

May 24, 2017

Catch: [smoogipooo] Fix incorrect ScoreV2 HD mod multiplier. ...

May 21, 2017

Tournament: [smoogipooo] Fix background 404ing. ...

Catch: [smoogipooo] Make 200 notes be the combo at which maximum combo score is received for hits (previously 400). ...

Mania: [smoogipooo] Fix possible ScoreV2 undefined score. ...

Catch: [smoogipooo] Make ScoreV2 combo portion scale by combo similar to taiko/mania. ...

Catch: [smoogipooo] Remove ScoreV2 Hidden mod multiplier. ...

May 16, 2017

[peppy] [pp] Remove incorrect where clause. ...

[peppy] Fix multiple reloads happening on filesystemwatcher changes. ...

[peppy] Fix livestreams URL. ...

May 3, 2017

[peppy] A fresh series of main menu backgrounds for spring! ...

Apr 3, 2017

[smoogipooo] Fix dot being on a new line and looking ugly. ...

Feb 28, 2017

[peppy] Fix escaping of profile badge descriptions. ...

Feb 22, 2017

General: [peppy] Avoid OOM errors coming from replay exporting. ...

Gameplay: [smoogipooo] Don't increase HR speed on HDHR in Taiko Score v2. ...

Feb 10, 2017

Mania: [smoogipooo] Fix incorrect Score v2 replay accuracy display in ranking. ...

Feb 6, 2017

General: [peppy] Fix many unhandled errors. ...

General: [peppy] Fix #multiplayer never closing for host. ...

Feb 3, 2017

[peppy] Allow datadog calls to silently fail. ...

Jan 30, 2017

Updater: [smoogipooo] Don't use the current directory when in a temp file location. ...

Taiko: [smoogipooo] Fix spinner counter size animation not accounting for mods. ...

Jan 28, 2017

Taiko: [smoogipooo] Score v2 changes (for tournament play). (completes /t/550582) ...

Jan 27, 2017

ModSelection: [smoogipooo] Reduce spacing between mods to fit Score v2 mod on 5:4 resolutions. ...

[peppy] Disable some unused slack channels. ...

Jan 26, 2017

Gameplay: [smoogipooo] Add Score v2 practice mod (unranked). ...

Jan 25, 2017

[peppy] Fix errors when replying in subscribed threads. (fixes /t/524415) ...

[peppy] Fix lastfm support. ...

Jan 24, 2017

[peppy] Fix available beatmap upload count reading incorrectly in some places. ...
Jan 23, 2017

[peppy] Fix supporter expiry notification emails occasionally getting sent out twice. ...
[peppy] Update wording on supporter page to match new beatmap upload allowance. ...
[peppy] Change beatmap upload limits for supporters (8-10 depending on ranked map count). ...
Jan 15, 2017

Mania: [Tom94] Do not award pp for scores below 50% of the maximum attainable score. ...
[peppy] Fix ppy/osu-api#154 (multiple scores showing in get_user_best api call for same beatmap). ...
Jan 13, 2017

Mania: [Tom94] No longer disregard DoubleTime for pp since per-mod combination scores now exist. ...
Jan 12, 2017

[peppy] Fix SS/S/A counts incrementing incorrectly in some cases. ...
[peppy] Allow multiple scores per map for all ranked maps (previously only loved). ...
Jan 8, 2017

[peppy] Fix personal best displaying incorrect score in some cases (where multiple user scores are present). ...
[peppy] Fix counts being incorrectly increased on multiple scores by same user in single beatmap. ...
[peppy] Fix more than one scores showing up per user on web beatmap listings ...
[peppy] Limit recent activity to only new high scores. ...
[peppy] Fix ranked status not being referred to correctly; improve logic flow slightly. ...
[peppy] Increase replay storage limit to 1000 (up from 800). ...
[peppy] Implement multiple scores per map (different mod combinations). ...
Dec 28, 2016

[peppy] Fix loved beatmaps section of profile not expanding correctly. ...
Dec 26, 2016

[peppy] And so Christmas comes to an end. ...
[peppy] Add workaround for making international payments while in japan. ...
Dec 21, 2016

Gameplay: [smoogipooo] Revert hitsound changes to fix bugs. ...
Dec 19, 2016

[peppy] Add new christmas menu backgrounds. ...
[peppy] Add new christmas bgm "cYsmix - bells!". Disables welcome voice temporarily. ...
[peppy] Enable the CHRISTMAS. ...
[peppy] Update cookie reef to new triangles. ...
Dec 14, 2016

[peppy] Fix country rankings not completely updating. ...
Gameplay: [smoogipooo] ScoreV2 adjustments in preparation for mania world cup. ...
Dec 13, 2016

Skinning: [smoogipooo] Implement per-mode prefixes to hitsounds (mania-, taiko-, catch-). ...
Dec 12, 2016

[peppy] Change the way supporter tag affects pending map allowance (initial increase is from 3 to 5, instead of 4). ...

Nov 12, 2016

[peppy] Redirect /p/tablet to the store page (has more up-to-date information). ...

Nov 7, 2016

[peppy] Redirect livestreams listing to new site. ...

Oct 29, 2016

[peppy] Order loved listing by date loved. ...

[peppy] Show date loved on beatmap info page. ...

[peppy] more brackets. ...

[peppy] Add brackets. ...

[peppy] Move medals to correct folder. ...

Oct 26, 2016

Song Select: [smoogipooo] Fix ranked maps having incorrect status icon. ...

Gameplay: [MillhioreF] Fix input only registering once when two keys are pressed at the same time during play. ...

Oct 25, 2016

Song Select: [smoogipooo] Use green tick icon for qualified beatmaps. ...

Play: [smoogipooo] Add informational message for loved beatmaps. ...

Editor: [smoogipooo] Increase beatmap background size limitation to 1920x1200. ...

Song Select: [smoogipooo] Fix beatmap status icon unnecessarily transforming multiple times. ...

Gameplay: [smoogipooo] osu!mania: Remove ScoreV2 FL multiplier. ...

Song Select: [smoogipooo] Update beatmap status icons. ...

osu!direct: [smoogipooo] Add Loved mode. ...

Song Select: [smoogipooo] Add Loved beatmap filter. ...

Oct 20, 2016

[peppy] Add web-side osu!direct support for Loved category. ...

[peppy] Fix kudosu shoting not working. ...

Oct 19, 2016

[peppy] Update profile banners to show MWC 4K winner (#31) ...

[peppy] Add loved maps to user profiles. ...

Oct 18, 2016

[peppy] Add new tournament badges. ...

Oct 17, 2016

[peppy] Increase replay storage to top 800 plays. ...

[peppy] Add Loved beatmap section. Currently in open testing. ...

Oct 7, 2016

[peppy] Add new tournament badges. ...

Oct 6, 2016

Tournament: [smoogipooo] Make tournament staff status override the supporter requirement. ...

Oct 4, 2016

[peppy] Store fail time data for beatmap default play mode, rather than only osu! mode. ...

Sep 29, 2016

Tournament: [peppy] Allow non-interactive verification; properly send verification hash. ...

Tournament: [peppy] Require supporter for tournament streaming support. ...

[peppy] Happy Halloween from the osu! team! ...

Editor: [peppy] Add link from editor song select to featured artists' songs. ...

Menu: [peppy] Update to the 2016 look of the osu! logo. ...

Sep 28, 2016

[peppy] Update misleading text. ...

Sep 22, 2016

[peppy] Add badge for ANZT3 tournament. ...

Sep 21, 2016

[peppy] Fix verification regression. ...

[peppy] Make sure client hash is verified via web even when web verification was previously complete. ...

Sep 9, 2016

[peppy] Add new hush-hush medal #150. ...

Sep 7, 2016

[peppy] Move const definitions to top of file. ...

[peppy] Fix syntax error. ...

Aug 29, 2016

[peppy] Add osu!remix winner badge. ...

Aug 27, 2016

[peppy] Add new tournament badges. ...

Aug 25, 2016

[peppy] Don't display account email when performing email verification. ...

Aug 24, 2016

[peppy] Fix "You having already reported this score!" appearing when it shouldn't. (fixes /t/468450) ...

[peppy] Add new tournament badges. ...

Aug 20, 2016

Gameplay: [smoogipooo] Fix possible instant-fail in osu!mania ScoreV2 due to wonky maps. ...

Aug 18, 2016

[peppy] Remember session by default (people complaining about verification will prefer this). ...

Aug 18, 2016

[peppy] Fix conditions for lights out mod. ...

Aug 17, 2016

[peppy] Change achievement -> medal in event feed. ...

[peppy] Remove mode checks from achievement code. ...

[peppy] Adjust difficulty constants for new achievements. ...

[peppy] Only award enabled achievements. ...

[peppy] Fix incorrect filename. ...

[peppy] Add new achievement logic. ...

[peppy] Add client-side resources for new hush-hush medals. ...

Aug 13, 2016

[peppy] Add store purchase handler for MWC 4k supporter banners. ...

[peppy] Add profile support for MWC 4k supporter banners. ...

[peppy] Add MWC 4k 2016 supporter banner resources. ...

Aug 12, 2016

[peppy] Don't reveal any part of email address when recovering password. ...

[peppy] Improve reliability of client verification when using ipv6. ...

Aug 9, 2016

[peppy] Update wording on forgot-email page to be a bit more understandable. ...

[peppy] Fix refresh option not working on forgot-email process without osu! client verification. ...

Aug 8, 2016

[peppy] Fix profile supporter tag padding being incorrect (visible when tournament banners are present). (fixes /t/460384) ...

[peppy] Update text on verification screen to mention client-based verification. ...

[peppy] Update home page youtube video to something less pony. ...

Aug 5, 2016

[peppy] Add LMS 3 profile badge. ...

Editor: [smoogipooo] Reduce the limit of osu!mania SV changes to 0.01x. ...

Editor: [TheVileOne] Fix the closest overlapped hitobject sometimes not being hovered. (fixes /t/460985) ...

Gameplay: [smoogipooo] osu!mania score (v2) improvements in preparation for 4K Mania World Cup! ...

Aug 1, 2016

[peppy] Add MWC 4k 2016 main menu images. ...

Jul 30, 2016

[peppy] Fix content-type and content-disposition issues when downloading raw .osu files. ...

Jul 29, 2016

[peppy] Fix some mods not allowing unlocking of new medals (HD/FL mainly). ...

[peppy] Expire subscriptions before sending out notifications (or people will get two notifications). ...

Jul 28, 2016

[peppy] Send out reminders about supporter running out one day before it does (rather than when it does). ...

Jul 25, 2016

[peppy] Require playing with single mods to get mod introduction medals. ...

Jul 23, 2016

Online: [peppy] Fix client verification failing for some users. ...

[peppy] Add aspire 2016 profile badge. ...

[peppy] Add mod introduction medal logic. ...

Jul 22, 2016

Difficulty: [Tom94] Make slider difficulty more conservative by only accounting for slider ticks, reverse arrows, and slider ends. ...

Jul 8, 2016

[peppy] Require verification from top 50k players (up from 10k). ...

Jul 6, 2016

[peppy] Add ability to change user titles from profile admin section. ...
Jul 4, 2016

[peppy] Add banner for OIT 2016. ...
Jul 1, 2016

[peppy] Add osu!catch world cup 2016 winner support banner. ...
Jun 30, 2016

[peppy] Update wiki deploy version. ...
[peppy] Update text on forgot/verify pages. ...
[peppy] Add new tournament profile banners. ...
Jun 17, 2016

[peppy] Add directory support to update system. ...
[peppy] Fix taiko FC medals. (fixes /t/458485) ...
[peppy] osu!mania FC medals are awarded for no miss and no 50s now. (fixes /t/458485) ...
Jun 16, 2016

[peppy] Fix redirection to new forums when not coming from the start of a thread. (fixes /t/462266) ...
[peppy] Fix typo on register page. ...
[peppy] Remove remaining references to slack dev channel. ...
Jun 14, 2016

Mania: [smoogipooo] Score v2 implementation for tournament use. ...
Jun 4, 2016

[peppy] Add Mapping with Rewards #1 profile badge. ...
[peppy] Add more CWC title images in preparation for future rounds. ...
May 31, 2016

[peppy] Fix mania and taiko FC achievements not being awarded. ...
[peppy] Add OAT2016 badge. ...
May 27, 2016

[peppy] Add CWC2016 profile banner support. ...
[peppy] Add CWC supporter banners. ...
[peppy] Add cwc2016_ro16 title screen banner. ...
May 25, 2016

[peppy] Add key support for fallback builder. ...
[peppy] Use https for submodule reference. ...
[peppy] Build output to ops. ...
May 24, 2016

[peppy] Add IBC2016 profile badge. ...
[peppy] Add FC skill achievements for non-standard game modes! ...
May 22, 2016

Tournament: [smoogipooo] Scale down volume controls. ...
Tournament: [smoogipooo] Initialize the manager with 0% effect volume. ...
Tournament: [smoogipooo] Fix possibility of changing TeamSize during startup. ...
May 21, 2016

[peppy] Add CWC 2016 group stage graphic. ...
Replay: [peppy] Press 'H' to hide replay overlay elements (primarily for showcase videos). ...

May 19, 2016

Audio: [peppy] Allow osu! to follow the default windows audio device on-the-fly again. ...

Reliability: [peppy] Fix audio initialisation failure (hard crash) when preferred device is not available. ...

Skinning: [smoogipooo] Support loading images from JPGs and PNGs. ...

Tournament: [smoogipooo] Allow loading JPG flags. ...

May 13, 2016

[peppy] Fix some of the new achievements not being attainable due to an error in star difficulty calculation. ...

May 11, 2016

[peppy] Make star-based achievements use correct star value for current mode and mod combination. ...

May 10, 2016

[peppy] Add star difficulty pass achievements for remaining three game modes. ...

May 9, 2016

[peppy] Default report reason to "cheating" on user profiles. ...

May 7, 2016

Song Select: [peppy] Make difficulty grouping match new achievements. ...

[peppy] Fix new medals not being attainable when using difficulty increase mods. ...

May 6, 2016

[peppy] Award pass medals when using difficulty increase mods. ...

[peppy] Add new FC medal range (osu! mode). ...

Reliability: [peppy] Add a warning when running with very low disk space. ...

May 5, 2016

Localisation: [peppy] Localisation updates. ...

[peppy] Add winner TWC profile banner for japan supporters. ...

May 4, 2016

[peppy] Record beatmap a medal was obtained on. ...

[peppy] Add achievements for passing maps in difficulty star ranges (osu! mode). ...

[peppy] Only show achievements on old site which have artwork in old format. ...

May 3, 2016

Medals: [peppy] Support new star-based medals. ...

May 2, 2016

[peppy] Add link on profiles to new web's profile page to view newer achievements. ...

[peppy] Add client medals in new size. ...

[peppy] Add new winner badges (TWC, OBC). ...

Apr 24, 2016

[peppy] Add CWC registration and TWC grand final banners. ...

Apr 22, 2016

[peppy] Only mention centili hashes on failure. ...

Apr 21, 2016

Reliability: [peppy] Make a copy of beatmaps internally before performing disk writes to guard against changes. ...

Reliability: [peppy] Improve (and simplify) the conditions for background saves. ...

Reliability: [peppy] Write the beatmap database last when doing background saves (prioritise other more important files). ...

[peppy] Create CONTRIBUTING.md ...

Localisation: [peppy] Localisation updates. ...

Localisation: [peppy] Localise song select group headers. ...

Localisation: [peppy] Localise osu!direct search screen. ...

Options: [peppy] Fix skin not completely resetting to default when clicking yellow glow. ...

Options: [peppy] Fix clicking anywhere around a dropdown setting resetting to default. ...

Gameplay: [smoogipooo] Add experimental Score v2 for CtB (multiplayer only). ...

Apr 20, 2016

Installer: [peppy] Fix bundled maps not being downloaded. ...

[peppy] Add new achievements (High Ranker series and Meganekko). ...

Apr 19, 2016

Options: [peppy] Click the glow to reset a setting to its default. ...

Apr 19, 2016

Options: [peppy] Customised settings (non-defaults) now have a yellow glow. ...

Apr 16, 2016

Import: [peppy] Leave it up to the user to run full processes when changes are detected in the beatmap folder. ...

[peppy] TWC banner. ...

Apr 15, 2016

Localisation: [peppy] Add localisation support for most of the ranking screen. ...

Ranking: [peppy] New "medal get!" screen! Replaces the old achievement display. ...

Installer: [peppy] Fix installer crashing when being run in an empty directory. ...

Apr 14, 2016

[peppy] Send new medal data with score results. ...

[peppy] Add new medal graphics. ...

Apr 12, 2016

[peppy] Add the ability to report users from profile pages. ...

[peppy] Insert update jobs for beatmap covers on bss upload. ...

Player: [peppy] Fix songs not loading when username is present but password isn't. Seriously though, just login? ...

UI: [TheVileOne] Fix JumpTo not showing the last item in the music list. (fixes /t/390142) ...

Apr 11, 2016

Localisation: [peppy] Localisation updates. ...

Localisation: [peppy] Fix Czech language not working. ...

Reliability: [peppy] Check for, log and remove beatmaps with a null ContainingFolder when reading the beatmap database. ...

Network: [peppy] Double timeout on file web requests. ...

Logging: [peppy] Add extra logging when beatmap database read fails. ...

Reliability: [peppy] Set a default GLSLVersion when the input string couldn't be read (and log properly). ...

Logging: [peppy] Don't send update timeout errors to server. ...

[peppy] Better calculations for initial total time played population. ...

Reliability: [peppy] Avoid random crashes from cross-thread texture cache access. ...
Apr 10, 2016
[peppy] Add total play time to profiles. (completes /t/95049) ...
Logging: [peppy] Centralise all error logging to a single function for better consistency. ...
Chat: [peppy] Update chat filter source URL (old one was outdated). (fixes /t/441727) ...
[peppy] Add #announce notification when maps are ranked (not only qualified). ...
[peppy] Distribute update download load over all available mirrors. ...
[peppy] Change osu!direct download links to beatmap links (rather than set links). ...
Tournament: [smoogipooo] Remove ability to use non-default remote backgrounds (deprecated functionality). ...
Reliability: [peppy] Skip configuration file lines which are potentially corrupt. ...
Reliability: [peppy] Don't keep corrupt beatmaps after successfully finishing a beatmap database read. (fixes /t/441214) ...
Apr 9, 2016
Reliability: [peppy] Fix replay watching not working when logged out. (fixes /t/440989) ...
Reliability: [peppy] Avoid hard crash when cryptographic service is disabled at a windows level. (fixes /t/441311) ...
Apr 8, 2016
Installer: [peppy] Fix installer not working. ...
[peppy] Fix regression with beatmaps stored in sub-directories. (fixes /t/440836) ...
Song Select: [peppy] Add ability to delete all visible (filtered) beatmaps in one shot. (fixes /t/224601) ...
Localisation: [peppy] Localise generic confirmation dialog. ...
Import: [peppy] Add logging to try and find remaining causes of database corruption. ...
Import: [peppy] Make beatmap database more resilient to errors with single beatmaps. ...
Apr 7, 2016
Spectating: [peppy] Add collection management button to replay overlay. (fixes /t/170347) ...
osu!direct: [peppy] Add pickup link support for beatmap IDs. (fixes /t/221897) ...
Localisation: [peppy] Localisation updates. ...
Security: [peppy] Implement stronger encryption on locally stored passwords. ...
Apr 5, 2016
[peppy] Add profile badge for AusNZ mania tournament. ...
[peppy] Make verification codes easier to parse (maybe). ...
Apr 4, 2016
Skinning: [TheVileOne] Fix regression causing ranking screen buttons to not display on older skins. ...
Spectating: [peppy] Improvements to spectator streaming reliability (less fake-misses). ...
Skinning: [TheVileOne] Fix regression causing old skins showing an invisible CtB catcher. ...
Apr 3, 2016
Mania: [smoogipooo] Added Maria comboburst for osu!mania. Artwork by Daru. ...
Apr 2, 2016
[peppy] Nuke old ircauth page. ...
[peppy] Add warning on irc auth happening with low playcount accounts. ...
Apr 1, 2016

Misc: [peppy] Remove deprecated osu.dll and migrate remaining resources. ...
Editor: [peppy] Remove editor help screen. Will return in future updates. ...
Import: [peppy] Update beatmap import screen header. ...
Mar 31, 2016
Gameplay: [peppy] Upgrades to autoplay. ...
Mar 28, 2016
[peppy] Add badge for OSST 16. ...
[peppy] Add last.fm account linking back (seems to work again). ...
Mar 26, 2016
Tournament: [smoogipooo] Allow tournament streaming to work on 568px high monitors. ...
Mar 25, 2016
Spectator: [peppy] Attempt to fix all cases of inaccurate replays during buffering/pausing.
(fixes /t/435205) ...
Mar 21, 2016
[peppy] Fix russian taiko world cup banner. ...
Mar 20, 2016
[peppy] Fix incorrect TWC banner file names #2. ...
[peppy] Fix incorrect TWC banner file names. ...
[peppy] Add overview image for TWC support banners. ...
Mar 19, 2016
[peppy] Add TWC 2016 profile support banners. ...
[peppy] Add profile badge for GBB2016 tournament. ...
Mar 14, 2016
[peppy] Don't allow users to enter the same old and new email address when manually
recovering accounts. ...
[peppy] Make wording slightly more clear when changing email address form profile page. ...
Mar 11, 2016
Localisation: [peppy] Add Esperanto and Romanian. ...
Localisation: [peppy] Localisation updates. ...
Mar 10, 2016
[peppy] Show origin country for verification/recovery emails, and update text. ...
[peppy] Update verification emails to be more friendly to copy+paste. ...
[peppy] Fix verification process not always redirecting correctly. ...
[peppy] Bring wiki up-to-date. ...
Mar 9, 2016
[peppy] Move sentry token/secret to env. ...
Gameplay: [peppy] Don't start playing audio samples if they have already been disposed. (fixes
/t/429619) ...
[peppy] Move slack invitation system to new site. ...
[peppy] Fix typo in slack message. ...
Mar 6, 2016
[peppy] Fix maps not being moved from qualified to ranked. ...
Mar 4, 2016
[peppy] Make bss queue processor process maps more steadily. ...

[peppy] Only add beatmaps to BSS queue if they haven't already been added. ...

[peppy] Add helper script to resync forum post counts. ...

Mar 3, 2016

[peppy] Add osu!mania 7k winner badges. ...

Mar 1, 2016

[peppy] Don't allow admins to perform actions on other admins. ...

[peppy] Improve performance of score lookups ever so slightly (better index hinting). ...

Editor: [TheVileOne] Fix ConvertToStream not replacing removed objects on undo. ...

Feb 29, 2016

Options: [smoogipooo] Add a toggle to disable chat notifications. ...

Feb 27, 2016

Tournament: [smoogipooo] Fix random crashes due to pause sound. ...

Graphics: [smoogipooo] Only force compatibility mode once on NVIDIA Optimus systems. ...

Feb 26, 2016

Menu: [peppy] Fix the main menu visualiser appearing different at very high or low FPS.
(fixes /t/424526) ...

Feb 25, 2016

Replay: [smoogipooo] Fix crash when trying to add comments. ...

[peppy] Make public slack invite page slightly more appetising. ...

Feb 24, 2016

Menu: [peppy] Fix menu visualisation being set to the wrong colour for non-supporters. ...

Updater: [peppy] Reduce CPU usage of the updater/installer by disabling background animations. ...

Updater: [peppy] Fix osu! logo appearing too small on HiDPI devices. ...

Feb 23, 2016

[peppy] Update registration page to show newer login screen. ...

Gameplay: [peppy] Completely fade pause ambience when osu! is not active. ...

Gameplay: [peppy] Improve looping-ness of pause ambience and make skinning work (pause-loop.mp3). ...

Feb 22, 2016

[peppy] Don't perform (performance graph breaking) updates to rank history when user is restricted. ...

