commit by [@pabllopf](#) )
- [8eebac8](#) - refactor world class to reduce members (commit by [@pabllopf](#) )
- [155378f](#) - null reference to bodylist on world class (commit by [@pabllopf](#) )
- [932eea0](#) - refactor world class to more simple (commit by [@pabllopf](#) )
- [afea91d](#) - refactor world class to do more simple class (commit by [@pabllopf](#) )
- [dfd2a9e](#) - delete raycast of world class. (commit by [@pabllopf](#) )
- [b9d0de5](#) - change names of create/delete to add/remove of list world class (commit by [@pabllopf](#) )
- [e16346d](#) - change color class to logging module (commit by [@pabllopf](#) )
- [136ac6d](#) - refactor the math module to add the helper class. (commit by [@pabllopf](#) )
- [0229c45](#) - diagram class of sln (commit by [@pabllopf](#) )
- [c956ef4](#) - 2000 errors (commit by [@pabllopf](#) )
- [871b912](#) - compile the original files (commit by [@pabllopf](#) )
- [82cff54](#) - the folder names sln (commit by [@pabllopf](#) )
- [32e9ade](#) - delete input module and updater module (commit by [@pabllopf](#) )
- [0050d83](#) - delete some unit files and order folder of modules (commit by [@pabllopf](#) )
- [e651f66](#) - obsolete code (commit by [@pabllopf](#) )
- [4166706](#) - change base module ( commit by [@pabllopf](#) )
- [5923d59](#) - refactor contac class to extract enums definitions (commit by [@pabllopf](#) )
- [153a203](#) - namespace on sln ( commit by [@pabllopf](#) )
- [43b41db](#) - debug mode with projects references (commit by [@pabllopf](#) )
- [2284c27](#) - base module to new architecture (commit by [@pabllopf](#) )
- [f2236d3](#) - dir and files name capitals (commit by [@pabllopf](#) )
- [0941c0b](#) - delete temp files ( commit by [@pabllopf](#) )
- [8300398](#) - add new arquitecture with new names and folders (commit by [@pabllopf](#) )
- [1f4880b](#) - smple rogue when run debug and release config (commit by [@pabllopf](#) )
- [d068fd7](#) - csfml dlls on windows x64 x86 (commit by [@pabllopf](#) )
- [dc3bbd2](#) - the setting builder ( commit by [@pabllopf](#) )
- [ec1b1d4](#) - add runtimes to sample rogue (commit by [@pabllopf](#) )
- [5f3118f](#) - change name add and remove component (commit by [@pabllopf](#) )
- [64a32b9](#) - using on debug mode ( commit by [@pabllopf](#) )
- [71cf747](#) - src folder compiler names (commit by [@pabllopf](#) )
- [b3c3ec1](#) - videogame sample dont found input manager (commit by [@pabllopf](#) )
- [3f91a44](#) - input manager obsolete keys. (commit by [@pabllopf](#) )
- [7e7e085](#) - change import of alis because the dlls of smfl cant be loaded with xamarin (commit by [@pabllopf](#) )
- [4959e99](#) - linex workflow of github (commit by [@pabllopf](#) )
- [6375a64](#) - dev code scan (commit by [@pabllopf](#) )
- [b8805c5](#) - delete workflow net6.0-macos (commit by [@pabllopf](#) )



- [8b86a28](#) - workflow of github ( commit by [@pabllopf](#))
- [0b1944c](#) - name sln namespaces of modules (commit by [@pabllopf](#))
- [3ca85bd](#) - names, some docs files, and update version of readme. (commit by [@pabllopf](#))
- [47d8c7a](#) - fixed the workflows. (commit by [@pabllopf](#))
- [fa9ee51](#) - packs of nuget templates (commit by [@pabllopf](#))
- [c6ecd6e](#) - automatic packs ( commit by [@pabllopf](#))
- [d5c22f5](#) - create publish ( commit by [@pabllopf](#))

## ✓ Tests

- [e4aa8f4](#) - add simple test to math module (commit by [@pabllopf](#))
- [9b7adbf](#) - add test simple to matrix22 on math module. (commit by [@pabllopf](#))