Audio: [peppy] Fix possible crashes when deciding what audio device to use. ...

Input: [TheVileOne] Update PressedKeys before handling KeyRelease event. (fixes /t/419911) ...

Feb 20, 2016

[peppy] Add winner badge for OKT5. ...

Feb 20, 2016

Graphics: [smoogipooo] Automatically disable Threaded Optimisations for NVIDIA GPUs (prevents stuttering). ...

Feb 19, 2016

Graphics: [smoogipooo] Force compatibility mode when running on dGPU on Nvidia Optimus to allow exclusive fullscreen support. ...

Feb 18, 2016

Updater: [peppy] Don't automatically revert to stable-fallback on non-stable builds (beta/CE). ...
Feb 17, 2016

[peppy] Remove MWC7k supporter banners for teams that didn't win. ...
Localisation: [peppy] Localisation updates. ...
Gameplay: [TheVileOne] Exit spectator mode only when you actually start an auto / autopilot play. ...
Misc: [TheVileOne] Notify and log beatmap processing errors. ...
Gameplay: [peppy] Add ability to toggle gameplay interface with Relax and Autopilot enabled. ...
Song Select: [TheVileOne] Fix escape no longer sending players back to MatchSetup. (fixes /t/259747) ...

Feb 16, 2016

Performance: [peppy] Disable audio device change checks until we can resolve stuttering. (fixes /t/421715) ...
Performance: [peppy] Remove seemingly unnecessary bass calls. ...
Performance: [peppy] Optimize bass update interval. ...
Menu: [peppy] New main menu and intro style! ...

Feb 15, 2016

[peppy] Change wording on user not found page. ...
[peppy] Tell people not to give out their API keys even more than before. ...
Gameplay: [TheVileOne] Attempt to fix VisualSettings appearing in multiplayer. ...
Online: [TheVileOne] Fix beatmap import happening when spectator already has the correct map. ...

Feb 12, 2016

[peppy] Fix typo in email-recovery response email. ...
[peppy] Link header help centre link to newer enchant help centre, rather than wiki page. ...
[peppy] Add experimental replay download support to profiles and beatmap info pages. ...
Editor: [TheVileOne] Fix design event list not being scrollable with mousewheel. ...

Feb 7, 2016

[peppy] Fix regression causing reversed sorting of same scores. ...

Feb 6, 2016

[peppy] Add FreeMod display to /mp/ links. ...

Feb 5, 2016

[peppy] ~33% performance improvement to score retrieval requests. ...
[peppy] General all-round tidying and optimisations (focus on phpbb). ...
[peppy] New "server unavailable" page design. ...

Feb 2, 2016

Graphics: [smoogipooo] General fullscreening improvements. ...
Editor: [TheVileOne] Fix mania drag selecting happening while interacting with seekbar. ...
[peppy] Close voting for bestof2015. ...

Feb 1, 2016

[peppy] Remove non-SSL elements from supporter page. ...
[peppy] Update achievement page to read from new database format. ...

Jan 29, 2016

Skimming: [peppy] Allow reloading skin in more places (and queue when it's not possible). ...
Editor: [MillhioreF] Fix possible nullref when trying to edit a map with audio that no longer exists. ...

Jan 28, 2016

Gameplay: [peppy] Disable Auto mod when exiting play mode. ...
Song Select: [peppy] Fix beatmap tracks not being unloaded correctly on rapid skin preview. ...
Options: [peppy] New skin preview mode. See what skins look like during gameplay! ...
Options: [peppy] Remove old skin selection screen completely. ...
Gameplay: [peppy] Add pause menu sound effects. ...
UI: [peppy] Add keypress sounds! ...
Menu: [peppy] New menu button sounds! ...
Input: [peppy] Fix mouse cursor disappearing when game is not in focus. ...
Song Select: [TheVileOne] Fix no scores being detected when quickly leaving Player from a gamemode specific beatmap. ...

Jan 27, 2016

Editor: [TheVileOne] Fix paste sample not being able to be undone. ...
Input: [Blaizer] Fix raw mouse not working after plugging in a device (attempt 2). (fixes [/t/259747](#)) ...
Graphics: [smoogipooo] Fullscreen support in compatibility mode! ...
Options: [smoogipooo] Remove warning about ANGLE not running true fullscreen. ...

Jan 26, 2016

Online: [peppy] Fix a slow memory leak with web requests. ...

Jan 22, 2016

[peppy] Add osu!idol 2015 winner badge. ...
Mania: [Blaizer] Fix crash in mania layout screen. (fixes [/t/259747](#)) ...

Jan 21, 2016

Editor: [TheVileOne] Rename audio filename to audio.mp3 on beatmap creation. ...

Jan 20, 2016

[peppy] Update default play mode (the one shown on your profile) when you set a new high score. ...

Jan 17, 2016

Tournament: [smoogipooo] Add an experimental high resolution option to run at 1080p. ...
Gameplay: [TheVileOne] Fix taiko randomly failing or never ending. ...
Menu: [RBRat3] Update copyright. ...
[peppy] Add MWC 7k supporter banners. ...

Jan 11, 2016

[peppy] Update osu! installation requirements to .net framework 4. ...

Jan 10, 2016

[peppy] Change bestof2015 voting to be per-mode. ...
[peppy] Add voting page for best of 2015 maps. ...

Jan 7, 2016

Online: [peppy] Add a client notification when password has been reset. ...
Menu: [peppy] Add stable upgrade notice. ...
Options: [peppy] Add "Latest" suffix to the new stable release stream option. ...

Jan 6, 2016

Input: [Blaizer] Fix PS4 controllers spamming inputs when plugged in. ...

Input: [Blaizer] Attempt to fix joysticks sometimes not working. ...

Input: [Blaizer] Fix raw mouse not working after plugging in a device. (fixes /t/259747) ...

Dec 28, 2015

[peppy] This update brings and end to Christmas. All the best for 2016. ...

Dec 23, 2015

[peppy] Add badge for Taiko LMS tournament. ...

Dec 22, 2015

[peppy] Update text to match the correct minimum password length (8 characters). ...

Dec 20, 2015

Graphics: [TheVileOne] Fix disposed slider rendertargets sometimes ending up in the rendertarget pool. (fixes /t/259747) ...

Options: [peppy] Change the way options layouts occur to avoid single-frame glitching. (fixes /t/377625) ...

Misc: [peppy] osu! now saves data to disk more regularly to avoid data loss on crash. ...

Dec 18, 2015

[peppy] Add OWC winner profile badges. ...

Dec 17, 2015

Options: [peppy] Close options when moving between game modes. (fixes /t/259747) ...

Dec 16, 2015

[peppy] Add OWC 2015 winning team profile banner. ...

[peppy] Merry Christmas and Happy Holidays to all osu!ers! ...

Editor: [TheVileOne] Fix ArgumentOutOfRangeException exception sometimes triggering during Timeline draw. (fixes /t/394550) ...

Input: [Blaizer] Fix joystick and raw mouse input not working together. ...

Options: [Damnae] Allow expanding options from lobby and match setup. ...

Dec 15, 2015

Online: [peppy] Fix World Map not displaying for users running at higher resolutions. (fixes /t/390432) ...

Song Select: [peppy] Fix ingame ranking display not refreshing when switching from local to global. (fixes /t/395526) ...

BSS: [Damnae] Longer timeout on uploads. ...

Dec 10, 2015

Editor: [TheVileOne] Fix control points not being changed when using a filter. (fixes /t/259747) ...

Editor: [TheVileOne] Don't allow slider points to be added while dragging hitobjects. ...

Editor: [TheVileOne] New undo system, reducing memory usage greatly. ...

Song Select: [TheVileOne] Update mod selection multipliers with Score v2 adjustments. ...

Dec 9, 2015

Editor: [WujekGrzyb] Improve display of time signatures in timing setup form. ...

Editor: [WujekGrzyb] Improve behaviour when time signature is changed. ...

Editor: [WujekGrzyb] Fix inherited timing points sometimes reset timing signature on the timeline. (fixes /t/276069) ...

Dec 8, 2015

Gameplay: [TheVileOne] Fix warning arrow initialization happening too late. ...

Dec 4, 2015

Editor: [smoogipooo] Fix sliders not being redrawn when placed/changed. ...

Dec 3, 2015

Gameplay: [TheVileOne] Fix warning arrows appearing outside of the break period with very short breaks. ...

Performance: [peppy] Shader loading optimisations. ...

Dec 2, 2015

Song Select: [TheVileOne] Fix multiple issues with the beatmap import process. ...

Skinning: [TheVileOne] Add inline comment support. (completes /t/381279) ...

Input: [Blaizer] Implement better joystick support. ...

Options: [peppy] Allow expanding options from song select using Ctrl+O. ...

Song Select: [Damnae] Add a notification when beatmaps are filtered by difficulty. ...

Multiplayer: [Damnae] Fix quick join for users without a rank. ...

Dec 1, 2015

Performance: [peppy] Fix all stuttering/lag on newer nVidia hardware! ...

[peppy] Add debug option to disable slider rendering. Please test whether it reduces stuttering. (completes /t/259747) ...

Nov 29, 2015

Performance: [smoogipooo] Use multiple texture buffers for video decoding to reduce stalls. ...

Nov 29, 2015

Spectator: [smoogipooo] Fix a nullref occasionally occurring with many spectators. ...

Nov 26, 2015

[peppy] Make account details update page easier on the eyes. ...

Nov 24, 2015

[peppy] Make profile left panel (fixed portion) transparent to allow for OWC banner. (fixes /t/387849) ...

[peppy] Add warnings for registrations when the email address looks like it has a typo. ...

[peppy] Make email sound more important on registration. ...

Editor: [TheVileOne] Raise max polygon distance spacing to max distance snap. ...

Online: [peppy] Add osu! client email verification support. ...

Nov 23, 2015

Storyboard: [Damnae] Stop storyboards from fading-in on undo/redo. ...

Storyboard: [Damnae] Fix animated sprites not being visible after undoing changes. ...

Results: [smoogipooo] Make score show maximum 7 digits for score v2 and osu!mania. ...

Nov 21, 2015

[peppy] Fix padding of verification code in the forgot-password process. ...

[peppy] Fix layout of builds on changelog page when there are more than one rows present. ...

API: [peppy] Fix get_replay not actually returning correct results. ...

Editor: [TheVileOne] Fix crash in timing mode. (fixes /t/387242) ...

Nov 20, 2015

[peppy] Add automatic password resetting for very weak passwords. ...

[peppy] Make build graph support multiple fallback stable release versions at once. ...

Online: [peppy] Add a client notification when password has been reset. ...
Performance: [peppy] Fix delay when restoring osu! from a minimised state. ...
Localisation: [peppy] Localisation updates. ...
Performance: [peppy] Add new "Reduce Dropped Frames" toggle to help some users fix stuttering issues. ...

Nov 19, 2015

Mania: [smoogipooo] Remove nK.ini skin/keys migration. ...
UI: [peppy] Add a warning when starting to play a song with music volume set to 0%.
(completes /t/386924) ...
Localisation: [peppy] Localisation updates. ...
Performance: [peppy] Reduce object allocations drastically for sprite-based text drawing. ...
[peppy] Fix app performance notifications popping up more than once. (fixes /t/259747) ...

Nov 18, 2015

Performance: [peppy] Add framework to notify user of potential performance issues. ...
[peppy] Fix scores not loading in-game when quickly entering a map. (fixes /t/259747) ...
[peppy] Send confirmation email when changing account password. ...
[peppy] Send confirmation email to old email address when changing. ...

Nov 17, 2015

[peppy] Improve styling of account verification page. ...
Editor: [TheVileOne] Fix several form related crashes. (fixes /t/385414) ...
Options: [TheVileOne] Fix skin selection not reloading when a new skin is imported. (fixes /t/258002) ...
UI: [peppy] Don't show bancho disconnected icon while playing. (fixes /t/385336) ...

Nov 16, 2015

Multiplayer: [smoogipooo] Bring back new hidden slider effects for multiplayer matches. ...
[peppy] Initial implementation of email verification (required for preferences and profile edits). ...
[peppy] Disable beatmap listing caching for now to fix ranking filters. ...
UI: [peppy] Make dropped frames less bouncy. ...

Nov 14, 2015

Performance: [peppy] Fix random freezes when loading audio. ...

Nov 13, 2015

[peppy] Show warning notifications when debug toggles are enabled. (fixes /t/259747) ...
Installer: [peppy] Avoid creating Logs directory during osu! installation. ...
Storyboard: [TheVileOne] Fix flip operations being broken in some storyboards. (fixes /t/384102) ...
Localisation: [TheVileOne] Fix localisation not able to be changed if localisation folder is missing. (fixes /t/383224) ...
[peppy] Display build propagation stats on a per-build basis for stable releases. ...

Localisation: [peppy] Localisation updates. ...

Nov 12, 2015

[peppy] Fix infinite exception hell (high CPU usage). (fixes /t/259747) ...
[peppy] Temporarily change net code to attempt to fix stuttering experienced by some. (fixes /t/259747) ...

Options: [peppy] Improve messaging for compatibility/fullscreen mode conflicts. ...
Nov 10, 2015
Performance: [peppy] Large internal changes to reduce dropped/stutter frames. ...
[peppy] Add new debug menu and framework. (completes /t/259747) ...
Nov 9, 2015
UI: [TheVileOne] Fix volume controls not being able to be hovered in unpause screen. (fixes /t/383345) ...
Nov 9, 2015
Tournament: [smoogipooo] Automatically hide chat when playing and show chat when ranking or idle. ...
Nov 8, 2015
Networking: [peppy] Use a more resilient network implementation by default (fallback to IPv4-only after a failure). ...
Multiplayer: [smoogipooo] Fix scoreboard not showing total scores. ...
osu!mania: [peppy] Fix mania speed being reset to the minimum possible setting for some users. ...
Gameplay: [Damnae] Fix hitobjects' flash opacity during kiai. (fixes /t/383368) ...
Networking: [smoogipooo] Make bancho queueing more thread-safe. ...
[peppy] Fix page layout for "user not found" page. ...
[peppy] Fix missing Russia banner. ...
Nov 7, 2015
[peppy] Add database persistence for tournament banners. ...
[peppy] Correctly lookup stream ID for changelog. ...
[peppy] Fix build lookup conditional. ...
Tournament: [smoogipooo] Disallow opening the full chat. ...
Multiplayer: [peppy] Don't use new hidden style for now (will be deployed after OWC). ...
[peppy] Hide API changes from build changelogs. ...
Editor: [Damnae] Fix copied hitobjects not being disposed. ...
Nov 6, 2015
Gameplay: [smoogipooo] Add support for ScoreV2 to spectating. ...
[peppy] Add OWC 2015 banner images. ...
[peppy] Add header to log files. (completes /t/259747) ...
Performance: [peppy] Fix lag when switching songs (song select or main menu). ...
Graphics: [smoogipooo] Don't query the GPU for the current bound framebuffer. ...
[peppy] Allow FPS to remain unlimited as long as the user is in play mode and not paused. (fixes /t/259747) ...
[peppy] Fix ghost sliders during kiai time. (fixes /t/259747) ...
Editor: [TheVileOne] Fix slider border colour not updating when it is selected. (fixes /t/259747) ...
Editor: [Damnae] Fix unused hitobjects not being disposed when using undo/redo. ...
Nov 5, 2015
Logging: [peppy] Log NotificationManager messages to runtime.log ...
Performance: [peppy] Improve performance of sliders by caching textures. ...
Logging: [peppy] Add call stack logging. ...

Multiplayer: [Damnae] Improve how Quick Join uses player ranks and the map's star rating to pick a match. ...

Nov 4, 2015

Performance: [peppy] Deprecate UnlimitedCompletely frame limiter. The remaining Unlimited (Gameplay) option is what you want! ...

[peppy] Ensure windows key blocking function is only run once when necessary. (fixes /t/259747) ...

Editor: [Damnae] Increase the maximum distance snapping. (completes /t/151689) ...

Nov 3, 2015

Gameplay: [Tom94] Fix spinners being broken in replays with time mods while different mods are applied in song select. (fixes /t/259747) ...

API: [peppy] Add tags to get_beatmaps. ...

Nov 2, 2015

Network: [peppy] Allow for UTF8 transmission in web requests. ...

Nov 1, 2015

Tournament: [smoogipooo] Force tournament and drawings to use the User skin. ...

Oct 30, 2015

[peppy] Add propagation history for last week. ...

Oct 29, 2015

UI: [peppy] Add ability to drag volume controls to adjust. ...

[peppy] Allow all volume controls to display even during play mode. (fixes /t/259747) ...

[peppy] Don't apply dim animations to repeat endpoints of sliders (looks silly). (fixes /t/259747) ...

[peppy] Fix any chance of nullrefs occurring on cursor trail drawing. (fixes /t/259747) ...

[peppy] Update profile performance graph in realtime. ...

Oct 28, 2015

Gameplay: [peppy] Fix too much virtual (lead-in) time being added when watching a replay, causing random jumps. ...

Misc: [peppy] Pause audio while displaying UAC dialog. ...

Compatibility: [peppy] Don't show splash screen when Windows 10 is running in tablet mode. ...

[peppy] Remove references to "jizz.ppy.sh". ...

Localisation: [peppy] Localisation updates. ...

[peppy] Build tracking endgame (replaces the need for bancho !versions command, while making all stats public on <http://osu.ppy.sh/p/changelog>). ...

Oct 27, 2015

[peppy] Send a datadog event on new build. ...

[peppy] Show build propagation graph on changelog page. ...

[peppy] Correctly identify test builds. ...

Oct 27, 2015

[peppy] Show beta/CE user counts and use a variable cutoff for visible builds. ...

[peppy] Show more detailed information for recent releases. ...

[peppy] Re-fix unranked sprite alignment on widescreens. (fixes /t/259747) ...

Graphics: [smoogipooo] Add shader-based circular progress bar. ...

Oct 26, 2015

Misc: [peppy] Disable the splash screen using -nosplash (for certain linux users having issues with it). ...

[peppy] Handle git callbacks for both release and release40, assigning to correct changelogs. ...

Options: [peppy] Add "Latest" suffix to the new stable release stream option. ...

Oct 24, 2015

Logging: [peppy] Add basic performance.log. Keeps track of high latency frames (>500ms). ...

Misc: [TheVileOne] Add better protections for when writing to a database has an error. ...

Oct 23, 2015

Gameplay: [Damnae] Fade out slider tracks and ticks when hidden is active. ...

Gameplay: [peppy] No longer draw slider circles on the track itself. (fixes /t/373017) ...

Editor: [TheVileOne] Fix reverse selection not working with three pointed linear sliders. (fixes /t/377230) ...

Mania: [Blaizer] Fix wrong scroll speed when watching someone with a different "fixed" speed setting than you. ...

Editor: [TheVileOne] Fix star rating being reset on entering test mode. (fixes /t/377524) ...

[peppy] Post new threads to #support as well as dev on slack. ...

Oct 22, 2015

[peppy] Always return a default user_id of 0 when failing to find a valid match. See ppy/osu-api#110. ...

[peppy] Fix remaining spinner alignment issues (osu! and taiko modes). (fixes /t/259747) ...

UI: [peppy] Fix centering of "unranked" graphics on 5:4 displays. ...

Gameplay: [peppy] Fix spinner being recorded too high when playing at lower than 60fps. (fixes /t/377192) ...

Oct 21, 2015

Editor: [TheVileOne] Fix maps with hitobjects not being able to be loaded in the editor if the map doesn't have any timing points. (fixes /t/377078) ...

Storyboard: [Damnae] Support decimal coordinates for Move command and initial sprite position. (completes /t/371033) ...

Editor: [MillhioreF] Allow pasting control points within the editor itself. ...

Multiplayer: [TheVileOne] Fix random fails in TagCoop. ...

OsuDirect: [TheVileOne] Fix download sprites not being cleared when download is canceled. (fixes /t/259747) ...

Audio: [WujekGrzyb] Fix samples are sometimes disposed too early in concurrent thread. (fixes /t/259747) ...

UI: [peppy] New "osu!next" volume control. Less distracting, more usable. ...

Multiplayer: [WujekGrzyb] Fix flashlight is not updated at loading multiplayer match. (fixes /t/259747) ...

Oct 19, 2015

[peppy] Fix some forum links not forwarding to the new site correctly. ...

[peppy] Fix quotations (grouping of search terms) not working in forum search. ...

[peppy] Update twitter avatar reference. ...

Oct 17, 2015

Logging: [peppy] Fix "Logs" directory being created in non-osu! folder under certain

environments. ...

[peppy] Change OS X download link to http (tumblr don't support https). ...

[peppy] Display Disqus comments on changelog page only for relevant release stream. ...

Oct 16, 2015

[peppy] Maintenance release for OS X compatibility and future stable releases. ...

Oct 15, 2015

[peppy] Update download page to link to new osu-on-osx site. ...

Editor: [WujekGrzyb] Fix saving new difficulty overrides its parent in collections. (fixes /t/361754) ...

[peppy] Fix spinners being mispositioned when osu! is run at a 5:4 resolution. (fixes /t/259747) ...

Oct 14, 2015

[peppy] Only show new forum preview when the current page is actually available in the new design. ...

Menu: [peppy] Move ppy logo to above special notifications. ...

Menu: [peppy] Hide menu tip when a special notification is being displayed. ...

[peppy] Link directly to the current page when switching to the new forum design. ...

[peppy] Add link to preview new forum design (displayed on all forum pages). ...

AiMod: [Damnae] Ignore the user's skin when checking for missing sprites with UseSkinSprites enabled. ...

AiMod: [Damnae] Fix missing files check for animated sprites when UseSkinSprites is enabled. ...

AiMod: [Damnae] Fix missing files check ignoring folders. ...

Storyboard: [Damnae] Fix missing storyboard sprites when beatmap skins are ignored and UseSkinSprites is enabled. (fixes /t/368382) ...

Oct 13, 2015

[peppy] Fix contest map downloads links not working (and secure the download process further). ...

Scoring: [peppy] V2 mod multiplier changes (HR 1.06 -> 1.10; DT 1.12 -> 1.2). ...

Scoring: [peppy] Apply mod multiplier to full amount of score v2. ...

Oct 12, 2015

Networking: [peppy] Disable keep-alive for now. ...

Oct 12, 2015

Networking: [peppy] Forcefully use IPv4 for now. ...

Online: [peppy] Expand search radius for nearby users when there are very few matches. ...

Skinning: [TheVileOne] Fix pause-overlay not being affected by ignore skin. (fixes /t/374963) ...

Oct 10, 2015

Multiplayer: [peppy] Add new Score v2 scoring type. Hybrid scoring with split focus on combo and accuracy. ...

Oct 9, 2015

UI: [TheVileOne] Fix JumpTo not being able to be navigated by arrow keys. (fixes /t/259747) ...

Oct 8, 2015

[peppy] Attempt to improve reliability of webrequests. (fixes /t/259747) ...

[peppy] Fix web request retry logic causing infinite loop. (fixes /t/259747) ...

Oct 7, 2015

[peppy] Fix taiko combo counter not being centered for counts below 10. (fixes /t/259747) ...

[peppy] Attempt to fix net requests blocking on DNS resolution. (fixes /t/259747) ...

[peppy] Remove last.fm connect option until they pull their shit together (see <https://twitter.com/ppy/status/651712071193763840>). ...

Graphics: [smoogipooo] Fix letterboxing remaining enabled when resolution > desktop resolution. ...

Sep 30, 2015

[peppy] Update profile kudosu page to link to wiki rather than random post. ...

[peppy] Add various new tournament badges. ...

Sep 29, 2015

[peppy] Fix textbox cursor appearing in options when it shouldn't. (fixes /t/259747) ...

[peppy] Remove "Rank:" prefix in multiplayer lobbies. (fixes /t/259747) ...

[peppy] Attempt to return users to stable when osu! won't start due to GL context issues. (fixes /t/259747) ...

BSS: [peppy] Fix BSS dialog not remembering submitting status (pending / WIP). (fixes /t/371119) ...

[peppy] Send more approval information to client (BSS), default new submissions to WIP. ...

[peppy] "Fix" wiki load times. ...

Sep 28, 2015

[peppy] Add osu!mania 4k winner badges. ...

[peppy] Change how qualifications are rate limited. ...

Sep 27, 2015

Tournament: [smoogipooo] Fix input overlay not displaying key presses. ...

Sep 25, 2015

Graphics: [smoogipooo] Attempt to fix crash on startup. ...

Editor: [smoogipooo] Fix error when loading a new map in the editor. (fixes /t/259747) ...

Networking: [peppy] Add automatic IPv6 -> IPv4 fallback logic. ...

Graphics: [smoogipooo] Perform context testing on a separate control. ...

Sep 24, 2015

Menu: [peppy] Update ppy logo. ...

[peppy] Add new restriction appeal form. ...

[peppy] Increase maximum favourited beatmaps from 50 to 100. ...

Skinning: [smoogipooo] Fix being able to completely reorder mania columns. ...

Tournament: [smoogipooo] Completely rewrite client positioning and size code to support up to TeamSize = 8. ...

Sep 22, 2015

Graphics: [smoogipooo] Attempt to not dispose the window handle when using ANGLE. ...

Chat: [WujekGrzyb] Fix message box isn't cleared when joining new channels. (fixes /t/329996)

...

[peppy] Don't show graveyard resurrections in #announce. ...

[peppy] Fix rank filter reset at beatmap listing. (fixes /t/366040) ...

[peppy] Fix game not starting when osu!ui.dll isn't up-to-dater. (fixes /t/259747) ...

Mod Select: [TheVileOne] Fix sound effects not playing when activating mods via hotkey.

(fixes /t/359464) ...

[peppy] Fix osu!direct search results fading out too slow (and handling input while they did).

(fixes /t/259747) ...

[peppy] Fix quit suffix sometimes appearing multiple times in multiplayer . (fixes /t/259747) ...

Tournament: [smoogipooo] Fix off-by-one error causing inability to fill last star on Bo13. ...

Tournament: [smoogipooo] Full refactoring pass over all Tournament classes. ...

osu!direct: [smoogipooo] Transfer input to the background when difficult icons are clicked. ...

Editor: [smoogipooo] Goodbye AIMod aero glass. ...

Chat: [TheVileOne] Fix ToggleOnline button not reappearing when chat is closed when the chat text overlaps. (fixes /t/259747) ...

osu!direct: [WujekGrzyb] Fix movement of panel's sprites is based on their initial position. (fixes /t/99537) ...

Chat: [TheVileOne] Fix exception being triggered when chat filter fails. ...

Audio: [TheVileOne] Fix possible race condition caused by clearing sample events. (fixes /t/259747) ...

Sep 21, 2015

UI: [TheVileOne] Don't draw fps display over cursor or tooltips. (fixes /t/259747) ...

Editor: [TheVileOne] Move math logic into helper class. ...

Sep 19, 2015

Tournament: [smoogipooo] Fix crashes due to OpenTK logging. ...

Sep 17, 2015

[peppy] Serve installer and other download links from https where possible. ...

Updater: [peppy] Serve updates over SSL. ...

Editor: [TheVileOne] Fix cancel button not working when fast editor is enabled. (fixes /t/357512)

...

Sep 16, 2015

BSS: [peppy] Ensure the user posts to forums after a successful upload. ...

BSS: [peppy] Fix form not being centered to the osu! window when appearing. ...

Gameplay: [peppy] Don't display particles in taiko mode. ...

[peppy] Fix beatmap uploads failing from new cutting-edge netcode. ...

Sep 15, 2015

UI: [peppy] Make multiplayer scoreboards more symmetrical. ...

Gameplay: [peppy] Fix cursor size changing on non-osu! modes when using auto-scale. (fixes /t/366656) ...

[peppy] Fix osu! downloads failing to have correct filename when containing a '?'. (fixes /t/364464) ...

UI: [peppy] Input Overlay text colour now defaults to black. Change it using skin.ini InputOverlayText setting. ...

Gameplay: [peppy] Change colour of combo on scoreboard. ...

Gameplay: [RBRat3] Realign ScoreboardEntry Combo and Score. ...

Sep 14, 2015

[peppy] Fix volume control background not displaying. (fixes /t/259747) ...

Gameplay: [peppy] Don't tint red on failing when nofail is enabled. (fixes /t/366922) ...

[peppy] Fix bancho disconnections. (fixes /t/259747) ...

Sep 13, 2015

Networking: [smoogipooo] Fix null-ref exception with the new 520 error handling code. ...

Networking: [smoogipooo] Fix Cloudflare 520 errors not being handled. ...

Sep 11, 2015

[peppy] Fix dropped frame dots sometimes getting stuck. (fixes /t/259747) ...

Sep 10, 2015

[peppy] Fix /np links not working when they originate from stable users. (fixes /t/259747) ...

Networking: [peppy] Complete rework of network code. ...

Networking: [peppy] Remove custom HTTP library and begin reimplementation using standard .NET functions. ...

Sep 9, 2015

osu!direct: [WujekGrzyb] Fix audio track is not resumed when returning with playing preview to main menu. ...

osu!direct: [peppy] osu!direct: Fix various race conditions with osu!direct popups. ...

Menu: [peppy] Fix background not updating to match aspect ratio after a resolution change. ...

UI: [peppy] New welcome sequence, features "circles" by nekoDEX. ...

Compatibility: [peppy] Fix boss key mode not being able to be escaped under wine. (fixes /t/362773) ...

Tournament: [smoogipooo] Fix input overlay crashing. ...

[peppy] Fix migration of configuration settings from stable to CE. (fixes /t/259747) ...

[peppy] Update text on supporter page. ...

Song Select: [Tom94] When automatically selecting a beatmap upon importing it expand its group. ...

Graphics: [Tom94] Fix some textures being uploaded despite being disposed, causing VRAM memory leaks. (fixes /t/259747) ...

Graphics: [Tom94] Fix texture atlases unloading textures too early, causing sprites to disappear. (fixes /t/259747) ...

Options: [TheVileOne] Fix input latency warning causing crashes when options is not loaded. (fixes /t/259747) ...

Sep 8, 2015

Options: [peppy] Add a notice when not running fullscreen about input latency. ...

Localisation: [peppy] Localisation updates. ...

[peppy] Fix kudosu remaining being shown wrongly without logging in. (fixes /t/364888) ...

[peppy] Change the way passing status is handled in scoreboard entries to avoid showing [Failed] multiple times. (fixes /t/259747) ...

[peppy] Fix score entry font alignment. (fixes /t/259747) ...

[peppy] I don't like the term free-to-play anymore. ...

Graphics: [Tom94] Store sprite text textures in a texture atlas, increasing performance. ...

Sep 7, 2015

Online: [peppy] Set leaderboards to global after first login. ...

UI: [peppy] Scoreboard now uses sprite-based text rendering for better clarity and performance. ...

...

UI: [peppy] Add new sprite font for UI level score/combo numeric display. ...

UI: [peppy] Key overlay now uses sprite-based text rendering for better performance. ...

[peppy] Add Access-Control-Allow-Origin * allowance for api. ...
Performance: [peppy] Open external links on a separate thread to avoid freezing osu! when waiting on external apps. ...

Options: [peppy] Fix mania settings not saving correctly. (fixes /t/320074) ...

Online: [Marcin] Add better report dialog. (completes /t/107662) ...

[peppy] Show "qualified" instead of "ranked" for beatmap details page date listings. ...

Sep 6, 2015

Tournament: [smoogipooo] Disable letterboxing. ...

Online: [peppy] Always direct !reports at BanchoBot (even when in a PM with a user). ...

Audio: [Tom94] Only asynchronously read ahead a specified amount of blocks. ...

Song Select: [peppy] Fix returning to song select not playing beatmap from preview point. ...

Audio: [peppy] Avoid multiple reloads of the same beatmap's audio by sharing internal buffers. ...

Audio: [peppy] Load beatmap audio using asynchronous buffering to reduce stutters from disk reads drastically. ...

Sep 5, 2015

Notifications: [TheVileOne] Click on export replay notification to access replays folder. ...

Sep 4, 2015

Menu: [peppy] Allow clicking update notifications in cutting-edge/beta for more detailed changelogs (since last public). ...

[peppy] Add ability to limit changelog results to the correct stream. ...

[peppy] Change which stream is considered the main public release. ...

[peppy] Reset playcounts when ranking a map after qualification period. ...

Notifications: [peppy] Click friends online notification to view friends list instantly. ...

Notifications: [peppy] Click a screenshot notification to open explorer to the file. ...

Song Select: [peppy] Fix qualified maps being handled incorrectly in a few places. ...

Multiplayer: [TheVileOne] Fix leaving match setup creating strange behaviour in rare situations.

...

Sep 3, 2015

Graphics: [smoogipooo] Revert back to automatically switching to ANGLE if GL version < 2.0. ...

Configuration: [peppy] Force restart after recovery config dialog to ensure we get the correct compatibility setting enforced. ...

[peppy] Use new score deletion methods for disqualification function. ...

[peppy] Add proper score/replay deletion support when qualified maps are fully ranked. ...

UI: [peppy] Fix white pixel appearing when scrollable areas are first made visible (but aren't scrollable at that point). ...

Audio: [TheVileOne] Allow slider tick playback rate to be changed. (fixes /t/362567) ...

Sep 2, 2015

UI: [peppy] Add editor offset for FPS display. ...

UI: [peppy] Allow FPS vertical adjustments from multiple sources. ...

Input: [WujekGrzyb] Fix keyboard shortcuts are sometimes registered twice. (fixes /t/353563) ...

Graphics: [smoogipooo] Cache a few pText style properties to reduce redraws. ...

Tournament: [smoogipooo] Rewrite the match list to be more responsive and produce less

lag. ...

Graphics: [smoogipooo] Trigger texture refresh when text bold/italic style changes. ...

Sep 1, 2015

Configuration: [peppy] Default letterboxing to being enabled on fresh installs (or installs set to fullscreen). ...

Configuration: [peppy] Default new installations to fullscreen. ...

Storyboard: [Damnae] Fix brackets in a diff name resulting in an incorrect osb path. (fixes /t/361452) ...

Graphics: [smoogipooo] Don't fall back to ANGLE if GL version < 2. ...

Graphics: [Tom94] Attempt to fix corrupt slider textures. (fixes /t/259747) ...

Graphics: [Tom94] Always unbind vertex and index buffers immediately after usage. ...

Graphics: [smoogipooo] Don't automatically fall back to ANGLE if GDI Generic renderer is detected. ...

Editor: [peppy] Fix thread abort exceptions being passed back to user as storyboard script errors. (fixes /t/363058) ...

[peppy] Remove google translate toolbar from site to see if people still use this. ...

Aug 31, 2015

[peppy] Update qualified beatmap listing description to match the new terms. ...

[peppy] Fix endless updates some users are experiencing. ...

Song Select: [Tom94] Improve performance when many items are invisible, such as when searching or grouping. ...

[peppy] Stop including qualified maps in twitter @osugame feed. ...

Tournament: [smoogipooo] Recover any clients that spontaneously exit. ...

[peppy] Add OFT2015 badge. ...

AiMod: [TheVileOne] Remove countdown and epilepsy warning checks for taiko. (fixes /t/362621) ...

Tournament: [smoogipooo] New client design! (fixes /t/327120) ...

Song Select: [TheVileOne] Fix qualified maps not being able to be filtered or grouped. (fixes /t/362355) ...

Aug 30, 2015

Compatibility: [peppy] Fix fullscreen being unselectable from recovery dialog. ...

Aug 29, 2015

Tournament: [smoogipooo] Fix osu! cookie not being synced in some cases. ...

OsuDirect: [WujekGrzyb] Fix OsuDirect audio preview stops watched replay. (fixes /t/259747) ...

pp: [Tom94] Don't consider scores on qualified maps. ...

Graphics: [Tom94] Reset blending when rendering the bloom shader in additive mode. ...

Aug 28, 2015

Graphics: [Tom94] Ensure all sprite batches have a size larger than zero. (fixes /t/259747) ...

Graphics: [Tom94] Attempt to fix stray line when rendering sliders. (fixes /t/259747) ...

Graphics: [Tom94] Don't double the color magnitude when using shaders and no FBOs can be used. (fixes /t/259747) ...

Mod Select: [TheVileOne] Disable 1-2K mod shortcuts due to conflict with dialog buttons. ...

Graphics: [Tom94] Fix scissor rectangle being reset too early in rare cases. (fixes /t/259747) ...

Aug 27, 2015

Editor: [Tom94] Fix black box around selected sliders. (fixes /t/259747) ...

Graphics: [Tom94] Attempt to fix frame persisting through colour clear calls. ...

Song Select: [Tom94] Attempt to fix out of range access under rare circumstances. ...

Graphics: [Tom94] Attempt to fix occasional null reference related to the cursor trail. ...

Gameplay: [Tom94] Fix particles showing up in cinema mode. ...

Graphics: [Tom94] Reduce amount of scissor-related GL calls significantly. ...

Notifications: [TheVileOne] Clean up massive message handling and behaviour. ...

Aug 26, 2015

Multiplayer: [Tom94] Fix crash when starting a game. (fixes /t/259747) ...

Graphics: [smoogipooo] Use ANGLE if the GL context fails to create/validate. (fixes /t/259747) ...

Gameplay: [peppy] Qualified maps are changing! Added a warning message when playing qualified maps. ...

Mod Select: [TheVileOne] Give 1K-3K and 9K mod shortcuts. ...

Multiplayer: [peppy] Fix scoreboard explosion not being flipped correctly in Team VS. (fixes /t/360556) ...

Aug 25, 2015

[peppy] Send qualified map status to clients. ...

Gameplay: [TheVileOne] Fix exception caused by running autoplay on maps that end with an overlapped spinner object. ...

Gameplay: [smoogipooo] Fix replay mode entering while the map is not being played. ...

Input: [peppy] Allow confining cursor when running windowed or borderless (expanded options). (fixes /t/360256) ...

Options: [peppy] Adjust option tabs to be a bit more user friendly (expand time/size). ...

Updater: [peppy] Show remaining download count in update log. ...

[peppy] Let people know why they can't see any slack registration button. ...

Aug 24, 2015

[peppy] Update download page (make old installer link smaller). ...

[peppy] Update FAQ link in welcome page. ...

[peppy] Delete a whole heap of unused pages and templates. ...

[peppy] Add osu!mania scoring elements to mp info pages. (completes /t/360058) ...

Input: [peppy] Make confining mouse to screen work on borderless window resolution. (fixes /t/360256) ...

Graphics: [Tom94] Don't invoke the blur shader on transparent textures since there is no visible effect. ...

Graphics: [Tom94] Don't upload transparent textures to the GPU. ...

Aug 23, 2015

Editor: [Tom94] Fix regression with fading out slider start circles. (fixes /t/259747) ...

Song Select: [Tom94] Fix weirdness when scrolling to the bottom of too many maps caused by limited floating point precision. ...

Tournament: [smoogipooo] Fix stray white bar entering view area when chat is opened. ...

Tournament: [smoogipooo] Fix chat height to completely cover control panel. ...

Tournament: [smoogipooo] Postfix manager window title with "Tournament Manager". ...

Tournament: [smoogipooo] Postfix all spectating window titles with "Tournament Client {id}". ...
Aug 22, 2015

Chat: [Tom94] Fix selection sprite sometimes displaying incorrectly while opening the chat. ...

Performance: [Tom94] Avoid expensive list reversal when computing slider ticks. ...

Gameplay: [Tom94] Disallow slider ticks closer than 10ms to slider ends. (fixes /t/259747) ...
Aug 21, 2015

Graphics: [Tom94] Avoid cursor trail becoming unresponsive after a while at high frame rates. (fixes /t/259747) ...

[peppy] Ensure a connection has been established before allowing phpbb to hijack it. ...

[peppy] Recycle persistent mysqli connections between phpbb and other systems where possible. ...

[peppy] Don't set charset unnecessarily. ...

Graphics: [Tom94] Fix various regressions with slider rendering. (fixes /t/259747) ...

[peppy] Lazy database connections. ...

[peppy] Use slave for rank score partition updates. ...

Files: [peppy] Fix error when importing beatmap at splash screen. (fixes /t/357629) ...

Graphics: [Tom94] Don't render 2 hitcircles on top of each other when rendering sliders. ...
Aug 20, 2015

[peppy] Use slave for rank score partition updates. ...

Aug 20, 2015

Graphics: [Tom94] Fix slider combo numbers not expanding when hitting the slider too late on old-style skins. ...

Editor: [TheVileOne] Fix kiai status not being able to be updated on the first timing point. (fixes /t/348428) ...

Aug 19, 2015

Graphics: [Tom94] Greatly reduce line renderer overdraw and batch circle approximations together. ...

Graphics: [Tom94] Various improvements to line rendering. ...

Graphics: [Tom94] Fix snaking sliders not working on the first part of the piecewise-linear approximation of sliders. ...

Performance: [Tom94] Don't perform audio queries and fourier transforms at visualizations that do not need it. ...

Performance: [Tom94] Don't do expensive winforms textbox queries while the chat is hidden. ...

Performance: [Tom94] Greatly improve performance of main menu bar visualization updates. ...

Song Select: [TheVileOne] End random when leaving song select. ...

Graphics: [Tom94] Fix multiple index buffers being used for the same type of primitives when using different vertex types. ...

Graphics: [Tom94] Speed up slider rendering time by another ~10x. ...

Editor: [TheVileOne] Fix linear sliders being unable to be selected. (fixes /t/259747) ...

Gameplay: [Tom94] Fix slider ticks sometimes appearing when they shouldn't due to rounding. ...

Aug 18, 2015

Performance: [smoogipooo] Improve drawing speed of the ranking hp graph. ...

Graphics: [Tom94] Don't upload meaningless vertex data when allocating VBOs. ...

Graphics: [Tom94] Make particle VBOs use static instead of dynamic storage. ...
[peppy] Fix pressing enter on the API key page resetting the key. (fixes /t/346088) ...
osu!direct: [WujekGrzyb] Fix OsuDirect playing along with current beatmap in certain cases. ...
UI: [TheVileOne] Focus on password text when enabling password checkbox. ...
UI: [peppy] Fix not being able to unpause on 5:4 resolutions (orange cursor out of bounds).
(fixes /t/345336) ...
Options: [peppy] Fix clicking on text causing dropdown menu to reanimate opening. (fixes
/t/350422) ...
[peppy] Fix moving map around the forum not working. (fixes /t/357902) ...
Gameplay: [peppy] Fix hit error display using incorrect colour on borderline 100s. Make slider
initial clicks white (they don't affect accuracy). (fixes /t/347919) ...
Performance: [peppy] Make transition from song select to play mode smoother when loading
time is negligible. ...
Mania: [TheVileOne] Don't log repeated mania presses and releases made to the same slider
to the score error meter. ...
Mania: [TheVileOne] Don't show hold releases in score colour meter. ...
Gameplay: [Tom94] Fix maximum slider tick amount being capped by the internal piecewise-
linear approximation line count. ...

Aug 16, 2015

Editor: [TheVileOne] Don't reset drag when modifying slider points. (fixes /t/277043) ...
Editor: [TheVileOne] Don't snap slider end when modifying slider points. (fixes /t/355300) ...
Graphics: [Tom94] Use buffer orphaning instead of explicit multiple buffers experimentally. ...
Tournament: [smoogipooo] Add a tournament title image that loads from
Skins/User/tournament/tourney-title.png. ...
Performance: [Tom94] Greatly improve speed of slider bezier calculations. ...
Graphics: [Tom94] Disable recycling of text-textures. (fixes /t/259747) ...

Aug 15, 2015

Editor: [TheVileOne] Don't load events from the start of the map when testing at arbitrary points
of the map. ...
Configuration: [smoogipooo] Add checkbox to select compatibility mode. ...
Graphics: [Tom94] Always have an upper limit on the size of sprite batches. ...

Aug 14, 2015

Graphics: [Tom94] Fix background videos having their blue and red colour channels swapped.
(fixes /t/259747) ...
Graphics: [Tom94] Fix screenshots having their blue and red colour channel swapped. (fixes
/t/259747) ...
Song Select: [Tom94] Fix local scores of mode-specific maps not loading unless the specific
mode is selected. ...
Graphics: [smoogipooo] Add Angle compatibility mode for those having issues running native
OpenGL. ...
Graphics: [Tom94] Use shaders to optimize various aspects of the game. ...
Graphics: [Tom94] Migrate all rendering to use vertex buffers. ...
Performance: [Tom94] Don't render background and storyboard if dimmed completely. ...
Compatibility: [peppy] Better report exceptions when a forced (full) repair is run. ...

Aug 13, 2015

Audio: [TheVileOne] Fix music control not resuming track when audio resumes. (fixes /t/179543) ...

Aug 12, 2015

web: [peppy] Make public releases also available at <http://m1.ppy.sh/release/osu!.exe>. ...

[peppy] Add comprehensive update logging to try and solve update issues experienced by some. ...

Aug 11, 2015

[peppy] Automatically scale pp processing wait time to ensure php workers (or nginx, as it may be) don't get saturated under high DB load. ...

[peppy] Move more ranking-related queries to slave database. ...

Aug 10, 2015

[peppy] Add NAT 2015 badge. ...

Aug 10, 2015

Editor: [TheVileOne] Fix perfect sliders converting permanently to linear sliders. ...

Gameplay: [TheVileOne] Don't enable letterboxing by default. ...

Editor: [TheVileOne] Always allow Letterboxing to be changed. ...

Mania: [TheVileOne] Fix cinema mod null ref. (fixes /t/349237) ...

AiMod: [TheVileOne] Report duplicate inherited timing points. (fixes /t/331404) ...

AiMod: [TheVileOne] Optimize uninherited timing point check. ...

Aug 8, 2015

Graphics: [Tom94] Fix trying to create sprites with disposed textures hard-crashing the game. ...

Graphics: [TheVileOne] Run tag colour assignment logic on the main thread. (fixes /t/259747) ...

Aug 7, 2015

Graphics: [Tom94] Re-use textures when rendering snaking sliders. ...

Aug 6, 2015

Graphics: [Tom94] Allow for texture objects to be re-used when the content doesn't get bigger. ...

[peppy] Fix -2147483648% pass rate being displayed for the first play of a map. (fixes /t/354532) ...

Editor: [peppy] Fix 'How to set custom sample overrides' leading to a private forum. (fixes /t/354793) ...

Aug 5, 2015

Graphics: [Tom94] Make sure several unneeded OpenGL flags are turned off. ...

Graphics: [Tom94] Share a single index buffer among all vertex buffers (they all render quads). ...

Graphics: [Tom94] Fix cursor trail sprites being oriented backwards and being never used in their entirety. ...

[peppy] Make slider endpoint skinning support skins which have animated and non-animated overlay sprites (may not be supported forever). (fixes /t/259747) ...

Online: [peppy] Fix /np highlighting users (override with config setting AllowNowPlayingHighlights). (fixes /t/354526) ...

[peppy] Fix editor slider placement failing. (fixes /t/259747) ...

Aug 4, 2015

Gameplay: [peppy] Make slider start and end circles skinnable (sliderstartcircle / sliderendcircle). ...

Aug 3, 2015

UI: [TheVileOne] Fix user panel disappearing when leaving play mode too quickly. (fixes /t/259747) ...

Networking: [peppy] Make bancho restart countdown slightly longer to allow clients more chance of receiving the restart packet. ...

Replay: [WujekGrzyb] Fix keycounter for CtB replays. (fixes /t/242648) ...

Tournament: [smoogipooo] Add config setting to resize the client name. ...

Graphics: [Tom94] Fix incorrect window style being set. ...

Graphics: [Tom94] Entirely get rid of OpenGL matrices and perform vertex transformations on CPU to allow for vertex buffer optimizations. ...