## Documentation Changes

- [cce9b68](#) - create web config auto documentation (commit by [@pabllopf](#))
- [a11c1e3](#) - update the main readme to include new sections (commit by [@pabllopf](#))
- [37efcbd](#) - update readme with new spaces (commit by [@pabllopf](#))
- [a2fc0ab](#) - document text automatic (commit by [@pabllopf](#))
- [48dc37c](#) - create security file. (commit by [@pabllopf](#))
- [befa0c0](#) - document code. ( commit by [@pabllopf](#))
- [7e6f304](#) - add the min lang version comment (commit by [@pabllopf](#))
- [5beb44b](#) - add test cover ( commit by [@pabllopf](#))
- [b13b5cd](#) - create page folder to document all things of framework. (commit by [@pabllopf](#))

## Code Style Changes

- [191bf44](#) - refactor name of vector2 (commit by [@pabllopf](#))
- [241f97a](#) - refactor name of vec3 -> vector3 (commit by [@pabllopf](#))
- [f20dc4d](#) - refactor name of matrix2x2 (commit by [@pabllopf](#))
- [9f80538](#) - refactor name of matrix3x3 (commit by [@pabllopf](#))
- [8bb6399](#) - refactor name of matrix22 and matrix33 (commit by [@pabllopf](#))
- [6b2aad0](#) - refactor the default sln file. (commit by [@pabllopf](#))
- [1c5ccbb](#) - restore the sln ( commit by [@pabllopf](#))
- [cfe8736](#) - change names of projects of test. (commit by [@pabllopf](#))
- [97dfeef](#) - change the world class to main directory of physic module (commit by [@pabllopf](#))
- [6f29fc1](#) - change TimeStep struct to module Time (commit by [@pabllopf](#))
- [8b30f73](#) - delete TODOs of some file on physic module (commit by [@pabllopf](#))
- [1a04b97](#) - add header licence on all files. (commit by [@pabllopf](#))
- [f89ca3f](#) - refactor folders of physics module (commit by [@pabllopf](#))
- [dca72a8](#) - refactor and cleanup. (commit by [@pabllopf](#))
- [b792726](#) - add class diagram ( commit by [@pabllopf](#))
- [d14dbae](#) - upgrade the diagram class of solution (commit by [@pabllopf](#))

- [579e596](#) - refactor editor config (commit by [@pabllopf](#))
- [460e85e](#) - refactor with news rules (commit by [@pabllopf](#))
- [dc6a98f](#) - refactor sln with new rules (commit by [@pabllopf](#))
- [38f4104](#) - change folder names ( commit by [@pabllopf](#))
- [7be117b](#) - refactor the main style of sln (commit by [@pabllopf](#))
- [37ae840](#) - refactor and delete all using than don't used by code. (commit by [@pabllopf](#))
- [77fce4f](#) - refactor style code. (commit by [@pabllopf](#))
- [03f5695](#) - refactor other files style. (commit by [@pabllopf](#))
- [d27d1e0](#) - refactor the modules of 4\_operation to control the warnings. (commit by [@pabllopf](#))
- [e930434](#) - remove all TODO that are trash of other versions (commit by [@pabllopf](#))



## Other Changes

- [f2abee6](#) - refactor the class diagram to include new definition of physics module (commit by [@pabllopf](#))

## [v0.0.4](#) - 2022-07-13



## New Features

- [176f0b5](#) - automatic deploy version (commit by [@pabllopf](#))



## Bug Fixes

- [46ac1a9](#) - workflow of release ( commit by [@pabllopf](#))



## Tests

- [f2e24f1](#) - correct one test of examples (commit by [@pabllopf](#))



## Code Style Changes

- [3142a9c](#) - delete some spaces ( commit by [@pabllopf](#))



## Other Changes

- [87ee9d4](#) - example of other label (commit by [@pabllopf](#))

## [v0.0.3](#) - 2022-07-13



## New Features

- [e114c9e](#) - delete some spaces of class program (commit by [@pabllopf](#))

## [v0.0.2](#) - 2022-07-13

## ✨ New Features

- [e114c9e](#) - delete some spaces of class program (commit by [@pabllopf](#))

[v0.0.1](#) - 2022-07-13

## 🐛 Bug Fixes

- [027e2c3](#) - the version flow ( commit by [@pabllopf](#))



# Showcases

# Config Reference

The `docfx.json` file indicates that the directory is the root of a docfx project.