Graphics: [Tom94] Transition everything to vertex buffers. ...

Jul 31, 2015

[peppy] Link "report a bug" directly to the help forum. ...

[peppy] Fix wiki headings getting cut off. ...

Jul 30, 2015

[peppy] Attempt to group sentry errors (from osu! client) more logically. ...

[peppy] Add server-side method to receive user metrics. ...

Jul 29, 2015

[peppy] Fix updater getting stuck on "downloading localisations" on some hardware configurations. ...

Online: [peppy] Add basic support for osu://spectate/<user> links. (completes /t/348651) ...

[peppy] Fix merchandise link in website footer. ...

[peppy] Exclude bundled maps from most played charts. ...

[peppy] Add OIT 2015 winner badge. ...

Editor: [peppy] Update link to beatmapping help (song setup form). ...

Jul 27, 2015

Mania: [Blaizer] Fix incorrect LN breaks, most noticeable on "LN wall" maps. (fixes /t/309915) ...

Jul 21, 2015

Song Select: [TheVileOne] Fix offset text never clearing. (fixes /t/259747) ...

Jul 20, 2015

[peppy] Fix threading issue when hitting enter after entering login credentials. (fixes /t/259747) ...

Song Select: [Nyquill] Fix offset line/text gets colored by mods/game modifiers. (fixes /t/347252) ...

...

Multiplayer: [TheVileOne] Fix mods not showing in certain cases. (fixes /t/346338) ...

[peppy] Fix health graph rendering on results screen. (fixes /t/259747) ...

[peppy] Fix "This map has been delet [...]" message replacing old posts. (fixes /t/347975) ...

[peppy] Fix rank update script including users it shouldn't. ...

Jul 19, 2015

Multiplayer: [peppy] Fix multiplayer mods not showing correctly when free mods is disabled.

(fixes /t/346338) ...

Gameplay: [peppy] Ensure play mode is completely loaded before Playing is allowed to be true.

(fixes /t/345466) ...

UI: [TheVileOne] Fix local user panel not handling hover events. (fixes /t/259747) ...

Jul 18, 2015

Graphics: [Tom94] Fix textures piling up in RAM while osu! is minimized. ...

Jul 16, 2015

Menu: [peppy] Fix intro fade-in not appearing correctly (background image being loaded too late). ...

[peppy] Fix Target Practice counting being applied to spectator/replay plays. (fixes /t/259747) ...

Jul 16, 2015

[peppy] Better slack stuff. ...

UI: [TheVileOne] Make escape functional in charts menu. ...

Song Select: [WujekGrzyb] Fix osu! logo and user panel behaviour at song select. (fixes /t/259747) ...

[WujekGrzyb] Revert "Fix osu! logo fade out being displayed weirdly at song select." (fixes /t/259747) ...

Jul 15, 2015

[peppy] Fix osu! logo fade out being displayed weirdly at song select. (fixes /t/259747) ...

Skinning: [TheVileOne] Reload mode when switching to user skin. (fixes /t/346786) ...

Graphics: [smoogipooo] Improve Italic and Bold font handling. (fixes /t/327120) ...

Tournament: [smoogipooo] Disallow fullscreening. (fixes /t/327120) ...

Jul 14, 2015

Song Select: [TheVileOne] Don't clear scores unless scores will be refreshed. ...

Song Select: [TheVileOne] Fix more broken behaviour caused by handling input after changing song or entering play mode. (fixes /t/330336) ...

Jul 11, 2015

Song Select: [TheVileOne] Fade update status text when entering play mode. ...

Song Select: [TheVileOne] Fix status loading sometimes never finishing. ...

Jul 10, 2015

UI: [Tom94] Let slider bars make a sound when adjusted with the keyboard. ...

UI: [Tom94] Don't allow modifying option sliders with the keyboard while they are dragged with the mouse. ...

Options: [Tom94] Allow hiding elements. ...

Graphics: [Tom94] Add support for custom letterbox positioning. ...

Graphics: [Tom94] Fix viewport offset being incorrectly calculated. ...

UI: [Tom94] Allow slider bars to be disabled and grayed out. ...

UI: [TheVileOne] Fix Visual Settings not detecting mouse position on left side of screen. (fixes /t/342018) ...

Graphics: [Tom94] Fix viewport being 1 pixel off while in forced non-exclusive fullscreen mode. (fixes /t/259747) ...

Graphics: [Tom94] Never minimize osu! while in the editor due to issues with child forms. (fixes /t/259747) ...

Jul 9, 2015

[peppy] More descriptive meta description for forum topics (slack previews are nice now). ...

[peppy] Use HTML5 audio for beatmap previews. ...

Chat: [peppy] Fix IRC users being unable to join channels with custom permissions. (fixes /t/344945) ...

Graphics: [Tom94] Fix inconsistency with minimization behavior while in the editor and in non-native fullscreen. (fixes /t/259747) ...

Jul 8, 2015

Graphics: [Tom94] Attempt to fix multiple screens causing issues with detected desktop resolutions. (fixes /t/259747) ...

Jul 7, 2015

Graphics: [Tom94] Prevent texture artifacts under various scenarios. ...

[peppy] Limit number of maps that can be qualified over a rolling 24 hour period. ...

Jul 6, 2015

UI: [Tom94] Fix frame time display causing errors under rare circumstances. (fixes /t/259747) ...

Jul 5, 2015

Graphics: [Tom94] Fix opengl state incorrectly being carried across frames. ...

Graphics: [Tom94] Avoid heap allocations when uploading new texture data to the GPU and upload at least one pending texture in each frame. ...

Graphics: [Tom94] Prevent race condition when uploading textures. ...

Song Select: [Tom94] Don't allow the current beatmap to be set to none. (fixes /t/259747) ...

Graphics: [smoogipooo] Ensure non-negative scissor rectangle. (fixes /t/259747) ...

Chat: [TheVileOne] Fade only buttons that chat text is overlapped with. ...

Chat: [TheVileOne] Fix ToggleOnline button appearing when it should be hidden. ...

Jul 4, 2015

Song Select: [TheVileOne] Prevent auto from being set when entering play mode is canceled. ...

Jul 2, 2015

Song Select: [Tom94] Fix the same beatmap existing in multiple collections causing weird selection behavior. ...

[peppy] Add LMS2 badge. ...

Jul 1, 2015

Gameplay: [TheVileOne] Fix null ref when toggling flashlight mod. (fixes /t/259747) ...

Song Select: [TheVileOne] Fix loading audio error sometimes appearing while cycling random. ...

Jun 28, 2015

Tournament: [smoogipooo] Move flags location to Skins/User/tournament/icons/. ...

Tournament: [smoogipooo] Major stability and performance improvements to the client. ...

Song Select: [TheVileOne] Fix several null refs triggered via activating random selection. ...

Jun 27, 2015

UI: [Tom94] Make various UI elements update at the actual frame rate rather than fixed 60 times a second. ...

AiMod: [TheVileOne] Bring difficulty checking up to date with current difficulty calculations. ...

UI: [TheVileOne] Don't handle input by default if scrollable area is fade transitioning. (fixes /t/275039) ...

UI: [TheVileOne] Fix scroll visibility not being detected. ...

Multiplayer: [TheVileOne] Fix failed state not applying to final result in multiplayer. ...

Multiplayer: [TheVileOne] Allow local records to be saved in Multiplayer. (completes /t/140258) ...

Jun 26, 2015

[peppy] Fix google search not working. (fixes /t/338913) ...

[peppy] Add a fake response to the update check. ...

Jun 25, 2015

[peppy] Fix replay playback speeds conflicting with each other. (fixes /t/259747) ...

[peppy] Allow bundled maps to be downloaded even if osu! credentials are set but invalid. ...

Jun 23, 2015

Replay: [peppy] Add the ability to toggle HT/DT on replays (click mod icon). ...

Replay: [peppy] Add the ability to toggle flashlight opacity on replays (click mod icon). ...

UI: [peppy] Fix alignment of applied mods when running in widescreen resolutions. ...

Menu: [smoogipooo] Disallow changing modes during intro time. (fixes /t/332752) ...

[peppy] Update supporter information with new username change system info. ...

Editor: [TheVileOne] Allow saving of design grid size to config. ...

Editor: [TheVileOne] Allow grid states to be set independently of mode. ...

Editor: [TheVileOne] Only allow grid options to be interacted with in modes that support grid drawing. ...

Jun 22, 2015

Tournament: [smoogipooo] Enforce default 60FPS frame limit. ...

Graphics: [Tom94] Attempt to fix null reference during cursor trail draw. (fixes /t/259747) ...

[peppy] Add CtB world cup and QCUP badges. ...

Jun 20, 2015

Graphics: [Tom94] Further optimize performance of cursor trail rendering. ...

[peppy] Allow case changes in usernames. ...

Graphics: [Tom94] Fix cursor trail fading too quickly at high frame rates. (fixes /t/259747) ...

Graphics: [smoogipooo] Fix background/cursor disappearance issues on GeForce 7000 / nForce 600 series mGPUs. (fixes /t/259747) ...

Audio: [Damnae] Fix incorrect sliderslide samples being used after they are reloaded. ...

Jun 19, 2015

[peppy] Check registrations against recent username changes. ...

Audio: [Tom94] Fix spinner and slider samples sometimes playing endlessly. (fixes /t/259747) ...

Graphics: [Tom94] Don't check validity of fullscreen resolution if letterboxing is enabled. (fixes /t/259747) ...

Graphics: [Tom94] Allow additional windowed resolutions while letterboxing in fullscreen mode. (fixes /t/259747) ...

[peppy] Redirect all name changes through new system. ...

[peppy] Update paid_at column on successful payment. ...

Graphics: [Tom94] Remove unnecessary OpenGL resizing code causing various compatibility problems. (fixes /t/259747) ...

Input: [Tom94] Don't confine the cursor to the osu! client area while in the editor. ...

Input: [Tom94] Fix editor input being offset while letterboxing. ...

Graphics: [peppy] Add support for borderless windowed letterboxing. ...

Input: [Tom94] Fix broken input positions with non-scaled fullscreen. ...

[peppy] Add user group sanity check. ...

[peppy] Sanity check for recently changed usernames. ...

[peppy] Store old username as well as new when creating a history row. ...

Jun 18, 2015

[peppy] Change rules for inactive username checking. ...

[peppy] Redirect users wanting to change their username for a second time to the store page. ...

[peppy] Populate paypal transaction IDs for store purchases. ...

[peppy] Orders with no physical shipping should be marked "delivered", not "shipped". ...

Jun 17, 2015

[peppy] Fix out-of-stock warning falsely triggering for infinite stock items. ...

[peppy] Set correct type for paid name changes. ...

[peppy] Add callback support for paid name changes. ...

[peppy] Report bancho connection failures to datadog including country information. ...

[peppy] Fix beatmaps failing to graveyard automatically. (fixes /t/336327) ...

Jun 16, 2015

[peppy] Add "keep forever" admin option for multiplayer match history pages. ...

Audio: [Tom94] Avoid race conditions during sample playback. (fixes /t/259747) ...

[peppy] Only show "Post as QAT" option to those who can use it. ...

[peppy] Update QAT post count correctly. ...

[peppy] Remove admin bypass for PM permissions. ...

[peppy] Report version information to datadog on bancho connections. ...

Files: [TheVileOne] Add exception handling to .osu and mp3 file handling. (fixes /t/308166) ...

Jun 16, 2015

Editor: [peppy] Add m4v as a valid video extension. ...

Editor: [TheVileOne] Fix interface toggling in the editor. ...

Jun 15, 2015

[peppy] Redirect QAT profile to group listing. ...

[peppy] Add "post as QAT" checkbox for QAT and BAT members. ...

[peppy] Fix clearing of user ratings on beatmap qualify. ...

[peppy] Gracefully handle cloudflare API call failures. ...

Gameplay: [peppy] Allow viewing all available replays (not just global ranking). Up to the top 250 scores on each map are now available. ...

[peppy] Send replay availability to client along with scores. ...

[peppy] Allow osu!direct searches less than three characters long. ...

[peppy] Fix some warnings being thrown when no search matches are returned (osu!direct). ...

[peppy] Fix credit account payments not being recorded correctly. ...

Jun 14, 2015

Gameplay: [smoogipooo] Fix incorrect positioning of WhitePixel sprites. (fixes /t/259747) ...

Graphics: [smoogipooo] Fix origin misalignment for some sprites. ...

Updater: [smoogipooo] Fix desktop shortcut always being created due to missing XNA

framework. (fixes /t/259747) ...

Jun 12, 2015

[peppy] Fix version lookups failing on submitting errors from newer builds. ...

Gameplay: [TheVileOne] Fix colour picker pausing gameplay when it cannot be displayed. (fixes /t/330526) ...

Song Select: [Tom94] Fix beatmap background not being loaded when first entering song select. (fixes /t/259747) ...

UI: [Tom94] Add frame time overlay for analyzing how computation time is distributed. ...

Jun 11, 2015

Performance: [Tom94] Greatly improve efficiency of slider position queries. ...

Graphics: [Tom94] Improve performance of forcibly uploading textures to GPU memory. ...

Song Select: [Tom94] Only re-load background image when it actually changes. ...

Misc: [peppy] Force osu! process to run at high process priority. ...

Graphics: [Tom94] Improve performance of frame time display and only update it while it is visible. ...

Jun 10, 2015

Gameplay: [peppy] Don't flash playfield background when storybaord is present but disabled. ...

[peppy] Ensure we don't receive old (ie. 2014) cuttingedge bug reports in the sentry feed. ...

Input: [Tom94] Fix sprites sometimes not handling input correctly at very high frame rates. ...

[peppy] Provide per-country connection statistics to datadog. ...

[peppy] Improve accuracy of osu!direct search results. ...

Graphics: [Tom94] Fix severe performance degradation under certain hardware, most notably intel integrated graphics. (fixes /t/259747) ...

Jun 9, 2015

[peppy] Avoid hard-failures on files not available to unlink when uploading a new build. ...

[peppy] Attempt to fix out-of-stock slack notification. ...

Options: [peppy] Add toggle to choose whether automatic (osu!direct) downloads include videos. ...

[peppy] Avoid sending noVideo requests to mirrors when the map doesn't have video in the first place. ...

[peppy] Add abort condition to make sure mirrors don't get in an infinite update loop. ...

[peppy] Improve checks to ensure s3 get operations were actually completed successfully. ...

[peppy] Add support for region-specific mirrors. ...

[peppy] Only update mirrors that are in service. ...

Jun 8, 2015

Gameplay: [Tom94] Fix replay data for negative audio times never being played back. (fixes /t/335655) ...

Graphics: [Tom94] Fix reloading the current skin leaking GPU memory. ...

Graphics: [TheVileOne] Use custom framerate when using unlimited gameplay frame limiter when not playing. ...

Song Select: [Tom94] Free memory occupied by not visible panels to prevent excessive memory consumption under certain cases. (fixes /t/259747) ...

Song Select: [Tom94] Fix hover sound loop happening under rare circumstances. (fixes /t/317622) ...

Gameplay: [Tom94] Fix auto spinning at the wrong speed with DoubleTime and HalfTime. ...
Jun 7, 2015

Graphics: [smoogipooo] Attempt to fix cursor/background disappearing. (fixes /t/259747) ...
Jun 6, 2015

Tournament: [smoogipooo] Use template default background. ...
Jun 5, 2015

- [peppy] Fix error in beatmap upload script. ...
- [peppy] Fix div-by-0 in score submission process. ...
- [peppy] Add global sentry error handler. ...
- [peppy] Update some outdated zendesk references. ...
- [peppy] Add NYAN tournament badge. ...

Jun 5, 2015

[peppy] Fix support buttons appearing at feature requests forum. ...
[peppy] Now that enchant has the knowledge base, we can always show the "get help" button. ...

Jun 4, 2015

[peppy] Report score submission rate as gauge value to datadog (non-count backup metric). ...
[peppy] Remove zendesk datadog reporting. ...
[peppy] Start updating the new replay presence column. ...
[peppy] Empty phpbb cache on deploy. ...
[peppy] Rename "chat with support" button to "get help". ...
[peppy] Show "chat with support" button only on help forum, when someone is available for chat. ...

[peppy] Improve forum search accuracy. ...
Jun 3, 2015

[peppy] Fix beatmap qualification admin action not working correctly. ...
[peppy] Show username in ungraveyard #announce links. ...
[peppy] Fix forum threads not being automatically moved correctly. ...
[peppy] Fix beatmap playcount notices in #announce being too frequent. ...
[peppy] Add an 'inactive' username change type. ...
[peppy] Add support for new Japanese supporter payment options (¥Coins). ...
[peppy] Remove mdb2 dependency completely (good riddance). ...

Jun 2, 2015

[peppy] Add 9k display support to beatmap info page. ...

Jun 1, 2015

Mania: [Blaizer] Fix incorrect animation speed of hit lights. (fixes /t/309862) ...
Graphics: [TheVileOne] Fix detection of initial screen location on different monitors when deciding to recenter window. ...
Graphics: [TheVileOne] Fix window centering when leaving editor. (fixes /t/259747) ...
Loading: [TheVileOne] Fix certain videos not loading correctly. (fixes /t/259747) ...

May 31, 2015

Graphics: [smoogipooo] Attempt to fix background and cursor disappearing on some systems. (fixes /t/259747) ...

Tournament: [smoogipooo] Disallow incrementing/decrementing wins while annotation is active.

(fixes /t/259747) ...

Song Select: [Tom94] Improve behavior when all visible beatmap panels suddenly disappear. (fixes /t/332269) ...

Graphics: [smoogipooo] Immediate mode fallback for cursor trail. ...

May 26, 2015

[peppy] Fix mouse cursor centre sprite sticking occasionally when going into the editor. (fixes /t/259747) ...

Song Select: [TheVileOne] Fix ctrl+a not toggling auto mod while search filter is active. (fixes /t/257072) ...

Song Select: [TheVileOne] Fix incorrect beatmap being referenced when notifying user of a beatmap deletion. (fixes /t/320579) ...

Song Select: [TheVileOne] Prevent closed groups from being expanded upon beatmap deletion. ...

May 25, 2015

Graphics: [smoogipooo] Fix snaking slider texture corruption when coming from a minimized state. ...

Performance: [peppy] Improve performance of playing back audio samples. ...

Performance: [peppy] Huge improvement to cursor trail draw performance. ...

Tournament: [smoogipooo] Ensure that IPC call errors don't crash the client. ...

Tournament: [smoogipooo] Attempt to fix italic fonts not loading correctly. ...

Tournament: [smoogipooo] Don't fade the title image and opaque boxes. ...

Tourney: [smoogipooo] Taiko World Cup tournament client redesign! ...

May 23, 2015

Chat: [Tom94] Fix incorrect position of user panels at initial load. ...

Chat: [Tom94] Fix user display always showing one user too little. (fixes /t/259747) ...

May 22, 2015

Gameplay: [smoogipooo] Fix crash when using quick-retry on beatmaps with video. (fixes /t/329760) ...

[peppy] Remove web chat page (hasn't worked for ages). ...

[peppy] Fix non-https include (google search bar). ...

[peppy] Re-work IRC authentication (removing temporary authentication in favour of permanent tokens). ...

[peppy] Add badge for OCWT 7. ...

Storyboard: [Damnae] Fix overlapping sprites selection. ...

May 21, 2015

Chat: [Tom94] Fix hover colors for user panels being broken. ...

[peppy] Add custom reason to password reset page. ...

Performance: [Tom94] Huge performance improvements to the online users display. ...

May 20, 2015

Graphics: [Tom94] Don't limit snaking sliders drawing to 60 fps. ...

[Marcin] Don't apply forum filters to moderators. ...

May 18, 2015

Editor: [smoogipooo] Fix slider textures being clipped when exceeding screen dimensions. ...

May 18, 2015

Performance: [Tom94] Avoid spiky updates run only once every now and then. ...

May 17, 2015

Options: [TheVileOne] Fix mouse sensitivity slider bar not updating actual value when dragged. (fixes /t/259747) ...

Input: [Tom94] Fix osu! changing global cursor clipping settings while inactive. (fixes /t/259747) ...

May 16, 2015

Input: [Tom94] Don't confine mouse to window while osu! is not in exclusive fullscreen. (fixes /t/259747) ...

Misc: [Tom94] Prevent windows from going idle while the osu! window is active. (fixes /t/259747) ...

May 15, 2015

Graphics: [Tom94] Improve behavior of resetting the screen resolution to desktop settings. (fixes /t/259747) ...

Graphics: [Tom94] Fix game minimization when clicking links. (fixes /t/259747) ...

Graphics: [Tom94] Don't keep the osu! window maximized if it loses focus without having native resolution. (fixes /t/259747) ...

Graphics: [Tom94] Fix complications with the boss key and custom fullscreen resolutions. (fixes /t/259747) ...

May 14, 2015

Graphics: [Tom94] Fix exclusive fullscreen not being left on minimize on certain hardware. (fixes /t/259747) ...

Graphics: [Tom94] Add config switch to enable refresh rate overrides. ...

Graphics: [Tom94] Don't enforce the desktop's refresh rate when changing resolutions for fullscreen mode. (fixes /t/259747) ...

Updater: [peppy] Loosen the dotnet4 checks in CommonUpdater to only error when no possible update is available. ...

Updater: [peppy] Add automatic stream switching on startup when an incompatible setting is detected. ...

Updater: [peppy] Add backwards compatibility support for XP etc. ...

Updater: [peppy] Add automatic .NET framework installation to install/update process. ...

May 13, 2015

Graphics: [Tom94] Fix fullscreen modes positioning the osu! window incorrectly on non-primary displays. (fixes /t/259747) ...

Graphics: [peppy] Fall back to native resolution when a resolution change fails. ...

Graphics: [Tom94] Fix child forms causing severe visual breakage. (fixes /t/259747) ...

Graphics: [Tom94] Fix issues with moving the osu! window to another screen after leaving full screen mode. ...

UI: [Tom94] Fix dropdown menus not closing if item is selected too quickly. (fixes /t/324358) ...

May 12, 2015

Editor: [TheVileOne] Fix divisor text not updating. (fixes /t/326589) ...

Song Select: [TheVileOne] Fix search receiving input instead of chat when leaving user options dialog. (fixes /t/259747) ...

Song Select: [peppy] Fix possible race conditions when no beatmaps are present. Remove

windows popup dialog. ...

May 11, 2015

Skinning: [smoogipooo] Fix skins not loading when .NET 4.5 is not installed. (fixes /t/259747) ...

May 10, 2015

Graphics: [Tom94] Fix race condition during background loading. (fixes /t/259747) ...

Graphics: [Tom94] Re-enable Alt+Enter shortcut for toggling fullscreen mode from the main menu, the lobby and song select. (fixes /t/259747) ...

Graphics: [Tom94] Fix resolution dropdown menu not updating correctly when changing resolution. (fixes /t/259747) ...

May 9, 2015

Graphics: [peppy] Make Catch the Beat lighting additive. ...

Tournament: [Tom94] Don't limit frame rate when tournament clients are inactive. (fixes /t/259747) ...

Graphics: [Tom94] Never increase the target frame rate as a consequence of trying to conserve power. ...

May 8, 2015

Graphics: [Tom94] Further attempt to fix texture corruption. (fixes /t/259747) ...

Song Select: [TheVileOne] Fix searches not finishing in certain cases. (fixes /t/157127) ...

Editor: [TheVileOne] Fix editor video toggle not working correctly. (fixes /t/325926) ...

Misc: [TheVileOne] Notify user when not logged in when trying to upload a screenshot. ...

May 7, 2015

[peppy] Fix triangles drawing but not disposing when minimised (causing massive lag/cpu usage). (fixes /t/259747) ...

Graphics: [Tom94] Attempt to fix texture corruption. (fixes /t/259747) ...

May 6, 2015

Options: [Tom94] Always show the correct resolution options for the current monitor. ...

Graphics: [Tom94] Properly keep track of the desktop resolution when it is changed while osu! is in windowed mode. ...

Results Screen: [TheVileOne] Fix health graph being misaligned. (fixes /t/152031) ...

Results Screen: [TheVileOne] Fix Tag Coop match details showing behind background sprite. (fixes /t/152031) ...

Results Screen: [TheVileOne] Remove old return button from Tag Coop results screen. (fixes /t/152031) ...

May 5, 2015

Loading: [Tom94] Prevent audio from resuming when it is re-loaded. ...

Loading: [Tom94] Fix visual settings disappearing after triggering a re-load by changing a setting. ...

Loading: [Tom94] Fix visual settings stopping to be interactive too early. ...

Graphics: [Tom94] Allow for more than two monitors to be recognized by osu!. ...

Graphics: [Tom94] Adapt to monitor's refresh rate instead of limiting many things to 60 frames per second. ...

[peppy] Fix incorrect calculation causing some sprites to disappear before actually off-screen. (fixes /t/259747) ...

UI: [TheVileOne] Fix ranking panels being clickable through chat. (fixes /t/259747) ...

Performance: [Tom94] Drastically improve loading duration when starting to play. ...

May 4, 2015

Graphics: [Tom94] Fix further cases of texture corruption. (fixes /t/259747) ...

Editor: [TheVileOne] Don't ask to clear objects if map doesn't have any hitobjects. ...

Editor: [TheVileOne] Disallow converting mania maps to other gamemodes. (fixes /t/320731) ...

Mania: [Blaizer] Fix DT/HT showing the incorrect scroll speed in replays/spectate mode. ...

Mania: [Blaizer] Fix newly-created maps sometimes having a scroll speed of 0. ...

[peppy] Fix achievement sprites not loading correctly. (fixes /t/259747) ...

Loading: [TheVileOne] Fix mania maps with zero length sliders failing to load. (fixes /t/324749) ...

Editor: [TheVileOne] Fix beat total being off by one if play started before the first timing point. ...

Input: [Tom94] Add option to let the mouse leave the osu! window during fullscreen mode without causing minimization. ...

May 2, 2015

Editor: [TheVileOne] Display user interface over all other sprites. ...

May 1, 2015

Skinning: [smoogipooo] Fix saving Catch the Beat skin causing error. ...

pp: [Tom94] Reduce value of the Easy mod to counterbalance difficulty calculation bugfix. ...

Difficulty: [Tom94] Fix score multiplier being not correctly calculated internal to the difficulty calculator. ...

Apr 30, 2015

UI: [TheVileOne] Improve behaviour of the online ranking button. ...

Editor: [TheVileOne] Always track hovered column even if it is outside of the visible column area. ...

Editor: [TheVileOne] Keep mania objects within the song when dragged. ...

Editor: [TheVileOne] Add drag scrolling to mania editor. ...

Mania: [smoogipooo] Make 9K rankable. ...

Editor: [TheVileOne] Fix stage lines drawing above placement note. ...

Editor: [TheVileOne] Fix sprites not appearing in mania when entering Compose mode. (fixes /t/324030) ...

Apr 28, 2015

Misc: [peppy] Update menu background. ...

[peppy] Fix full screen setting not being saved correctly. (fixes /t/259747) ...

Misc: [peppy] Update maintenance form help link. ...

Apr 27, 2015

UI: [Tom94] Fix dialog windows being impossible to focus. (fixes /t/259747) ...

Graphics: [Tom94] Don't minimize osu! when losing focus in borderless fullscreen mode. (fixes /t/259747) ...

Song Select: [peppy] Add the ability to limit displayed beatmaps to a specific star difficulty range. ...

Gameplay: [peppy] Fix restarting during a replay showing as a "retry". (fixes /t/323715) ...

Graphics: [smoogipooo] Implement blurring functionality. ...

Multiplayer: [peppy] Fix score frames not necessarily being sent to bancho at end of map (causing incorrect /mp/ display). (fixes /t/323623) ...

Apr 25, 2015

Editor: [TheVileOne] Fix shifting notes via keyboard not snapping correctly. ...

Apr 23, 2015

Graphics: [Tom94] Fix various exclusive fullscreen issues. (fixes /t/259747) ...

[peppy] Update zendesk reference on registration page. ...

Apr 22, 2015

[peppy] Fix sliders not rendering correctly in the editor. (fixes /t/259747) ...

[peppy] Update CDN mirror download link. ...

UI: [TheVileOne] Fix volume control not receiving keyboard input while dialog is active. (fixes /t/319248) ...

UI: [TheVileOne] Fix search label overlapping on some localisations. (fixes /t/298849) ...

Graphics: [Tom94] Fix VSync not working correctly and add support for non-60 fps monitors. (fixes /t/259747) ...

[peppy] Fix web deployment process. ...

Apr 21, 2015

Skinning: [smoogipooo] Reset to default when the skin folder doesn't exist. ...

[peppy] Fix configuration/recovery dialog not working correctly. (fixes /t/259747) ...

[peppy] Attempt to fix window being sized incorrectly on some devices. (fixes /t/259747) ...

Song Select: [Tom94] Retry star difficulty calculation at a later point instead of giving up when it fails. (fixes /t/321828) ...

Graphics: [Tom94] Fix certain cases of texture corruption. (fixes /t/259747) ...

[peppy] Add patching exception for cuttingedge for now. ...

Misc: [peppy] Fix being able to cancel the exit process. (fixes /t/314358) ...

Gameplay: [peppy] Disallow use of the retry hotkey when in cinema mode. (fixes /t/319744) ...

Skinning: [peppy] Add arrow-generic, arrow-pause, arrow-warning to override play-warningarrow. ...

UI: [TheVileOne] Draw volume control over dialogs. (fixes /t/319248) ...

Editor: [TheVileOne] Fix error when converting to mania while map is unsaved. ...

[peppy] Migrate osu! to .NET 4.0 and OpenGL. ...

Apr 21, 2015

[peppy] Add link to access friends listing. ...

Apr 17, 2015

[peppy] Add OSST 2015 badge. ...

Apr 16, 2015

Configuration: [smoogipooo] Don't display not found message when the default Songs folder doesn't exist after installation. (fixes /t/259747) ...

Options: [smoogipooo] Fix header rectangle shaking when text is not found. (fixes /t/320549) ...

Apr 15, 2015

[peppy] Fix country parameter being still available for score ranking (but inaccessible). (fixes /t/308215) ...

Editor: [TheVileOne] Fix tick sounds not playing for the first timing beat. (fixes /t/320165) ...

Apr 14, 2015

[MillhioreF] Remove useless username description in profile details. ...

[MillhioreF] Fix broken osustatus twitter avatar. ...

[MillhioreF] Remove references to the BAT (no longer exists) ...

[MillhioreF] Update some outdated descriptions on profile tooltips. ...

Apr 13, 2015

Installer: [peppy] Add bundled map #7 (raja - the light mapped by Damnae). ...

Multiplayer: [smoogipooo] Fix empty slots in tournament matches having host crowns. (fixes /t/319301) ...

[peppy] Add RBC #1 badge. ...

[peppy] Add TWC 2015 badges. ...

Apr 10, 2015

Gameplay: [TheVileOne] Show cursor if active dialog is present during gameplay. ...

Song Select: [Tom94] Don't ignore empty strings when grouping alphabetically. ...

Song Select: [Tom94] Greatly improve loading times when grouping by dates or alphabetically. ...

Song Select: [Tom94] Group alphabetically rather than for per mapper when grouping by creator (same as by Artist/Title). ...

Apr 9, 2015

Song Select: [Tom94] Fix hit windows being too low by 0.5ms. ...

UI: [Tom94] Fix scrollable areas not accepting clicks if they occur on the same frame the mouse has entered the area. ...

Editor: [Tom94] Fix incorrect average hit error display displaying a number too small by 1 in some cases. ...

Apr 8, 2015

Editor: [TheVileOne] Fix being able to change to inactive compose tools via hotkey. (fixes /t/313737) ...

UI: [TheVileOne] Fix regression causing chat to not receive scrolling input during ranking screen. ...

Song Select: [Tom94] Add tooltip to beatmap difficulty information containing more detailed information. ...

UI: [peppy] Fix volume controls possibly displaying out-of-bounds values. (fixes /t/318226) ...

Apr 7, 2015

[peppy] Add badge for OIC #2. ...

Editor: [Tom94] Fix 2nd decimal distance snap via shift not working. (fixes /t/232588) ...

Skining: [Tom94] Apply custom menu glow colour when re-entering the main menu. (fixes /t/270736) ...

Song Select: [Tom94] Fix scoreboard getting confused when rapidly changing its type. (fixes /t/287257) ...

Editor: [TheVileOne] Fix mania objects sometimes being added back when removed too quickly. (fixes /t/314323) ...

Apr 6, 2015

Song Select: [Tom94] Improve behavior when changing game modes and closing the collections dialog. ...

Song Select: [Tom94] Eliminate race condition when generating collection groups while new beatmap information being obtained. (fixes /t/317596) ...

Mania: [smoogipooo] Disable co-op key mod ranking to prevent confusion regarding playing

with two players. ...

Editor: [TheVileOne] Refactor delete selection process. ...

Song Select: [Tom94] Fix beatmap groups not updating when deleting a beatmap. ...

[peppy] Fix banchobot failing to post in some cases. ...

UI: [Tom94] Always show section pass and section fail, even with the interface disabled. (fixes /t/303996) ...

UI: [Tom94] Fix automatic cursor scaling always using own selected mods, even when watching a replay. (fixes /t/312254) ...

Song Select: [Tom94] Fix no beatmap being selected when deleting the last search result. (fixes /t/304921) ...

Gameplay: [Tom94] Fix bindable quick-retry key working while the chat is open. (fixes /t/316824) ...

Song Select: [Tom94] Fix personal best rank icon not updating when switching game modes. (fixes /t/300573) ...

Difficulty: [Tom94] Reduce difficulty bonus of very small circles slightly. ...

Audio: [Tom94] Don't reset timing points when performing a seek to the current audio time. (fixes /t/286675) ...

Collections: [Tom94] Add "-Set" button and make the "-" button remove only the currently selected beatmap. (completes /t/310766) ...

Apr 3, 2015

Mania: [smoogipooo] Fix hit score animation not being reset. ...

Editor: [Damnae] Fix snapping from the wrong hitobject when the first hitobject selected isn't the one being dragged. ...

Editor: [Damnae] Snap from the second circle of sliders. ...

Editor: [Damnae] Snap from objects after the first one when dragging multiple hitobjects. ...

Editor: [Damnae] Allow snapping to hitobjects other than the previous one while dragging. ...

[peppy] Add a chat button on tech support forum. ...

Apr 3, 2015

[peppy] Hide "?" button when user is logged in. ...

Skinning: [smoogipooo] Add Triangle0, Triangle1, etc, properties under [Colours] in the skin to control the triangle colours. ...

Skinning: [smoogipooo] Fix possible skin errors caused by duplicate values. ...

Song Select: [TheVileOne] Fix score list sometimes being dragged along with the beatmap list. ...

UI: [TheVileOne] Fix scroll input being handled behind dialogs. (fixes /t/312962) ...

Apr 2, 2015

Editor: [Damnae] Fix "Break" text not being reloaded on device reset under DirectX. (fixes /t/307980) ...

Apr 1, 2015

[peppy] Rollback osu!coins due to popular demand (April Fools!) ...

Mar 31, 2015

[peppy] Introduction of osu!coins: the new in-game currency. ...

Mar 27, 2015

Storyboard: [Damnae] Update pass/fail layers while playing Catch the Beat or osu!mania.

(completes /t/291429) ...

Editor: [Damnae] Fix hit animations leaving hitobjects selectable when they aren't visible. ...

Localisation: [peppy] Added Czech localisation. ...

Localisation: [peppy] Localisation updates. ...

Mar 26, 2015

Input: [peppy] Add Wiimote play support for Taiko mode (Up/Down/One/Two buttons). ...

Mar 25, 2015

AiMod: [TheVileOne] Fix epilepsy warning missing triggering for storyboarded hitsounds. (fixes /t/197856) ...

Mania: [smoogipooo] Fix column lines not scaling to the full stage height with non-standard hit positions. ...

[Tom94] Fix personal beatmap rank not displaying correctly when multiple scores are present for players. ...

[peppy] Show recent plays in profile history tab based on selected mode. ...

Mar 22, 2015

AiMod: [TheVileOne] Fix images in folders being reported as missing. (fixes /t/311481) ...

Mar 20, 2015

[peppy] Update doyoureallywanttoaskpeppy to not point to zendesk. ...

Mar 19, 2015

[peppy] Read new "enable_sigs" forum-level value rather than using hardcoded rules. ...

Mar 18, 2015

Editor: [MillhioreF] Show horizontal distance spacing beneath the coordinate ticker when editing a Catch the Beat map. ...

Gameplay: [peppy] Add bindable quick retry key (default to tilde). (completes /t/311582) ...

Mar 17, 2015

[peppy] Fix word breaks not occurring inside long single words. (fixes /t/311378) ...

Editor: [Damnae] Add an option to display hitobjects stacked. ...

Editor: [TheVileOne] Include correct hotkey in bookmark seek tooltips. ...

Editor: [TheVileOne] Fix crash when trying to seek before there are any timing points. (fixes /t/308614) ...

Editor: [Damnae] Allow changing the volume while hovering controls without having to release Alt. (fixes /t/307833) ...

Editor: [TheVileOne] Fix cursor note appearing outside of column area. ...

Chat: [Tom94] Fix automatic scrolling jumping at low frame rates when the chat buffer is full. ...

UI: [Tom94] Fix inaccuracy with scrollable areas at low frame rates. ...

[peppy] Fix word breaks not occurring inside long single words. (fixes /t/311378) ...

Mar 16, 2015

[peppy] Allow difficulty tabs to display even when actual difficulty information hasn't been calculated. ...

Mar 6, 2015

Multiplayer: [peppy] Fix alignment of current rank overlay on widescreen resolutions. ...

Input: [peppy] Don't restrict mouse to window when osu! window isn't active (even if playing). ...

Mar 5, 2015

Options: [peppy] Fix skin preview showing default fonts when custom prefix is specified in

skin.ini. (fixes /t/307249) ...

Audio: [peppy] Fix setting both master and music volume low resulting in unexpected silence. (fixes /t/304980) ...

[peppy] Add enchant web-chat app for testing. ...

Mar 4, 2015

BSS: [Damnae] Fix missing sub folders when converting a mapset to osz2. (fixes /t/306725) ...

Song Select: [Tom94] Fix mode selection menu flying away when pressing enter while it is open. (fixes /t/179101) ...

Mar 3, 2015

Menu: [peppy] Fix heartbeat resetting on non-inherited timing points. (fixes /t/307069) ...

Misc: [peppy] Add "Soleily - Renatus" as a bundled map. ...

Changelog: [Tom94] Display categories within the client. ...

[Tom94] Fix difficulties disappearing on beatmap pages when specifying non-standard modes. (fixes /t/307098) ...

Editor: [TheVileOne] Fix crash when trying to convert a slider to stream before it has been fully placed. ...

UI: [peppy] Allow adjusting of volume controls after releasing alt, as long as still hovering. ...

Mar 2, 2015

Localisation: [peppy] Localisation updates. ...

[Tom94] Add parameter for filtering beatmaps by mode and for enabling auto-converts. ...

[Tom94] Display difficulties of auto-converts at the beatmap listing with respect to the chosen mode. ...

[peppy] Fix regression causing AiMod showing incorrect missing file warnings. (fixes /t/259747) ...

Mania: [Blaizer] Fix note tails being flipped incorrectly. (fixes /t/259747) ...

Mar 1, 2015

Mania: [Blaizer] Add skin property to get back "thin notes" with "WidthForNoteHeightScale: 30" ...

Mania: [Blaizer] Add skinning properties LightingNWidth/LightingLWidth which take a list and control hit-lighting scale. ...

Mania: [Blaizer] Fix draw order of Co-op mania-stage-left/right. (fixes /t/259747) ...

Mania: [Blaizer] Add skin property NoteBodyStyle to control it between Stretch, RepeatBottom, and others. ...

Mania: [Blaizer] Add skin properties NoteFlipWhenUpsideDown/KeyFlipWhenUpsideDown to give control of vertical flip. ...

Editor: [TheVileOne] Use Escape to pause audio while livemapping in all gamemodes. ...

Editor: [TheVileOne] Improve "Live Mapping" binding handling in Mania. ...

Editor: [TheVileOne] Fix tool scrolling behavior so that it works correctly in Mania. ...

Editor: [TheVileOne] Allow volume control to be handled while cursor is outside the gamefield. ...

Feb 28, 2015

Song Select: [Tom94] Fix hover state resetting repeatedly while difficulties of the selected beatmap set are calculated. ...

Mania: [Blaizer] Fix chat un-auto-hiding before the end of the last note. (fixes /t/306258) ...

Feb 27, 2015

Mania: [smoogipooo] Fix slight offset on key images causing visual off-by-one errors. ...

[peppy] Improve error receiving code's reliability. ...

[peppy] Remove remaining zendesk link from header. ...

Feb 25, 2015

Multiplayer: [peppy] Fix dragging games in lobby list on user avatars joining the game instantly. ...

Editor: [smoogipooo] Open the current reference beatmap in the open as reference window. ...

Editor: [smoogipooo] Add a 'None' option to the open as reference window to remove the reference beatmap. ...

Editor: [smoogipooo] Maintain the reference beatmap when the non-reference beatmap is changed. ...

Mania: [smoogipooo] Fix column lights incorrectly scaling. (fixes /t/259747) ...

Storyboard: [smoogipooo] Fix Taiko fail/pass sliding images disappearing early. (fixes /t/259747) ...

Feb 23, 2015

[peppy] Remove zendesk references. ...

Feb 20, 2015

Mania: [smoogipooo] Add skin property LightPosition to control the vertical position of column lights (mania-stage-light.png). ...

[peppy] Fix country rankings (totals) not being updated. (fixes /t/303689) ...

UI: [peppy] Reduce volume control hide delay. ...

Misc: [peppy] New framework for mouse input priority assignment. ...

Mania: [Blaizer] Make the warning arrow skinnable as mania-warningarrow.png. ...

Mania: [Blaizer] Add back the hit burst at the end of long notes. ...

Mania: [Blaizer] Upside down style flips the note sprites for skin version 2.5. ...

Mania: [Blaizer] Add skin option KeysUnderNotes for DDR-style skins with receptors as keys. ...

Mania: [Blaizer] Add skinning options StageLeft, Hit300g, LightingN, etc. to specify alternate names for all skinnable mania sprites. ...

Mania: [Blaizer] Use an initial SV change (the first SV change before all notes) from the start of time like the initial BPM. ...

Mania: [Blaizer] Make notes scroll past the judgement line when missed, and long note heads freeze while held, for much better looking DDR-style skins. ...

Mania: [smoogipooo] Replace black mask under keys with proper clipping method. ...

Graphics: [smoogipooo] Pixel perfect sprite masking at arbitrary scales. ...

Feb 18, 2015

Gameplay: [TheVileOne] Fix default background being unloaded during play mode. ...

Editor: [Blaizer] Add an option for fully-hitsounded maps to make samples match the playback rate of the song. ...

Editor: [Damnae] Fix hitobjects disappearing too soon when the timeline is zoomed in. ...

Editor: [Damnae] Add an option to have hitobjects appear hit instead of fading out. ...

Editor: [Damnae] Add an option to show follow points. (completes /t/93776) ...

Editor: [Damnae] Add an option to show snaking sliders. ...

Editor: [TheVileOne] Change conflicting Editor keybinds to support new volume override. ...

UI: [TheVileOne] You can now use just "Alt" to change the volume in places like Song Select and Editor. ...

[peppy] Add nominator badges. ...

[peppy] Add negotiator badges. ...

[peppy] Hide forum signatures in beatmap and tech support threads. ...

osu!direct: [peppy] Don't show osu!direct download complete slide-out during play. (fixes /t/302932) ...

Changelog: [smoogipooo] Add a Misc. category for any items that don't belong under Fixes/Additions. (fixes /t/303085) ...

Graphics: [smoogipooo] Fix OpenGL null-reference exception on startup. (fixes /t/259747) ...

Graphics: [smoogipooo] Fix unsupported resolutions causing incorrect sprite positions. ...

[peppy] Add support for hourly partition rotation. ...

Feb 18, 2015

Graphics: [Damnae] Improve sprite animations behavior. ...

Editor: [smoogipooo] Add checkbox to select co-op mode for mania Key Count in Song Setup. ...

Mania: [Blaizer] Allow binding alternate special keys in Key Layout Options. ...

Mania: [Blaizer] Add option to make bindings for co-op in Key Layout Options menu. ...

Mania: [Blaizer] Move key bindings from skin.ini to the main osu! config file. ...

Mania: [Blaizer] Add new Co-op mod, enabling two mania stages! ...

Song Select: [smoogipooo] Hide mods that aren't applicable to the current play mode. ...

[peppy] Support partitioning tables with timestamps included in primary keys. ...

[peppy] Support partitioning tables with nothing more than an auto_increment primary key. ...

Feb 17, 2015

[peppy] Fix renaming to existing inactive users not working correctly in all cases. (fixes /t/302558) ...

Input: [Tom94] Don't handle native touch input while Microsoft Ink API is being used. ...

pp: [Tom94] Restore the magnitude of the AR11 aim bonus in standard mode back to 30% from 20%. ...

pp: [Tom94] Use improved internal representation of difficulty attributes. ...

pp: [Tom94] Reduce the bonus of Hidden and FlashLight in Taiko. ...

[peppy] Fix renaming to existing inactive users not working correctly in all cases. (fixes /t/302558) ...

[peppy] Support partitioning tables with nothing more than an auto_increment primary key. ...

Feb 16, 2015

[peppy] Fix username changes to existing (but inactive) users not always working correctly. ...

Multiplayer: [peppy] Fix scoreboard notification being off-screen with 16 player games. (fixes /t/302361) ...

[peppy] Fix dual master replication causing web user count to be incrementing at twice the rate it should (rolled back ~170k users). ...

Feb 13, 2015

[peppy] Add OKT #3 winner profile badge. ...

[peppy] Add OCT winner profile badge. ...

Feb 12, 2015

pp: [Tom94] Add Hidden and FlashLight pp bonus in Taiko. ...
pp: [Tom94] Make bonus for high approach rates start at 10.33 rather than 10. ...
pp: [Tom94] Make FlashLight pp bonus depend on map length. ...
pp: [Tom94] Report missing beatmaps to sentry. ...
pp: [Tom94] Add sentry error integration. ...
[peppy] Add antibeat winner profile badge. ...

Feb 11, 2015

[peppy] Fix beatmap search not properly escaping "&" characters. (fixes /t/294999) ...
Misc: [peppy] Fix dragging arbitrary text into the osu! window causing an unusual error to appear. (fixes /t/299085) ...
Difficulty: [Tom94] Increase the star difficulty of very small hit objects in standard mode. ...
Files: [TheVileOne] Fix Sprite Library filenames parsing incorrectly. (fixes /t/259747) ...
Editor: [TheVileOne] Don't set volume via arrow keys in the editor. (fixes /t/298815) ...
Misc: [peppy] Huge refactoring of path/directory separator handling. ...

Feb 10, 2015

[peppy] Add maintenance script to resynchronise cached rank counts. ...
Mania: [Blaizer] Fix alternate special key rapidly firing. (fixes /t/259747) ...
Editor: [peppy] Fix sample select dropdowns not being wide enough to fit text. (fixes /t/298201) ...

Feb 9, 2015

[peppy] Fix regression causing hidden scores to return in in-game leaderboards. (fixes /t/298115) ...
[peppy] Add maintenance script to fix broken cached forum usernames. ...
[peppy] Centralise username changing function for better robustness. ...
[peppy] Add posting rule to stop cutting-edge related issues being posted in a new topic. ...
Files: [TheVileOne] Fix Open Song Folder not working. (fixes /t/259747) ...
[peppy] Add some rules to help keep tech support tidier. ...
[peppy] Fix weirdness when maximising game to borderless. (fixes /t/259747) ...
[peppy] Fix personal best showing incorrectly on some ranking types. ...
[peppy] Limit qualifications to one per person per day. ...