## ⊗ IMPORTANT

All relative paths specified in config file are relative to the location of `docfx.json`

```
{
  "build": { },
  "metadata": { },
  "pdf": { }
}
```

## Global properties

### rules

Overrides default log message severity level. Key is the log code, supported values are `verbose`, `info`, `suggestion`, `warning`, `error`:

```
{
  "rules": {
    "InvalidHref": "info"
  }
}
```

### build

Configuration options that are applied for `docfx build` command:

```
{
  "build": {
    "content": ["**/*.md|yml"],
    "resource": ["**/media/**"],
    "globalMetadata": {
      "_appTitle": "My App"
    }
  }
}
```

## content

Specifies an array of content files to include in the project. Supports [File Mappings](#)

```
{
  "build": {
    "content": ["**/*.md","**/*.yml"]
  }
}
```

## resource

Specifies an array of resource files to include in the project. Supports [File Mappings](#).

```
{
  "build": {
    "resource": ["**/*.png"]
  }
}
```

## overwrite

Contains all the conceptual files that contain yaml headers with `uid` values and is intended to override the existing metadata `yaml` files. Supports [File Mappings](#).

## globalMetadata

Contains metadata that will be applied to every file, in key-value pair format. For example, you can define `"_appTitle": "This is the title"` in this section, and when applying template `default`, it will be part of the page title as defined in the template.

```
{
  "build": {
    "globalMetadata": {
      "_appTitle": "DocFX website",
      "_enableSearch": "true"
    }
  }
}
```

See [Predefined Metadata](#) section for a list of predefined metadata.

## fileMetadata

Specifies metadata associated with a particular file in order of metadata name, file [glob patterns](#) and metadata value:

```
{
  "build": {
    "fileMetadata": {
      "priority": {
        "**.md": 2.5,
        "spec/**/*.md": 3
      },
      "keywords": {
        "obj/docfx/**": ["API", "Reference"],
        "spec/**/*.md": ["Spec", "Conceptual"]
      },
      "_noindex": {
        "articles/**/*.md": true
      }
    }
  }
}
```

See [Predefined Metadata](#) section for a list of predefined metadata.

## globalMetadataFiles

Set [globalMetadata](#) from external files.

```
{
  "build": {
    "globalMetadataFiles": ["global1.json", "global2.json"]
  }
}
```

## fileMetadataFiles

Set [fileMetadata](#) from external files.

```
{
  "build": {
    "fileMetadataFiles": ["file1.json", "file2.json"],
  }
}
```

## template

The templates applied to each file in the documentation. Specify a string or an array. The latter ones will override the former ones if the name of the file inside the template collides. If omitted, the embedded `default` template will be used.

Templates are used to transform YAML files generated by `docfx` to human-readable pages. A page can be a markdown file, an html file or a plain text file. Each YAML file will be transformed to one page and be exported to the output folder preserving its relative path to `src`. For example, if pages are in HTML format, a static website will be generated in the output folder.

```
{
  "build": {
    "template": "custom",
  }
}

{
  "build": {
    "template": ["default", "my-custom-template"],
  }
}
```

### NOTE

Docfx provides several builtin has embedded templates: `default`, `default(zh-cn)`, `statictoc` and `common`. Please avoid using these as template folder name.

## theme

The themes applied to the documentation. Theme is used to customize the styles generated by `template`. It can be a string or an array. The latter ones will override the former ones if the name of the file inside the template collides. If omitted, no theme will be applied, the default theme inside the template will be used.

Theme is to provide general styles for all the generated pages. Files inside a theme will be generally copied to the output folder. A typical usage is, after YAML files are transformed to HTML pages, well-designed CSS style files in a Theme can then overwrite the default styles defined in template, e.g. `main.css`.

## xref

Specifies the urls of xrefmap used by content files. Currently, it supports following scheme: http, https, file.

## exportRawModel

If set to true, data model to run template script will be extracted in `.raw.json` extension.

## rawModelOutputFolder

Specifies the output folder for the raw model. If not set, the raw model will appear in the same folder as the output documentation.

## exportViewModel

If set to true, data model to apply template will be extracted in `.view.json` extension.

## viewModelOutputFolder

Specifies the output folder for the view model. If not set, the view model will appear in the same folder as the output documentation.

## dryRun

If set to true, the template will not be applied to the documents. This option is always used with `--exportRawModel` or `--exportViewModel` so that only raw model files or view model files will be generated.

## maxParallelism

Sets the max parallelism. Setting 0 (default) is the same as setting to the count of CPU cores.

## markdownEngineProperties

Sets the parameters for the markdown engine, value is a JSON object.

For example. It can enable additional `FootNotes` markdig extensions with following settings.

```
{
  "build": {
    "markdownEngineProperties": {
      "markdigExtensions": [
        "FootNotes"
      ]
    }
  }
}
```

List of available built-in markdig extensions are available at [this URL](#).

## customLinkResolver

Set the name of the `ICustomHrefGenerator` derived class.