Feb 8, 2015

[peppy] Fix possible hard crash when displaying configuration dialog. (fixes /t/259747) ...
Misc: [Tom94] Fix osu! file associations being incorrectly set in rare cases. ...
Files: [Tom94] Fix creating new beatmaps by dragging music files into the osu! window not copying the music files correctly. (fixes /t/259747) ...
osu!direct: [Blaizer] Play osu!direct previews as music instead of as sound effects. ...
Mania: [smoogipooo] Fix special key not working. (fixes /t/259747) ...

Feb 7, 2015

Options: [smoogipooo] Fix login-only options being forced after options is quickly opened. ...
Mania: [smoogipooo] Remove key fadeout delay. ...
Mania: [smoogipooo] Allow touchscreen input on stage columns. ...
Audio: [Dammae] Fix changing the audio device while paused resuming the song. (fixes /t/282885) ...

Feb 6, 2015

UI: [peppy] Fix crash on exiting when login field is active. ...

UI: [peppy] New recovery dialog design and features (hold shift while starting osu!). ...

UI: [peppy] Fix volume adjustment using keyboard shortcuts working incorrectly. (fixes /t/295055) ...

Mania: [smoogipooo] Fix combo not hiding with Shift+Tab. (fixes /t/259747) ...

Feb 4, 2015

UI: [peppy] Play volume clicks at different pitch when at 0% or 100%. ...

[peppy] Fix unavailable downloads appearing in osu!direct results. (fixes /t/294505) ...

UI: [peppy] Volume controls don't handle clicks during gameplay. ...

UI: [peppy] Volume controls disappear even faster during gameplay. ...

Song Select: [peppy] Fix hover radius of osu! logo. ...

[peppy] Make download button for the old installer less visible. ...

Input: [Tom94] Re-activate Windows Ink option for stylus input handling. ...

Feb 3, 2015

[peppy] Update paypal IPN code to return xsolla error messages in all cases instead of exiting early. ...

UI: [peppy] Switch between volume controls using keyboard (left/right arrows). (completes /t/294087) ...

Localisation: [peppy] Localisation updates. ...

Editor: [smoogipooo] Fix kiai time alert not appearing correctly. (fixes /t/293565) ...

pp: [Tom94] Don't count tag beatmaps in pp calculations of standard mode. ...

pp: [Tom94] Load beatmap difficulties gradually instead of in a single batch. ...

Feb 2, 2015

[peppy] Change the way infringements are described on profile pages. Show more details information to the restricted user only. ...

Storyboard: [Blaizer] Fix past transformations of MovementX and Y not working. ...

Feb 1, 2015

UI: [Tom94] Attempt to fix null reference when generating the cursor trail. ...

Graphics: [smoogipooo] Attempt to fix song select score list not showing due to masking. ...

Graphics: [smoogipooo] Fix per-sprite clipping not working correctly for DirectX. ...

Jan 30, 2015

Chat: [peppy] Fix chat sendline not updating while chat is animating in. (fixes /t/291085) ...

Chat: [peppy] Improve cursor positioning when at the end of line. ...

Jan 29, 2015

Gameplay: [peppy] Fix fellow spectators being lost when downloading a map via osu!direct. (fixes /t/160616) ...

Graphics: [smoogipooo] Pixel perfect sprite masking at arbitrary scales. ...

Input: [Tom94] Fix incorrect behavior when setting mouse position on startup. ...

Song Select: [peppy] Fix collection group sort collapsing after managing collections. (fixes /t/269081) ...

Jan 28, 2015

Input: [peppy] Fix mouse repositioning not correctly triggering when clicking in-game links. ...

Editor: [TheVileOne] Fix distance snap icon turning red when it shouldn't. ...

UI: [Damnae] Fix threading issues with the disconnect icon. ...

UI: [peppy] Fix menu osu! logo being off-centre on 5:4 aspect ratio. (fixes /t/289471) ...
Jan 27, 2015

Menu: [peppy] Improve welcome message version display for non-public releases. ...

[peppy] New "Beta" release stream. See my featured comment below! ...

Editor: [peppy] Improve the legibility of "unneeded files" popup. ...

Input: [peppy] Fix windows mouse being moved when it shouldn't. ...

Editor: [Damnae] Fix hitsound changes not being applied correctly to sliders when multiple objects are selected. ...

Editor: [Damnae] Fix additions samplesets not always being applied correctly to sliders. ...

Editor: [Damnae] Make the slider body selectable, apply hitsound changes according to it. ...

Jan 26, 2015

Song Select: [peppy] Fix long load time when restoring windows from a minimised state. ...

Editor: [smoogipooo] Fix Mania skin long note body persisting in the editor. (fixes /t/259747) ...

Mania: [Blaizer] Fix column switching reverting notes to default skin. (fixes /t/286951) ...

BSS: [Damnae] Fix a possible threading issue when receiving beatmap updates. ...

BSS: [Damnae] Only guess the mapset id when the map doesn't specify one. ...

BSS: [Damnae] Fix missing error messages when a beatmap is too large. (fixes /t/288367) ...

BSS: [Damnae] Prevent the mapset id from being erased when changing the artist, title or diff name. (fixes /t/287941) ...

Jan 25, 2015

[peppy] Purge older (in-game) beatmap comments. ...

Jan 23, 2015

UI: [TheVileOne] Don't expand Visual Settings if hovered over skip button. ...

Editor: [TheVileOne] Check for metadata conflicts in Song Setup. (fixes /t/286487) ...

[peppy] Fix misaligned circular progress draw section. (fixes /t/259747) ...

UI: [peppy] Fix supporter background not returning after bancho connection loss. (fixes /t/275481) ...

Jan 22, 2015

[peppy] Allow resizing of the forum post area. ...

[peppy] Use elasticsearch for forum searches. ...

UI: [peppy] Only centre the mouse cursor on startup if the windows cursor is in the osu! window. ...

UI: [peppy] Show the windows mouse cursor during game fade-out on exit. ...

Editor: [smoogipooo] Fix crash when changing key count of mania beatmaps and saving as a new difficulty. ...

Input: [Damnae] Avoid clearing cursor confining set by other applications. ...

Multiplayer: [TheVileOne] Prevent replay speed buttons from affecting tag matches. (fixes /t/259747) ...

Jan 20, 2015

[peppy] Use Elasticsearch for osu!direct. ...

UI: [MillhioreF] Fix disconnect icon appearing too aggressively in some cases. ...

UI: [peppy] New error dialog. ...

Jan 19, 2015

Chat: [peppy] Remove /msg command help line (deprecated). (fixes /t/285169) ...

[peppy] Add badge for osu!idol winner. ...
[peppy] Elasticsearch handles playcount sorting. ...
[peppy] Elasticsearch handles mode queries. ...
[peppy] Fix lucene query escaping. ...
[peppy] Add experimental elasticsearch support. ...
[peppy] Fix getting first place on charts showing up in profile as a first place. (fixes /t/284185) ...
Jan 18, 2015
Song Select: [peppy] Fix music playing from preview point when changing difficulty on some maps. (fixes /t/276533) ...
[peppy] Fix top 50 scores (in-game) only showing 49 listings. (fixes /t/282205) ...
UI: [TheVileOne] Fix pSliderBar not updating dragger position while it isn't visible. ...
Jan 16, 2015
[peppy] Fix volume control vertical alignment in the editor. (fixes /t/259747) ...
UI: [Tom94] Make the visual settings bounce. ...
Taiko: [Damnae] Allow hitsound skinning from beatmaps. (completes /t/281537) ...
UI: [Tom94] Fix cursor trail going out of bounds at the start of replays. ...
[peppy] Correctly apply cancelled status to cancelled osu!store orders. ...
[peppy] Update osu!store purchase confirmation email. ...
Jan 15, 2015
Mania: [smoogipooo] Fix mania-noteT fallback not working. ...
Mania: [smoogipooo] Center align long note bodies vertically. ...
Mania: [smoogipooo] Improve fade out animation of long note hitlights. ...
Mania: [smoogipooo] Perfectly center-align note images to column width. ...
Song Select: [Tom94] Gradually fill up the beatmap difficulty calculation queue to prevent stuttering on mod or mode change. ...
Song Select: [Tom94] Only compute mania difficulties for the currently selected key-mod. ...
JumpTo: [MillhioreF] Fix language bar flickering at the JumpTo dialog. (fixes /t/281893) ...
Jan 14, 2015
[peppy] Update supporter renewal script to use newer database code; rely less on master. ...
[peppy] Add fixes to ensure deleted scores do not affect user rankings. ...
Editor: [peppy] Test mode remembers its toggle state when retrying (Ctrl-R). (fixes /t/281399) ...
Editor: [peppy] Disable autoplay in test mode by pressing a play mode key binding. (fixes /t/281391) ...
[peppy] Fix incorrect author choice in bundled BanchoBot messages. ...
Audio: [Damnae] Fix some samples not being beatmap overridable. (fixes /t/271979) ...
Mania: [Damnae] Fix spinner hitsounds on converted maps. ...
Mania: [Damnae] Adjust the volume of simultaneous notes on converted maps. ...
Mania: [Damnae] Fix sample sets not being applied correctly to converted maps. ...
Performance: [Damnae] Fix star rating calculations loading hitsound samples from the current map. ...
Editor: [Damnae] Apply the slider body's sampleset and additions sampleset to sliderslide and sliderwhistle samples. (completes /t/101403) ...
Editor: [Damnae] Stop the slider body's sampleset from affecting the slider's head. (fixes

/t/251536) ...

Jan 14, 2015

Catch the Beat: [Damnae] Support per-node samplesets on sliders. ...

Editor: [Damnae] Fix slider head sampleset being inconsistent with play mode. (fixes /t/251536)

...

Jan 13, 2015

[peppy] Bundle BanchoBot git callback messages into single posts per thread. ...

[peppy] Allow adjustment of volume levels at the pause screen (mouse wheel only). (fixes /t/259747) ...

[peppy] Don't adjust universal volume when volume controls are first displayed. (fixes /t/259747) ...

[peppy] Make volume control hide faster and more contextually. (fixes /t/259747) ...

[peppy] Fix volume controls appearing in the wrong location after changing resolution. (fixes /t/259747) ...

Input: [Tom94] Never move the windows cursor while the osu! window is not active. (fixes /t/259747) ...

Input: [Tom94] Attempt to fix mouse sensitivity issues with raw input disabled in full screen mode. (fixes /t/259747) ...

[peppy] Fix friend adding queries causing huge database load under rare conditions. ...

Editor: [TheVileOne] Fix crash when interacting with timing buttons before a map is timed. (fixes /t/280707) ...

Song Select: [MillhioreF] Fix lag when search results don't include the currently selected map. ...

[peppy] Switch osu_logins to use partitioning. ...

[peppy] Improvements to partition management script. Switch osu_downloads across for testing. ...

Jan 12, 2015

[peppy] Initial version of table partition manager script. ...

Audio: [TheVileOne] Fix audio breaking when canceling an osu!direct download during play. (fixes /t/269099) ...

Song Select: [Tom94] Fix incorrect panel grouping and deletion behavior when search is active. (fixes /t/279637) ...

Input: [Tom94] Attempt to fix various issues with non-raw mouse input sensitivity changes. (fixes /t/259747) ...

UI: [Tom94] Fix cursor trail staying on the screen forever in rare circumstances. (fixes /t/259747) ...

Jan 9, 2015

Input: [Tom94] Fix touch input being occasionally handled when not desired. ...

Mania: [smoogipooo] Allow changing 10K stage separation with skin property StageSeparation.

...

Mania: [smoogipooo] Allow changing back to old 10K style with skin property SplitStages. ...

Mania: [smoogipooo] Split 10K and above into multiple stages. ...

Gameplay: [smoogipooo] Fix ranking letter position. (fixes /t/259747) ...

[peppy] Show volume controls below notifications. (fixes /t/259747) ...

Editor: [Damnae] Fix breaks start time being sometimes adjusted to the wrong hitobject. ...
Editor: [Damnae] Fix invalid breaks being created for modes with concurrent hitobjects. ...
Editor: [Damnae] Fix black screen when opening a map with invalid breaks. (fixes /t/278465) ...
Jan 8, 2015

Input: [Tom94] Fix raw input mouse clamping being unnecessarily enforced when raw input is not controlling the cursor, causing issues with editor menus. (fixes /t/259747) ...

Gameplay: [Tom94] Fix autoplay having issues with fast repeat-sliders. (fixes /t/276719) ...

Song Select: [Tom94] Clean up and improve behavior when deleting the last beatmap in a specific group mode. (fixes /t/277163) ...

Input: [Tom94] Improve button alternating behavior of multi-touch to fix sliders occasionally breaking despite correct taps. ...

Gameplay: [TheVileOne] Fix cursor not being visible within Visual Settings panel. (fixes /t/276923) ...

Editor: [Damnae] Fix dragging multiple hitobjects that haven't been selected in chronological order. ...

Mania: [smoogipooo] Fade out key down images. ...

UI: [peppy] New volume control overlay. ...

Graphics: [peppy] Fix additive colour on elements which shouldn't be receiving it. ...

Jan 7, 2015

Input: [Tom94] Don't buffer raw input and further improve latency computation to reflect the correct average per frame. ...

Performance: [peppy] Slightly optimise mouse trail transformation handling. ...

Performance: [peppy] Fix sprites never getting discarded when having no transformations. ...

[peppy] Discern supporter gifts from self-purchases when displaying in user profile. ...

[peppy] Send timeout value to updated diffcalc rather than trying to handle at a php level. ...

Tourney: [smoogipooo] Fix non-breaking combo decrease resetting combo from zero. ...

Input: [Tom94] Fix cursor clamping state not correctly updating in all cases. ...

Input: [Tom94] Only process raw input which is actually meant for the osu! window. ...

Performance: [Tom94] Don't copy the raw input queue around unnecessarily. ...

Performance: [Tom94] Remove unnecessary lock within raw mouse input handler. ...

UI: [RBRat3] Add osu!font into UI resource. ...

UI: [RBRat3] Re-export several UI elements to fix minor graphical issues. ...

UI: [RBRat3] Remove and update old or outdated image source files. ...

Jan 6, 2015

Song Select: [Tom94] Decouple scrolling from input handling. (fixes /t/276799) ...

UI: [peppy] Fix "see you next time" not playing when exiting with a pending update. ...

UI: [TheVileOne] Fix user panels being selectable during fadeout. (fixes /t/275039) ...

Performance: [Damnae] Limit text refresh rate in the design tab of the editor. ...

Storyboard: [Damnae] Prevent dragging sprites while dragging the event list's scrollbar. ...

Storyboard: [Damnae] Prevent dragging sprites through the seek bar. ...

Storyboard: [Damnae] Brighter color for hovered sprite borders. ...

Storyboard: [Damnae] Fix flipped sprites masking. ...

Storyboard: [Damnae] Fix masked sprites having incorrect borders. ...

Storyboard: [Damnae] Make sprite borders follow their sprite's rotation. ...

Storyboard: [Damnae] Make small sprites easier to select. ...

Storyboard: [Damnae] Display the borders of all selectable sprites under the mouse cursor while shift is held. ...

Storyboard: [Damnae] Make the selection area from storyboard sprites match their displayed borders. ...

Updater: [peppy] Improve patching progress display. ...

Audio: [peppy] osu! will now follow the windows default device setting in real-time. ...

Jan 5, 2015

[peppy] Fix text overflow rendering on dropdown items. (fixes /t/259747) ...

Audio: [peppy] Greatly improve the reliability of device switching. ...

Audio: [peppy] Add a notification when a new audio device is connected. ...

Audio: [peppy] Allow selection of output audio device. (completes /t/125934) ...

UI: [Tom94] Fix cursor trail scale sometimes being incorrect. ...

Import: [TheVileOne] Fix corrupted files not always being moved to failed folder. ...

Import: [TheVileOne] Better handling of failed beatmap downloads. ...

Mania: [smoogipooo] Vertically align key warnings. ...

Mania: [Blaizer] Add 1K, 2K, 3K and 9K key mods. ...

Performance: [peppy] Fix some skins with tiny/invisible cursor trails causing frame-rate drop. (fixes /t/275365) ...

Jan 4, 2015

Input: [Tom94] Improve windows touch and pen properties set by osu!. ...

Input: [Tom94] Avoid large input delay caused by windows touch message pre-processing on windows 7 or lower. ...

UI: [Damnae] Fix various UI elements occasionally disappearing when using the DirectX renderer. (fixes /t/271266) ...

Gameplay: [Damnae] Fix playing state ending while the last hitobject can still be hit. (fixes /t/275345) ...

Chat: [Tom94] Fix chat message removal sometimes skipping lines. ...

Jan 3, 2015

Localisation: [peppy] Localisation updates. ...

Input: [peppy] Set new absolute raw input default based on previous raw input state. ...

[peppy] Limit bestof2014 voting to maps the local user has played. ...

[peppy] Stop creating guest sessions altogether. ...

[peppy] Batch login attempt table cleanup. ...

[peppy] Delete guest sessions in larger batches (expensive lookup query vs cheap deletes). ...

[peppy] Don't create sessions when viewing the chat feed. ...

[peppy] Don't create sessions when loading beatmap rating graphs. ...

[peppy] Best of 2014 voting system creation. ...

[peppy] Change some database allocations (these need to be tidied up eventually). ...

Song Select: [Tom94] Fix dragging beatmap panels while hovering over background not working while background is not loaded. ...

Input: [Tom94] Fix clicks at the window boundary not registering in fullscreen modes when using relative input. (fixes /t/259747) ...

Input: [Tom94] Change input latency display to reflect perceived latency by the user. ...

UI: [Tom94] Fix wrong cursor trail with raw input at window edges. ...
Multiplayer: [TheVileOne] Prevent match from starting with playerless teams. (fixes /t/273725) ...
Song Select: [Blaizer] Add filters "played<5" for played less than 5 days ago and "unplayed=" ...
Editor: [TheVileOne] Fix deselect occurring when interacting with interface sprites. ...
Skinning: [smoogipooo] Fix skin names containing periods not importing correctly. (fixes /t/274501) ...
Mania: [smoogipooo] Fix binding wizard special style dropdown arrow not hiding. ...
Mania: [smoogipooo] Fix crash when loading 10K bindings. (fixes /t/274133) ...

Jan 3, 2015

Performance: [smoogipooo] Fix dropdown textures being updated when the selected item hasn't changed. ...
Editor: [TheVileOne] Fix mania sample dropdowns updating incorrectly. ...
Input: [Tom94] Fix touch input on the border of the osu! window being incorrectly handled as game input. ...
UI: [Tom94] Fix cursor trail imperfections when not using raw input. ...
Input: [Tom94] Change the way WndProc is hooked to ensure messages are handled first by the game when running in OpenGL mode. (fixes /t/259747) ...
Song Select: [Tom94] Cut mouse wheel acceleration in half. ...
Song Select: [Tom94] Fix unintended behavior when pressing the left and right mouse button at the same time. ...
UI: [Tom94] Fix division by zero in scrollable areas and song select causing a crash. ...
Input: [Tom94] Add option to map absolute raw input positions to the osu! window. ...
Storyboard: [Damnae] Faster event loading in the middle of a break. ...
Storyboard: [Damnae] Ensure sprites after a break are loaded soon enough. ...
Storyboard: [Damnae] Ensure all visible sprites are loaded when the storyboard is enabled in the middle of a map. ...
Storyboard: [Damnae] Fix re-enabling a storyboard showing both pass and fail layers. ...
Storyboard: [Damnae] Smoother transition from the loading screen to a storyboarded map. ...

Jan 2, 2015

[peppy] Use db2 for phpbb searches. ...

[peppy] Add OETW badge. ...

Jan 1, 2015

Song Select: [Tom94] Fix various issues connected to the random functionality. (fixes /t/270998) ...
UI: [peppy] Improve background transitions between beatmaps. ...
Song Select: [Tom94] Fix beatmap panels brightening up incrementally in rare scenarios. (fixes /t/268527) ...
Editor: [smoogipooo] Fix slider bodies longer than the timeline not showing. (fixes /t/259747) ...
Menu: [RBRat3] Update copyright year. ...

Dec 31, 2014

Input: [Tom94] Support multi-touch input on windows 8 and higher. ...
[peppy] Fix user panels not updating after scrolling. (fixes /t/259747) ...

Dec 30, 2014

Input: [Tom94] Fix incorrect absolute position calculations with multiple monitor setups and raw input. ...

Audio: [peppy] Improvements to positional audio handling (and reduction of the effect). ...

Performance: [peppy] Fix replays running sub-60fps when osu! is not focused. ...

Menu: [peppy] Improve padding of top/bottom letterbox areas. ...

Song Select: [Tom94] Fix beatmap panels under rare circumstances not appearing instantly when they should. ...

Song Select: [Tom94] Fix automatic beatmap selection when search returns only a single result sometimes incorrectly triggering. ...

Song Select: [Tom94] Make scrolling more responsive and feel similar to other scrollable areas.

...

Dec 29, 2014

Mania: [smoogipooo] Fix special style right on 8K not position adjusting some notes correctly. (fixes /t/270142) ...

[peppy] phpbb garbage collection should not be run by phpbb itself. It is already run on a very calculated schedule. ...

Graphics: [TheVileOne] Fix line colour handling in OpenGL. ...

Gameplay: [MillhioreF] Fix being able to drag the background dim slider while playing. ...

Dec 28, 2014

Audio: [peppy] Fix "Nightcore" mod hitsounds ignoring user's effect volume. (fixes /t/268894) ...

Mania: [smoogipooo] Optimize hit lighting. ...

Performance: [smoogipooo] Dispose hit error gauge sprites after their lifetime. ...

Mania: [smoogipooo] Fix sprites being updated while off-screen. (fixes /t/270966) ...

Mania: [smoogipooo] Fix 10th key binding not working. ...

Editor: [TheVileOne] Select sliders when interacting with their control points. ...

Options: [Tom94] Make mouse sensitivity not immediately adjust while dragging the slider bar. ...

Input: [Tom94] Adjust raw input message queue limit to better support high polling rate peripherals. ...

Input: [Tom94] Fix the "OS tablet support" setting not being able to be disabled without restarting osu!. ...

Input: [Tom94] Fix raw input not working correctly with various devices such as wacom digitizers. ...

Song Select: [Tom94] Fix beatmap panels disappearing when trying to select recommended difficulty of inexistent panel. (fixes /t/270780) ...

UI: [Tom94] Improve behavior of slider bars. ...

UI: [Tom94] Make default cursor trail perfect for all frame-rates and input methods. ...

Gameplay: [TheVileOne] Allow Ctrl-R to restart replays. (completes /t/270609) ...

Graphics: [TheVileOne] Fix OpenGL not changing Fullscreen setting. ...

Dec 27, 2014

Options: [Tom94] Make options text draggable. ...

Dec 27, 2014

Options: [Tom94] Fix clamping error when clicking on categories while having narrowed down search to less than display height. ...

UI: [Tom94] Fix regression causing empty text-boxes to not show at all. ...
UI: [Tom94] Make clicking text-boxes more explicit. ...
UI: [Tom94] Fix drop-down elements not immediately losing their bold text when being unselected. ...
UI: [Tom94] Fix drop-down menu labels being click-through. ...
Options: [Tom94] Play whoosh sound when clicking on a category on the left. ...
UI: [Tom94] Make drop-down boxes and scroll-bars in options more draggable and improve click handling. ...
Song Select: [Tom94] Fix mouse wheel scrolling through song select too fast after recent changes. ...
Editor: [TheVileOne] Fix mania unsnap issues. (fixes /t/269175) ...
Song Select: [Tom94] Fix selecting a beatmap while randomization is active not canceling the randomization. (fixes /t/270012) ...
Chat: [Tom94] Fix freeze when opening chat after receiving many messages in the current channel with it closed. (fixes /t/268962) ...
UI: [Tom94] Use a larger clamping force at boundaries for all scrollable areas. ...
UI: [Tom94] Fix flickering when rapidly moving the mouse and instantly halting while dragging a scrollable area. ...
UI: [Tom94] Make scrolling deceleration depend on scroll starting speed. ...
UI: [Tom94] Further improve throwing mechanic of scrollable areas, especially on tablet PCs with touch. ...
osu!mania: [smoogipooo] Ensure warning arrows move above the stage hint. ...
Dec 26, 2014
[peppy] Fix shoot a kudosu star (-1 kudosu) button not displaying when it should. (fixes /t/270268) ...
Chat: [Tom94] Fix new messages being rendered even when chat is invisible. ...
[peppy] Fix textures not being reloaded correctly after d3d context is lost. (fixes /t/259747) ...
[peppy] Fix "ignore beatmap skin" not always applying correctly. (fixes /t/259747) ...
Menu: [peppy] Update default menu background. ...
[peppy] Bring Christmas to an end. ...
[peppy] Fix sprites loading from random places. (fixes /t/259747) ...
Online: [peppy] Fix user stats not loading on super-wide resolutions (21:9 or wider). ...
Performance: [peppy] Improve efficiency of sprite-based text display. ...
Performance: [peppy] Improve sprite lookup performance with an extra global lookup dictionary. ...
...
Performance: [peppy] Improve editor timeline performance. ...
Bancho: [peppy] Fix occasional disconnections when users begin spectating. ...
Dec 25, 2014
Performance: [peppy] Fix editor performance drop when having objects selected. ...
Song Select: [smoogipooo] Fix beatmap rankings not being scrollable. ...
Editor: [smoogipooo] Fix object deselection when clicking on anything not in the play field. (fixes /t/259747) ...
Performance: [Damnae] Fade out the background while a video is playing. ...
Storyboard: [Damnae] Fix background alignment on the design tab for 4:3 storyboards. ...

Storyboard: [Damnae] Fix incorrect background position in the editor when the map's 4:3 storyboard is disabled. ...

Taiko: [Damnae] Fix background position. ...

Storyboard: [Damnae] Fix background alignment for 4:3 storyboards. (fixes /t/268939) ...

UI: [Tom94] Greatly improve scrolling experience in song select and scrollable areas with the magic of some calculus. ...

Chat: [Tom94] Attempt to fix freeze when switching to a chat tab which received many messages while inactive. ...

Song Select: [Tom94] Fix regression causing inability to scroll through score list in song select. ...

Dec 24, 2014

[peppy] Allow public access to 'next' build changelog. ...

[peppy] Allow categories in commit messages to have spaces. ...

[peppy] Don't show pp changes on build changelog pages. ...

Tourney: [smoogipooo] Add 'BufferTimeoutTime' config (default 20s) to control delay before player is excluded from sync. ...

Editor: [TheVileOne] Avoid weird behavior when trying to move a timing point beyond another timing point. ...

Editor: [smoogipooo] Fix editor click regressions. ...

Localisation: [peppy] Localisation updates. ...

Options: [peppy] Adjust the scroll position when choosing a tab to be more visible. ...

Options: [peppy] Increase the opacity of the key binding wizard when binding a key. ...

Options: [peppy] Make dragging the key binding list easier. ...

[peppy] Change batching logic to avoid sleep on single statement completion. ...

Dec 24, 2014

UI: [Tom94] Reduce text contrast. (fixes /t/268854) ...

[Tom94] Fix typo on changelog page. ...

Song Select: [Tom94] Update user status when switching mode. ...

Song Select: [Tom94] Fix beatmap panels in song select being draggable from everywhere. ...

Song Select: [Tom94] Consider beatmap conversion for star difficulty sorting. ...

Skinning: [smoogipooo] Fix possible infinite skin loading loop when skins are named 'default'. ...

Song Select: [smoogipooo] Remove black box underneath map difficulty information in song select. ...

Dec 23, 2014

pp: [Tom94] Scale Catch the Beat pp to the new star difficulties. ...

pp: [Tom94] Make accuracy more relevant in Catch the Beat pp. ...

pp: [Tom94] Make longer maps worth more and shorter maps worth less Catch the Beat pp. ...

pp: [Tom94] Increase pp bonus of the Flashlight mod in Catch the Beat. ...

pp: [Tom94] Increase pp bonus for approach rates below 8 and above 9 in Catch the Beat. ...

pp: [Tom94] Increase pp bonus for the Hidden mod in Catch the Beat for lower approach rates. ...

Editor: [smoogipooo] Fix dropdowns displaying underneath selection mode button. (fixes /t/269448) ...

[peppy] Changelog design improvements (categories and admin features). ...

[Tom94] Re-direct to changelog category "pp" rather than "performance" in user profiles. ...

Performance: [Blaizer] Fix lag after taiko spinners. ...

Skinning: [smoogipooo] Fix ColumnLineWidth not working as intended. (fixes /t/262202) ...

JumpTo: [MillhioreF] Give JumpTo dialog a delay before searches go though to improve responsiveness. ...

JumpTo: [MillhioreF] Fix consecutive songs with the same title but different artists not showing up in JumpTo dialog. ...

Skinning: [smoogipooo] Fix comments at the end of lines not working. ...

Mania: [smoogipooo] Restore the black mask below keys. ...

Mania: [smoogipooo] Move column lights beneath notes. ...

Mania: [Damnae] Fix hitnormals playing when the hitobject has an addition. (fixes /t/268870) ...

Dec 22, 2014

Skinning: [smoogipooo] Add skinnable colour HyperDash under [CatchTheBeat]. ...

Skinning: [smoogipooo] Add skinnable colour HyperDashFruit under [CatchTheBeat], uses HyperDash colour as default. ...

Skinning: [smoogipooo] Add skinnable colour HyperDashAfterImage under [CatchTheBeat], uses HyperDash colour as default. ...

[MillhioreF] Fix playmode sorting persisting across all maps with the same name. (fixes /t/259747) ...

UI: [Blaizer] Fix ranking screen showing animated score sprites when there is a non-animated one available. ...

Menu: [peppy] Display announcement images at a higher depth so it isn't obstructed. ...

Skinning: [smoogipooo] Handle skin.ini whitespace better to prevent read errors. ...

Skinning: [smoogipooo] Fix mania binding wizard not setting bindings for the default skin. ...

Skinning: [smoogipooo] Fix spinner-background not loading from skins. ...

Gameplay: [peppy] Make background transitions faster for songs which start quickly. ...

Options: [peppy] Add toggle for approach circle on first hidden mod object. ...

Options: [peppy] Add toggle for menu parallax. ...

Song Select: [peppy] Fix not being able to drag maps from anywhere on the right side of the screen. ...

Performance: [smoogipooo] Improve performance when playing long osu!mania beatmaps. ...

[smoogipooo] Fix Taiko skin overwriting the current skin.ini. (fixes /t/259747) ...

Menu: [peppy] Menu backgrounds will now dim when the main menu is active. ...

Localisation: [peppy] Localisation updates. ...

[peppy] Don't display weird message when running cutting edge build while it is already running. (fixes /t/259747) ...

Options: [peppy] Basic implementation of inline skin previews. ...

Dec 21, 2014

[peppy] Christmas Art Contest update. ...

Multiplayer: [MillhioreF] Fix Doubletime and Nightcore both displaying at once in multiplayer. (fixes /t/121449) ...

Mania: [MillhioreF] Fix mania 300g and 200 never showing up as hit values during multiplayer. ...

Multiplayer: [MillhioreF] Fix FreeMod results screen showing incorrect mods. (fixes

/t/121449) ...

Dec 20, 2014

Gameplay: [MillhioreF] Make the disconnect icon less distracting. ...

Dec 19, 2014

[peppy] Add OWC 2014 winner badges. ...

Dec 18, 2014

Mania: [smoogipooo] Fix binding wizard not showing the current key config. ...

Dec 18, 2014

Mania: [smoogipooo] Fix incorrect fallback to slider note head image if tail can't be loaded. (fixes /t/259747) ...

Mania: [smoogipooo] Make mania-stage-bottom draw above keys. (fixes /t/259747) ...

SongSelect: [Damnae] Fix black screen when entering multiplayer song selection without having the current map. (fixes /t/267050) ...

[Damnae] Fix incorrect background when multiple background updates happen in the same frame. (fixes /t/259747) ...

Replays: [TheVileOne] Notify when a replay file cannot be loaded. ...

Replays: [TheVileOne] Fix old replays not loading in most cases. (fixes /t/245392) ...

Dec 17, 2014

Taiko: [smoogipooo] Increase maximum Taiko slider velocity multiplier to 4.0. ...

Dec 16, 2014

[smoogipooo] Fix mania hidden and flashlight sprites. (fixes /t/259747) ...

Dec 15, 2014

[smoogipooo] Fix possible nullref exception when loading skins with invalid properties. (fixes /t/259747) ...

Skinning: [smoogipooo] Fix mania combo counter instantly fading back to white after sliders. ...

Mania: [peppy] Fix fade-in for mania mode. ...

Mania: [smoogipooo] Fix mania Random mod not working correctly for 10K. ...

Mania: [smoogipooo] Correctly determine if a special style is used for 10K and above. ...

Skinning: [smoogipooo] Allow both RGB and RGBA colours in mania skins. ...

Skinning: [smoogipooo] Add mania slider end skinning (use `NoteImage{column}T`). ...

Skinning: [smoogipooo] Add option to set individual mania column spacing, `ColumnSpacing: xx,xx,xx,xx,...` ...

Skinning: [smoogipooo] Remove mania skin `FontCombo` property. ...

Skinning: [smoogipooo] Rename mania skin `BarlineWidth` to `BarlineHeight`. ...

Skinning: [smoogipooo] Remove mania skin `ColumnLine` property (use `ColumnLineWidth: xx,xx,xx,xx`). ...

Skinning: [smoogipooo] Migrate all mania skinning features to the main `skin.ini`. (completes /t/262202) ...

BSS: [Damnae] Increase client-side timeout while waiting for the server's response to a map upload. ...

BSS: [Damnae] Fix missing error message when the server doesn't respond to a map upload. ...

Dec 12, 2014

[smoogipooo] Check for out of bounds errors while loading Mania skins. (fixes /t/259747) ...

[peppy] Fix ProgressBarCircular not displaying correctly with OpenGL. (fixes /t/259747) ...

[peppy] Fix options categories breaking on changing resolution. (fixes /t/259747) ...

[peppy] Fix line drawing in opengl. (fixes /t/259747) ...

Performance: [peppy] Reduce redundant GL state changes. ...

Performance: [peppy] Eliminate unnecessary GL calls (around 30% overall reduction). ...

Dec 11, 2014

Menu: [peppy] Add a parallax to the menu background. ...

Menu: [peppy] A special christmas version of the osu! theme by nekodex! (completes /t/268723) ...

Menu: [peppy] Festive menu backgrounds from art contest (overrides skin background). ...

Menu: [peppy] Make snow fall more often on quiet music. ...

[peppy] Merry Christmas!! ...

[Damnae] Fix beatmap backgrounds not loading in some cases. (fixes /t/259747) ...

[Damnae] Fix editor not saving / deleting beatmap backgrounds. (fixes /t/259747) ...

[smoogipooo] Fix incorrect scaling leading to premature score screen sprite disappearance. (fixes /t/259747) ...

[smoogipooo] Disable transparent colours for non-mania skins. (fixes /t/259747) ...

Dec 10, 2014

[peppy] Adjust job delays to reduce sudden load spikes. ...

[peppy] Attempt to stop random forum permission breakage. ...

Dec 9, 2014

[smoogipooo] Fix interface not hiding with Shift+Tab. (fixes /t/259747) ...

Gameplay: [Damnae] Fix short sliders looking cut while snaking. ...

[smoogipooo] Fix mania skin migrations not migrating ColumnWidth. (fixes /t/259747) ...

[smoogipooo] Fix mania skin migrations missing a column line. (fixes /t/259747) ...

[peppy] Fix combo colours being read incorrectly. (fixes /t/259747) ...

Dec 8, 2014

[peppy] Reduce pp processing wait time (still gets 100% hit rate under normal scenarios). ...

[peppy] Sort beatmap info page tabs by play mode before difficulty. ...

SongSelect: [peppy] Sort by play mode before difficulty where possible. ...

Dec 6, 2014

Tourney: [smoogipooo] Only sync skipped users if they're within acceptable range of the current time. ...

Tourney: [smoogipooo] Skip players who hold up the client for more than 10s. ...

Tourney: [peppy] Add new tournament config setting "fps". Range is 30 to 1000. ...

Dec 6, 2014

Tourney: [smoogipooo] 50% dim. ...

Tourney: [peppy] Suppress sounds from firing on all but first tourney client. ...

Tourney: [smoogipooo] Fix #console logging crashing due to uninitialized chat. ...

Dec 5, 2014

Skinning: [smoogipooo] Reload the active skin with Ctrl-Shift-Alt-S. ...

Taiko: [peppy] Improve the taiko barline graphic. ...

[peppy] Use datadog tags for score submission counts. ...

Skinning: [smoogipooo] Add ComboPrefix property under the [Fonts] header. ...

Skimming: [smoogipooo] Rename ColumnLineWidths to ColumnLineWidth. ...

Dec 4, 2014

[peppy] Fix another instance of "donation" being left behind in type. ...

Replays: [smoogipooo] Remove Cinema mod in replay and spectator modes. (fixes /t/263817) ...

SongSelect: [Tom94] Don't reset group mode of song select when importing a new beatmap. ...

Dec 3, 2014

[peppy] Update mediawiki. ...

[peppy] Remove tumblr API timeout clause (worked badly with hhvm). ...

[peppy] Rename osu! database constants to avoid conflicts with mediawiki. ...

[peppy] Disable IRC mirror handling at a php level (wasn't working correctly anyway). ...

[peppy] Fix multiple operations on null objects. ...

Dec 1, 2014

Performance: [Damnae] Huge performance increase for loop-heavy storyboards. ...

Storyboard: [Damnae] Display the line number of the selected sprite in the design tab of the editor. ...

Nov 29, 2014

Chat: [MillhioreF] Limit tab completion to 20 matches per query. (fixes /t/262500) ...

Multiplayer: [MillhioreF] Fix regressions with the multiplayer ranking screen. ...

Tourney: [smoogipooo] Fix audio not repeating after play finishes. ...

Nov 28, 2014

UI: [peppy] Fix clicking outside of dropdowns on the options menu causing them to select the first value. ...

Storyboard: [Damnae] Fix incorrect passing/failing state when a combo ends with a slider. (fixes /t/261888) ...

SongSelect: [Tom94] Improve score retrieval behavior of song select. ...

SongSelect: [Tom94] Fix beatmap panels in song select being draggable from everywhere. ...

SongSelect: [MillhioreF] Fix possible crash when deleting a map. ...

Storyboard: [Damnae] Fix multiple additive parameter commands on the same sprite not working after the first one. ...

Storyboard: [Damnae] Fix parameter commands with no end time not saving correctly. (fixes /t/218712) ...

Nov 27, 2014

[Tom94] Remove mod check for personal rank indicator on scoreboards. ...

Replays: [TheVileOne] Fix replay data being unavailable when osu! becomes idle. (fixes /t/257986) ...

SongSelect: [Tom94] Fix top right screen area being click-through in song select for certain resolutions. ...

SongSelect: [Tom94] Fix incorrect movements in song select whenever the sorting of panels gets temporarily jumbled. ...

UI: [Tom94] Fix dropdown menu entries becoming gray after being un-selected. ...

Performance: [Tom94] Greatly improve performance of loading song select. ...

SongSelect: [Tom94] Don't reload the beatmap tree if the already selected group mode is re-selected. ...

SongSelect: [Tom94] You can now switch game modes without reloading Song Select! ...
Audio: [Tom94] Fix beatmap audio starting over when re-entering song select. ...
Performance: [Tom94] Use background threads to sort and generate beatmap panels. ...
SongSelect: [Tom94] Improve tab and dropdown group mode selection behaviour. ...
SongSelect: [Tom94] Fix sort by key amount persisting when switching modes away from osu!
mania. ...

Nov 26, 2014

Storyboard: [Damnae] Allow triggers to be grouped together. ...
Storyboard: [Damnae] Add more storyboard hitsound triggers. (completes /t/198919) ...
Storyboard: [Damnae] Make storyboard error messages a bit more descriptive. ...
Gameplay: [Damnae] Fix automatic AudioLeadIn being too short on some maps. ...
Storyboard: [Damnae] Fix SB Load being inconsistent between design, test mode and on
different resolutions. (fixes /t/238384) ...
Storyboard: [Damnae] Fix storyboard events not working after uploading a map. (fixes
/t/172199) ...

UI: [Tom94] Fix scrollable areas overshooting when speed nears zero. ...

[peppy] Show total contributions on supporter page. ...

Nov 25, 2014

[peppy] Add MWC2014 badge. ...

[peppy] Fix menu triangles not hiding correctly when disabled. (fixes /t/259747) ...

Nov 25, 2014

Gameplay: [MillhioreF] Fix in-game background dim not displaying tooltip. (fixes /t/254733) ...

Audio: [peppy] Improved reliability of system audio device changes. ...

Audio: [peppy] Huge improvements to internal sample playback system. ...

Gameplay: [peppy] Fix crash during slider rendering. ...

[peppy] Add db3 to database connection definitions for web. ...

[peppy] Use db3 for forum searches. ...

[peppy] Allow admins to adjust support end date. ...

Nov 24, 2014

SongSelect: [MillhioreF] Fix searching for map drain not working. (fixes /t/256632) ...

Audio: [MillhioreF] Fix active timing point not updating after replaying a stopped song. (fixes
/t/228956) ...

Nov 23, 2014

Editor: [TheVileOne] Limit 1ms snap detection to mania. ...

Tourney: [smoogipooo] Don't pause clients which need to catch up at the start. ...

Tourney: [smoogipooo] Fix triangles and background not appearing. ...

Tourney: [smoogipooo] Debug only logging. ...

Tourney: [smoogipooo] Rework tourney client to reduce most of the lag. ...

Nov 22, 2014

UI: [Tom94] Slightly improve text clarity on low resolutions. ...

Chat: [Tom94] Improvements to link display in chat. ...

Chat: [Tom94] More efficiently and correctly compute positions of line breaks within rendered
text. ...

Difficulty: [Tom94] Improve beatmap difficulty algorithm for Catch the Beat. ...

SongSelect: [TheVileOne] Attempt to continue beatmap extraction even if corrupted files are found. ...

Nov 20, 2014

Updater: [peppy] Only create desktop/start menu shortcuts on first run of updater. (fixes /t/257663) ...

Nov 19, 2014

Gameplay: [peppy] Show the first approach circle in osu! mode hidden. (completes /t/76298) ...

Menu: [flyte] New transitional main menu design! ...

Taiko: [RBRat3] Fix 1x Taiko roll mid & end sprites. ...

[peppy] Remove pagination support and fix some performance issues with new score retrieval.

...

[Tom94] Make the best performances list capable of dealing with multiple scores on the same beatmap by the same player. ...

[Tom94] Display user's rank with respect to the selected mods when looking at mods-specific scoreboards. ...

[Tom94] Let the API return all scores a given user has achieved on a particular beatmap. ...

[Tom94] Make the API capable of dealing with multiple scores per player per beatmap. ...

[Tom94] Make in-game and web scoreboards capable of dealing with multiple scores per user and beatmap. ...

Nov 18, 2014

UI: [peppy] Improve mode-to-mode transitions. ...

Chat: [Tom94] Fix links spanning multiple lines in chat. ...

[peppy] Fix changelog entries not being parsed correctly under some circumstances. ...

Menu: [peppy] Improve menu background loading. ...

SongSelect: [Tom94] Remove whoosh sound from song select for the time being. ...

SongSelect: [Tom94] Expand parent group when selecting a single search result. ...

SongSelect: [Tom94] Fix search not automatically selecting single beatmap results in rare cases. ...

UI: [peppy] Fix sprite resolution switching causing missing sprites. ...

Menu: [peppy] Mouse cursor defaults to centre of screen on startup. ...

Nov 16, 2014

Tourney: [smoogipooo] Improve behaviour of resync. ...

Nov 15, 2014

osu!direct: [peppy] Fix osu!direct not removing failed downloads correctly. (fixes /t/258315) ...

Nov 14, 2014

Audio: [peppy] Fix regression causing some samples to not be loaded correctly. (fixes /t/258380) ...

BSS: [peppy] Increase BSS upload limit to 32mb. ...

[peppy] Fix replay storage being weird. ...

Editor: [peppy] Fix crashes when exiting dialogs too quickly. (fixes /t/258047) ...

UI: [peppy] Fix dropdowns displaying incorrectly after a resolution change. (fixes /t/256333) ...

Nov 13, 2014

[smoogipooo] Fix occasional bancho disconnects during multiplayer games. ...

[peppy] Make supporter emails a whole lot more interesting. ...

Chat: [Tom94] Improve PageUp and PageDown at chat boundaries. ...

Nov 12, 2014

Chat: [Tom94] Rework chat to use a fluidly scrollable area. ...

Options: [peppy] Always place default skin at the top of the skin selection menu. ...

Nov 12, 2014

Menu: [Blaizer] Fix JumpTo choosing silent, fully hitsounded osu!mania songs. ...

Menu: [TheVileOne] Fix music control hotkeys not activating while in JumpTo menu. (fixes /t/257844) ...

[peppy] Update "Info" link in web header. ...

Editor: [TheVileOne] Fix 1ms snapping errors not being reported by AiMod. (fixes /t/122319) ...

Editor: [TheVileOne] Fix mania objects snapping incorrectly. (fixes /t/257400) ...

SongSelect: [peppy] Pulsing UI effects are now synchronised with the playing song. ...

Nov 11, 2014

UI: [peppy] Give the text on tabs a shadow. ...

SongSelect: [peppy] Adjust tween for the appearance of scores at song select. ...

UI: [peppy] Make text shadow drawing consistent over resolutions. ...

Menu: [peppy] Don't start first music track from preview point if menu BGM is enabled. ...

Menu: [peppy] Increase exit speed slightly. ...

Chat: [Tom94] Don't let inputs fall through chat when navigating tabs with alt. ...

Menu: [peppy] Move update button slightly to allow for menu tip to coexist. ...

Updater: [peppy] Improvements to update process reliability. ...

UI: [peppy] Add fade to desktop on exit. ...

Audio: [peppy] Improve fade-out of music when quitting osu!. ...

Menu: [peppy] Add button to options menu to export current skin. ...

Options: [peppy] Improve draggability of dropdown menus. ...

Performance: [peppy] Fix lagginess on some PC configurations. ...

UI: [peppy] Make fading forms more universal. ...

[peppy] Revert "Update header to new logo." ...

[peppy] Update favicon to new design. ...

[peppy] Update header to new logo. ...

Options: [peppy] Darken options menu background layers. ...

Menu: [RBRat3] New menu visualisation. ...

Nov 10, 2014

Gameplay: [Tom94] Fix incorrect math with Auto and AutoPilot spinners. ...

Menu: [peppy] Minor text improvements on main menu. ...

Nov 9, 2014

[peppy] Fix osu!live embed. ...

Tourney: [peppy] Automatically resync audio every 10 seconds (hacky fix). ...

Tourney: [peppy] Dim interface and hitcircles based on client performance. ...

Tourney: [peppy] Only play hit sounds from first client. ...

Tourney: [peppy] Add slight bounce effect when team score increases. ...

Tourney: [peppy] Disable intro/exit voices for tournament mode. ...

Tourney: [peppy] Realign now playing text. ...

Tourney: [peppy] Make tournament spectator combo resyncs instantaneous. ...

SongSelect: [Tom94] Fix recommended difficulties not being selected when using random beatmap selection. ...