## groups

Specifies the output folder of specified group name.

```
"groups": {  
  "v1": {  
    "dest": "output_dir_v1"  
  }  
}
```

## sitemap

Specifies the options for generating [sitemap.xml](#) file:

```
{  
  "build": {  
    "sitemap": {  
      "baseUrl": "https://dotnet.github.io/docfx",  
      "priority": 0.1,  
      "changefreq": "monthly",  
      "fileOptions": {  
        "**/api/**/*.yaml": {  
          "priority": 0.3,  
          "lastmod": "2001-01-01",  
        },  
        "**/GettingStarted.md": {  
          "baseUrl": "https://dotnet.github.io/docfx/conceptual",  
          "priority": 0.8,  
          "changefreq": "daily"  
        }  
      }  
    }  
  }  
}
```

Generated sitemap.xml:



```

<?xml version="1.0" encoding="utf-8"?>
<urlset xmlns="http://www.sitemaps.org/schemas/sitemap/0.9">
  <url>
    <loc>https://dotnet.github.io/docfx/api/System.String.html</loc>
    <lastmod>2001-01-01T00:00:00.00+08:00</lastmod>
    <changefreq>monthly</changefreq>
    <priority>0.3</priority>
  </url>
  <url>
    <loc>https://dotnet.github.io/docfx/conceptual/GettingStarted.html</loc>
    <lastmod>2017-09-21T10:00:00.00+08:00</lastmod>
    <changefreq>daily</changefreq>
    <priority>0.3</priority>
  </url>
  <url>
    <loc>https://dotnet.github.io/docfx/ReadMe.html</loc>
    <lastmod>2017-09-21T10:00:00.00+08:00</lastmod>
    <changefreq>monthly</changefreq>
    <priority>0.1</priority>
  </url>
</urlset>

```

## baseUrl

Specifies the base url for the website to be published. It MUST begin with the protocol (such as http) and end with a trailing slash. For example, <https://dotnet.github.io/docfx/>. If the value is not specified, sitemap.xml will NOT be generated.

## lastmod

Specifies the date of last modification of the file. If not specified, docfx automatically set the value to the time the file is built.

## changefreq

Specifies the value of [changefreq](#) in sitemap.xml. Valid values are *always*, *hourly*, *daily*, *weekly*, *monthly*, *yearly*, *never*. If not specified, the default value is *daily*

## priority

Specifies the value of [priority](#) in sitemap.xml. Valid values between *0.0* and *1.0*. If not specified, the default value is *0.5*

## fileOptions

This property can be used when some specific files have different sitemap settings. It is a set of key-value pairs, where key is the [glob patterns](#) for input files, and value is the sitemap options. Order matters and the latter matching option overwrites the former ones.

## disableGitFeatures

Disable fetching Git related information for articles. Set to `true` if fetching Git related information is slow for huge Git repositories. Default value is `false`.

## metadata

Configuration options that are applied for `docfx metadata` command:

```
{
  "metadata": [
    {
      "src": [
        {
          "files": ["**/*.csproj"],
          "exclude": [ "**/bin/**", "**/obj/**" ],
          "src": "../src"
        }
      ],
      "dest": "api"
    }
  ]
}
```

## src

Specifies the source projects using [File Mappings](#).

## output

Specifies the output folder of the generated metadata files relative to `docfx.json` directory. The `docfx metadata --output <outdir>` command line argument overrides this value.

## outputFormat

Specifies the generated output file format.

- `mref` (default): output as ManagedReference YAML files.
- `apiPage`: Output as ApiPage YAML files.
- `markdown`: Output as common-mark compliant markdown file.

## dest

Specifies the output folder of the generated metadata files relative to `docfx.json` directory. The `docfx metadata --output <outdir>` command line argument prepends this value.

## shouldSkipMarkup

If set to true, DocFX would not render triple-slash-comments in source code as markdown.

## references

Specify additional assembly reference files. This settings is used when generating metadata from DLLs or source files. Solution or project file-based metadata generation does not use this property.

## filter

Specifies the filter configuration file, please go to [How to filter out unwanted apis attributes](#) for more details.

## disableDefaultFilter

Disables the default filter configuration file.

## disableGitFeatures

Disables generation of view source links.

## codeSourceBasePath

Specify the base directory that is used to resolve code source (e.g. `<code source="Example.cs">`).

## properties

Specifies an optional set of MSBuild properties used when interpreting project files. These are the same properties that are passed to msbuild via the `/property:name=value` command line argument.

```
{
  "metadata": [
    {
      "properties": {
        "TargetFramework": "netstandard2.0"
      }
    }
  ]
}
```

### NOTE

Make sure to specify "TargetFramework": <one of the frameworks> in your docfx.json when the project is targeting for multiple platforms.

## noRestore

Do not run `dotnet restore` before building the projects.

## categoryLayout

Specifies how categories in TOC are organized:

- `flattened` (default): Renders the namespaces as a plain label.
- `nested`: Renders the categories in a nested tree form.
- `none`: Don't render category labels.

### NOTE

This setting is valid when using `apiPage` or `markdown` output format. `mref` format don't support categories.

## namespaceLayout

Specifies how namespaces in TOC are organized:

- `flattened` (default): Renders namespaces as a single flat list.
- `nested`: Renders namespaces in a nested tree form.

## memberLayout

Specifies how member pages are organized:

- `samePage` (default): Places members in the same page as their containing type.
- `separatePages`: Places members in separate pages.

## allowCompilationErrors

When enabled, continues documentation generation in case of compilation errors.

## enumSortOrder

Specifies how enum members are sorted:

- `alphabetic` (default): Sort enum members in alphabetic order.
- `declaringOrder`: Sort enum members in the order as they are declared in the source code.

## `includePrivateMembers`

Specifies whether private or internal APIs are included in the generated docs. The default value is `false`.

## `includeExplicitInterfaceImplementations`

Specifies whether explicit interface implementations are included in the generated docs. The default value is `false`.

## `globalNamespaceId`

Specify the name to use for the global namespace. The default value is an empty string.

# File Mappings

In the short-hand form, these filenames are resolved relative to the directory containing the `docfx.json` file:

```
{
  "build": {
    "content": ["**/*.md", "TOC.yml"]
  }
}
```

In the expanded form, the `files` are resolved relative to `src` directory, or the directory containing the `docfx.json` file in absence of the `src` property:

```
{
  "build": {
    "content": [
      {"files": "docs/**/*.md", "dest": "docs"},
      {"files": ["**/*.yml", "*.md"], "exclude": ["**/*Private*"], "src": "../api", "dest":
"api" }
    ]
  }
}
```

## `files`

The file or file array, supports [glob patterns](#).

## exclude

The files to be excluded, supports [glob patterns](#).

## src

Specifies the source directory relative to the `docfx.json` directory, supports relative directory outside of the `docfx.json` directory such as `...`

## dest

The folder name for the generated files.

## Glob Patterns

- `*`: Matches 0 or more characters in a single path portion.
- `?`: Matches 1 character in a single path portion.
- `**`: Matches 0 or more directories and subdirectories.
- `{ }`: Expands the comma-delimited sections within the braces into a set.

## Predefined Metadata

These are the standard metadata predefined by docfx. They are supported by builtin templates and SHOULD be supported by 3rd-party templates:

### `_appTitle`

A string suffix appended to the title of every page.

### `_appName`

The name of the site displayed after the logo.

### `_appFooter`

The footer text. Shows Docfx's Copyright text if not specified.

### `_appLogoPath`

Logo file's path from output root. Will show DocFX's logo if not specified. Remember to add file to resource.

### `_appFaviconPath`

Favicon file's path from output root. Will show DocFX's favicon if not specified. Remember to add file to resource.

## `_enableSearch`

Indicate whether to show the search box on the top of page.

## `_enableNewTab`

Indicate whether to open a new tab when clicking an external link. (internal link always shows within the current tab)

## `_disableNavbar`

Indicate whether to show the navigation bar on the top of page.

## `_disableBreadcrumb`

Indicate whether to show breadcrumb on the top of page.

## `_disableToc`

Indicate whether to show table of contents on the left of page.

## `_disableAffix`

Indicate whether to show the affix bar on the right of page.

## `_disableContribution`

Indicate whether to show the `View Source` and `Improve this Doc` buttons.

## `_gitContribute`

Customize the `Improve this Doc` URL button for public contributors. Use `repo` to specify the contribution repository URL. Use `branch` to specify the contribution branch. Use `apiSpecFolder` to specify the folder for new overwrite files. If not set, the git URL and branch of the current git repository will be used.

## `_gitUrlPattern`

Choose the URL pattern of the generated link for `View Source` and `Improve this Doc`. Supports `github` and `vso` currently. If not set, DocFX will try speculating the pattern from domain name of the git URL.

## `_noindex`

File(s) specified are not returned in search results