Nov 8, 2014

Tourney: [smoogipooo] Add a message for switching back from the tournament server. ...

[Tom94] Navigate through groups with Ctrl+Left or Ctrl+Right and toggle the current group with Ctrl+Enter. ...

[Tom94] Colour groups containing the current beatmap in a brighter blue. ...

Nov 7, 2014

[peppy] Add ability to promote changelog entries to major (peppy-only). ...

[peppy] Only apply new mode menu bouncing for osu! default mode sprites (was breaking some skins). ...

[TheVileOne] Fix mania objects not dragging to proper column when drag is too fast. (fixes /t/254410) ...

[Tom94] Only automatically expand the group of the current beatmap if it has been explicitly expanded before. ...

[peppy] Improve visual appearance and handling of mode selection menu. ...

Nov 6, 2014

[peppy] Fix incorrect escaping of BanchoBot's posts. ...

[peppy] Fix active one-hit samples not having volume adjusted while playing. (fixes /t/253154) ...

[Tom94] Simplify behavior of menu logo animation and make it uniform across frame rates. ...

[peppy] Automatically post in forum threads when associated with commits. ...

[peppy] Fix menu logo animation glitching at low frame rates. (fixes /t/255715) ...

Tourney: [peppy] Fix tournament client regressions. ...

Nov 6, 2014

[Tom94] Fix top and bottom option tabs overshooting when clicked. ...

[peppy] Localisation updates. ...

[peppy] Fix osu!direct throwing two errors where it should only throw one. ...

master: [Tom94] Fix regression which gave scroll areas excessive deceleration. ...

[peppy] Improve hover effect of channel select dialog. ...

[peppy] Fix dragging not working well at channel select dialog. ...

[peppy] Improve options tab expansion logic. ...

[TheVileOne] Fix perfect not displaying when playing a map with sliders in CTB. (fixes /t/157109) ...

[peppy] Include the version number in title screen welcome message. ...

[Tom94] Various further Auto & AutoPilot improvements including further refactoring. ...

[Tom94] Fix recommended difficulty selection possibly selecting search-hidden beatmaps. ...

[Tom94] Fix null reference error when searching without having a beatmap selected. ...

Nov 5, 2014

[peppy] Don't create desktop shortcuts for wine installations. ...

[TheVileOne] Fix being unable to set volume while hovered over chat. ...

Nov 4, 2014

[smoogipooo] Automate the tournament server switching process. ...

[peppy] Improve alignment of "personal best" display at song select. ...

[MillhioreF] Fix CtB catcher flying backwards on incredibly fast hyperdashes. (fixes /t/234285) ...

[peppy] Improve text drop shadow. (fixes /t/254191) ...

[TheVileOne] Fix crash while ending a slider point drag. (fixes /t/254526) ...

[smoogipooo] Enable/disable Editor controls depending on whether beatmap submission is active. ...

[smoogipooo] Remove weird chat opening logic when uploading beatmap. (fixes /t/219278) ...

[smoogipooo] Use a safer file deletion methods for deleting unnecessary beatmap files. ...

[smoogipooo] Add a delay between Localisation download requests. ...

[smoogipooo] Attempt to use a more efficient localisation string splitting technique. (fixes /t/254627) ...

[Tom94] Correctly update beatmap BPM range and length in the tooltip in multiplayer rooms when switching mods. ...

[Tom94] Automatically choose a recommended difficulty when expanding a beatmap. ...
Nov 2, 2014

[Tom94] Fix scrolling with touch input being bugged in song select. (fixes /t/249936) ...
Oct 31, 2014

[peppy] Wiki codebase update. ...

[peppy] Add new error output for osuldirect download failures (due to download_not_available). ...

[peppy] Begin deprecating old builds again. ...

[peppy] Halloween art contest voting updates. ...

[peppy] Adjust forum line height. ...

[peppy] Hide categories when in login only mode. ...

[peppy] Fix category selection being delayed on first options display. ...

[peppy] Disable options searching when in login mode. ...

[peppy] Fix welcome skin overrides not always playing. ...

[peppy] Localisation updates. ...

Oct 30, 2014

[Tom94] Improve Auto's alternating and snapping behavior. ...

[smoogipooo] Revert back to keeping the scoreboard and interface separate. ...

Editor: [peppy] Fit timing reset button behaving incorrectly. (fixes /t/254154) ...

Editor: [peppy] Don't play a click interface sound when clicking the tap button. ...

[Tom94] Auto learned how to better play maps with concurrent hit objects. ...

[Tom94] Fix regions of the song select header allowing clicks to pass through with some resolutions. (fixes /t/229339) ...

[Tom94] Fix song select header having the wrong width with certain aspect ratios. ...

[Tom94] Remove slow automatic scrolling in song select when placing the cursor at the top and bottom screen boundaries. ...

[Tom94] Always render tooltips on top of everything else. (fixes /t/128680) ...

[Tom94] Scroll the same distance up/downwards in chat when using the mouse wheel or PageUp / PageDown. (fixes /t/245676) ...

[Tom94] Scale osuldirect buttons depending on how many there are. (fixes /t/154577) ...

[smoogipooo] Re-allow changing mania speed with Ctrl+(+/-) keys. ...

[peppy] Remove song select "whoosh" from public release for now. ...

Oct 30, 2014

[peppy] Fix "Jump To" crashes. ...

[peppy] Make chat appear animation less bouncy. ...

Tom94/general_improvements: [Tom94] Fix chat opening animation breaking when hovering over chat tabs. ...

[peppy] Restore old mania speed behaviour. New option to disable BPM scaling. ...

Oct 29, 2014

[peppy] Localisation updates. ...

[Tom94] Fix incorrect position when switching gamemodes in song select. ...

[peppy] Improve notification bounciness. ...

[peppy] Rounded corners for tooltips. ...

Oct 28, 2014

[peppy] Improve the feel of rearranging tabs. ...

[Tom94] Make Auto and AutoPilot "snap" and move more elegantly in general. ...

master: [Tom94] Fix bugged star scaling when switching mods too quickly and improve behavior with decreasing stars. ...

Tom94/general_improvements: [Tom94] Don't let sprite scale go below 0. ...

[peppy] Add slight elasticity to user panel movement. ...

[peppy] New drop-down design! ...

[peppy] New back button design! ...

[peppy] Report beatmap import errors back to server. ...

[Tom94] Display Keys, CS, AR, OD, HP and Stars when hovering the beatmap in multiplayer. ...

master: [Tom94] Improve easing of difficulty stars. ...

master: [Tom94] Fix initializing beatmap tree items incorrectly always being instantaneous. ...

[peppy] Improve easing of mod select screen. ...

[peppy] Improve easing of main menu buttons. ...

[peppy] Improve easing of dialog buttons. ...

Oct 27, 2014

[peppy] Fix back button sprite size. Adjust padding. ...

[peppy] Reorient global text shadow direction. ...

[peppy] Allow osu! to wake up a "boss mode" instance if it is run again. ...

[peppy] Ensure UAC elevation is only attempted once per new release. (fixes [/t/248900](#)) ...

[smoogipooo] Fix Options remaining open and unclosable after a resolution change. (fixes [/t/253101](#)) ...

Oct 24, 2014

[peppy] Fix hiding of interface in intro time looking ugly. (fixes [/t/233779](#)) ...

[peppy] Adjust scrollable view deceleration curve. ...

[TheVileOne] Editor: Fix slider placement canceling when clicking in the timeline. ...

[smoogipooo] Force the scoreboard to hide along with the interface. ...

[smoogipooo] Force the interface to be shown during breaks. ...

[RBRat3] Move yuzu sprite upwards to meet lighting. ...

Oct 23, 2014

[TheVileOne] Editor: Change Escape to deselect any number of selected objects. ...
Oct 22, 2014

[peppy] Add badge for OKT #2. ...
Oct 21, 2014

[TheVileOne] Editor: Disable hotkeys while adjusting timing values. ...
[TheVileOne] Editor: Fix selector not snapping correctly when there are no timing sections. ...
[TheVileOne] Editor: Disallow deleting all timing sections via Delete Timing Section. ...
[TheVileOne] Editor: Various drag handling improvements. ...
[peppy] Editor: Fix editor grid flashing during sliders when using default skin directx. ...
master: [TheVileOne] Change select all cancel to Escape key. ...
master: [TheVileOne] Revert "Retrieve slider point count via attribute." ...
[TheVileOne] Editor: Fix position data turning red on high storyboard loads. ...
master: [TheVileOne] Fix sprite list being detected outside of design mode. ...
master: [TheVileOne] Ctrl+A deselects objects when all objects are selected. ...
master: [TheVileOne] Less ugly grid snap check. ...
master: [TheVileOne] Fix drag selection rectangle appearing in slider placement mode. ...
master: [TheVileOne] Refactor slider point dragging. ...
master: [TheVileOne] Move For Reference enabling code out of Designer file. ...
master: [TheVileOne] Clean up selection logic. ...

Oct 21, 2014

master: [TheVileOne] Fix slider selection circle disappearing. ...
master: [TheVileOne] Only show hovered slider points in select mode. ...
master: [TheVileOne] Refactor right click behavior in editor. ...
master: [TheVileOne] Retrieve slider point count via attribute. ...
master: [TheVileOne] Refactor. ...
master: [TheVileOne] Reference CursorPosition instead of ClickPosition when setting drag start. ...
master: [TheVileOne] Only end a drag on focus lost if drag state is enabled. ...
master: [TheVileOne] Override interface buttons when placing slider points. ...
master: [TheVileOne] Change selection logic. ...
[TheVileOne] Editor: Don't allow object resizing if more than one object is selected. ...
master: [TheVileOne] Don't shift spinner end to current snapped time if hovered resize mode is enabled. ...
master: [TheVileOne] Refactor hover resize handling code. ...
master: [TheVileOne] Further reorganization of editor code. ...
master: [TheVileOne] Reorganized drag state handling. Slider point interaction now takes priority over most UI elements. ...
[peppy] Add an error message when attempting to download a disabled map via osuldirect. ...
[TheVileOne] Editor: Fix drag selection being triggered outside of column area. ...
[TheVileOne] Editor: Fix selected objects being dragged when interacting with interface buttons. ...
[TheVileOne] Editor: Fix mania notes snapping incorrectly. ...
[peppy] Options menu now has tabs! For people who don't want to type. ...
Oct 20, 2014

[smoogipooo] New login menu! (completes /t/215997) ...

Oct 19, 2014

[Nyquill] Fix tag color ignored when skin has custom slider track. (fixes /t/195187) ...

[TheVileOne] Editor: Fix not being able to extend a hold note after it is placed. (fixes /t/251418) ...

Oct 18, 2014

[MillhioreF] Offset bookmark buttons in the mania editor to be clickable at all times. (fixes /t/250393) ...

[MillhioreF] Don't restart if choosing not to switch to OpenGL after a graphics device exception. ...

master: [Blaizer] Add option to remember per-beatmap scroll speed ...

[Blaizer] Add option to remember per-beatmap scroll speed. ...

master: [Blaizer] Make old replays/spectate use old scroll speed ...

master: [Blaizer] Add 'speed' search filter to song select ...

[Blaizer] New BPM-relative scroll speed system for osu!mania. (completes /t/254145) ...

master: [Blaizer] Fix mania scroll speed display in song select ...

master: [Blaizer] Fix mania scroll speeds for real this time ...

Oct 17, 2014

[peppy] Localisation updates. ...

[MillhioreF] Add leniency to Autopilot hit radius to make it more playable. ...

[peppy] Fix DLL patching not correctly applying patches under some circumstances. ...

master: [TheVileOne] Shifting notes with keyboard works for samples too. ...

master: [TheVileOne] Remove null check. ...

master: [TheVileOne] Improve copy select in sample column mode. ...

master: [TheVileOne] Fix possible crash. ...

master: [TheVileOne] Snap objects as a group instead of individually. ...

[TheVileOne] Editor: Fix objects resnapping when selecting them. ...

[TheVileOne] Editor: Add basic select and copy functions to sample mode. (completes /t/242347) ...

master: [TheVileOne] Further tweaking of drag behavior. ...

master: [TheVileOne] Attempt at making a smoother drag operation in Mania. ...

master: [TheVileOne] Fix strange drag behavior when outside column area. ...

master: [TheVileOne] Fix double clicking allowing reference objects to be moved. ...

master: [TheVileOne] Refactor normal to hold note conversion. ...

master: [TheVileOne] Properly unselect objects when control is pressed. ...

[TheVileOne] Editor: Sample import access has been improved. No longer restricted to clicking within playing field. ...

master: [TheVileOne] Overhaul selection dragging in mania. ...

[peppy] Ensure sane limitations are placed on CtB catcher's horizontal location. (fixes /t/234285) ...

Oct 17, 2014

[peppy] Fix friends not being highlighted on the in-game global ranking. (fixes /t/250190) ...

[peppy] Fix some badge resources being sized @2x unnecessarily. ...

smoogipooo/editor_timeline_improvements: [smoogipooo] Fade out editor timeline selection

circles along with objects. ...

[peppy] Begin the mass purge of osu!.exe. ...

[peppy] New intro and outro sequence and theme song! Can be toggled in options. ...

Oct 16, 2014

[peppy] Don't attempt to load beatmap thumbnails for maps which don't have an assigned beatmapSetId. ...

[smoogipooo] Fix 1K, 2K, 3K, 9K and 10K not being considered for groups in song selection. ...

[smoogipooo] Fix wrong keys being shown in song selection for osu!mania converts. (fixes /t/241637) ...

[smoogipooo] Fix sliders in timeline disappearing when the end is off the screen. (fixes /t/250881) ...

Oct 15, 2014

[peppy] Fix error message appearing after UAC dialog popup. ...

[smoogipooo] Fix extents of editor timeline drawing incorrectly. ...

[peppy] Remove osu!market links; replace with new osu!store (more products coming soon). ...
smoogipooo/fix_editormode_timing: [smoogipooo] Fix text not updated in Editor timing mode. (fixes /t/250508) ...

[peppy] Hide tooltips when mouse cursor is not visible. (fixes /t/250450) ...

Oct 14, 2014

TheVileOne/fix_input_regressions: [TheVileOne] Fix spectator cursor affecting drag operations.

...

[peppy] Avoid changelog entries being set to "null" when aborting an edit. ...

[TheVileOne] Fix options not being selectable in spectator mode. (fixes /t/250330) ...

Oct 13, 2014

[peppy] Localisation updates. ...

[peppy] Upload a zipped copy of the latest osu!.exe to a static location for linking. ...

[peppy] Add ability for peppy to edit commit messages without direct database access. ...

[Blaizer] Fix song select's random function selecting hidden beatmaps. (fixes /t/230226) ...

[Blaizer] Fix animated textures being loaded from the wrong source. ...

[MillhioreF] Fix AiMod warning about stack leniency in non-osu! modes. (fixes /t/232901) ...

[MillhioreF] Fix AiMod falsely reporting missing images when images are animated. (fixes /t/238789) ...

[smoogipooo] Huge improvements to editor timing mode display performance. (fixes /t/242092) ...

[Blaizer] Fix first and last taiko barline not displaying. ...

[Blaizer] Fix mania barlines showing incorrectly after signature change. ...

[TheVileOne] Improve undo/redo queue in editor. ...

TheVileOne/fix_input_bug: [TheVileOne] Fix drags triggering when reentering the form. ...

TheVileOne/fix_input_bug: [TheVileOne] Make mouse state variables private. ...

Tom94/general_improvements: [Tom94] Show "Not yet calculated" group when grouping beatmaps by difficulty rather than using old stars as fallback. ...

[peppy] Add button to options menu to open the main osu! folder. ...

smoogipooo/localiser_fixes_1: [smoogipooo] Restarting localiser now restarts at the first file. ...

smoogipooo/localiser_fixes_1: [smoogipooo] Localiser will only suggest keys with max length

50 characters. ...

smoogipooo/localiser_fixes_1: [smoogipooo] Accept localiser changes with Enter. ...

smoogipooo/localiser_fixes_1: [smoogipooo] Overhaul localiser. ...

smoogipooo/localiser_fixes_1: [smoogipooo] Disable rewinding replays for now. ...

smoogipooo/localiser_fixes_1: [TheVileOne] Fix suggested key format problems. ...

smoogipooo/localiser_fixes_1: [TheVileOne] Only use alphanumeric characters in suggested key. ...

Oct 12, 2014

[smoogipooo] Fix collections boxes showing with white initial border. (fixes /t/249484) ...

[Tom94] Fix newly imported beatmaps not being selected correctly when using a group mode. (fixes /t/231500) ...

[MillhioreF] Update AiMod video dimension check to latest ranking criteria. (fixes /t/249769) ...

[peppy] Reduce the number of scenarios where a repair operation is run (to try and avoid infinite updating). ...

Oct 10, 2014

[Tom94] Fix songs not correctly being re-selected when switching group mode under certain circumstances. (fixes /t/248534) ...

[peppy] Update localisations. ...

[peppy] Make new installer live on the website! ...

[peppy] Add changelog support to new build system. ...

[peppy] Ensure splash screen is closed before ErrorDialog displays. ...

[peppy] Fix an updater issue when redownloading framework DLLs. ...

[peppy] Improve wine support when using new updater. ...

Oct 10, 2014

[peppy] Upload public releases to a common location used for installation links. ...

[peppy] Use better directory selection in new installer. ...

[peppy] Change windows uninstall entry to not mention "repair". ...

[smoogipooo] Don't consider any score increasing mods in mod selection for Mania. (fixes /t/249001) ...

[MillhioreF] Fix CtB fruit combocolours not correctly cycling. ...

Oct 9, 2014

[MillhioreF] Apply editor "Force Default Skin" setting to test play mode. (completes /t/245192) ...

[peppy] Improve localisation fallback for some languages. ...

[peppy] Fix osu! executable icon display at lower sizes. (fixes /t/248897) ...

[peppy] Patch threadpool shutdown exceptions. ...

[peppy] Provide better error feedback to peppy on update failures. ...

[smoogipooo] Disable changing mania speed with audio offset key combinations. ...

[smoogipooo] Default to English localisation when language doesn't exist. (fixes /t/248905) ...

[peppy] Ensure updater continues even if a localisation cannot be downloaded. ...

Oct 8, 2014

[peppy] Fix crashes when network is unavailable. ...

[smoogipooo] Disable Target Practice mod in multiplayer. ...

[smoogipooo] Fix MissingMethodException on mutex. ...

[peppy] Add osu!voice badge. ...

[peppy] Add fallback logic to updater if primary mirror fails. ...

[peppy] Change the way mirrors are assigned. ...

[peppy] Remove profile badge size restrictions. ...

[peppy] Always set release stream to stable by default. ...

[peppy] Add a proper description tag for profile pages. ...

[peppy] Tweak update script to only allow automatic updates for english speaking countries. ...

[peppy] Update beatmap (osz/osz2) icon. ...

Oct 7, 2014

[peppy] Update osu! icon to new design. ...

[peppy] Correctly mark non-stable builds as "test" builds. ...

[peppy] Correctly mark non-stable builds as "test" builds. ...

Oct 6, 2014

[peppy] Add a download link for the new cutting-edge installer. ...

[peppy] Completely rewritten updater and installer. ...

[peppy] Preload some extra sprites which could cause disk seek latency. ...

Oct 5, 2014

[peppy] Attempt to fix splash screen not always popping to front. ...

Oct 4, 2014

[peppy] Huge improvements to language detection on first startup. ...

Oct 3, 2014

[peppy] Allow tutorial/bundled map downloads for guests and non-supporters via osu!direct. ...

Oct 2, 2014

[peppy] Fix headers in news posts being incorrectly sized. ...

[peppy] Change icon displayed for one-way friends. ...

Oct 1, 2014

[peppy] Launch new fanart contest voting (stickers #1). ...

[peppy] Fix 'undefined variable' php notices. ...

[peppy] Improve efficiency of multiplayer cleanup script. ...

[peppy] Improve efficiency of rank partition lookups in case pp is 0. ...

[peppy] Improve guest session cleanup efficiency. ...

[peppy] Don't create phpbb sessions when downloading via osu!direct. ...

[peppy] Improve efficiency of common maintenance tasks. ...

[peppy] Update wiki submodule. ...

[peppy] Disable forum transactions until performance bottleneck is found. ...

[peppy] Improve efficiency of beatmap graveyarding. ...

Sep 30, 2014

[peppy] Remove unused database management backend from phpbb. ...

Sep 28, 2014

pp: [Tom94] Periodically check for newly qualified or ranked beatmaps and update their state inside the pp processor. (fixes /t/246378) ...

pp: [Tom94] Always restrict maps loaded by the pp processor to qualified or ranked maps. ...

pp: [Tom94] Update score's pp value if it is null, even if no full reprocess or a partial reprocess due to another score is being performed. ...

pp: [Tom94] Attempt to fix skipped scores when pp processor interruptions occur. ...

Sep 28, 2014

pp: [Tom94] Only update user pp if it actually changed. ...

[peppy] Allow use of cutting-edge builds without supporter (except multiplayer). ...

Sep 23, 2014

[peppy] Add sane script execution time limits to avoid hanging php processes. ...

Sep 19, 2014

[peppy] Provide a better error message on trying to download a corrupt beatmap. ...

[peppy] Remove outdated mirror logic. ...

[peppy] Fix BAT posts not setting thread to correct state (fixes /t/241444) ...

Sep 18, 2014

[peppy] Add script for checking and purging multiple scores for single users on beatmaps. ...

[peppy] Remove dead download link. ...

[peppy] Make some description metadata more descriptive. ...

[peppy] Allow all BAT members to manage kudosu. ...

[peppy] Update some more header links. ...

[peppy] Add ability to check for updates by clicking text in options menu. ...

Sep 16, 2014

[MillhioreF] Update certain broken or outdated links. ...

[peppy] Remove some outdated links from the website menus. ...

Sep 12, 2014

[peppy] Fix connections not being timed out correctly under certain network conditions. ...

Sep 9, 2014

[peppy] Fix working of supporter expiry email. ...

Sep 8, 2014

master: [TheVileOne] Localise beatmap save and load related strings. ...

master: [TheVileOne] Ask to save when toggling ShowVideo. ...

master: [TheVileOne] Localisation updates. ...

Sep 7, 2014

[smoogipooo] Fix osu! crashing after opening it with a beatmap import. ...

[Blaizer] Fix status filter and make ranked=approved ...

[smoogipooo] Re-add the ability to open difficulty as reference in mania editor. ...

[TheVileOne] Bring window back to normal state when an editor link is clicked. ...

Sep 6, 2014

[peppy] Add script to resync .osu files from inside .osz/.osz2 archives. ...

master: [Blaizer] Change KC filter to Keys ...

master: [Blaizer] Add KC to song select for mania maps ...

master: [Blaizer] Add mode, status, and key count search filters ...

[smoogipooo] Keep mania speeds when the spectator retries the beatmap. ...

[smoogipooo] Fix setting auto in editor test mode not setting mania speed. ...

[smoogipooo] Always allow changing mania speed in editor test mode. (fixes /t/240588) ...

[smoogipooo] Fix mania speed resetting, acting disabled in editor test mode and not working as intended. ...

Sep 5, 2014

[peppy] Change osu!direct download failure text (don't imply user is downloading too

quickly). ...

[peppy] Add absolute star display to multiplayer beatmap panel tooltip. ...

[Ezoda] Fix long twitch stream description break the stream page. (fixes /t/236541) ...

[peppy] Fix drastic fps decrease when leaving Jump To dialog open with search. (fixes /t/237844) ...

[peppy] Give changelog area even more horizontal space. ...

[Ezoda] Fix searching for an user on rankings triggers friends only ranking. (fixes) (fixes /t/234995) ...

Sep 4, 2014

[peppy] Update supporter event wording. ...

master: [TheVileOne] Distinguish between menu items and menu tabs. ...

master: [TheVileOne] Disable menu items that serve no purpose in the current editor mode. ...

master: [TheVileOne] Tidy up show form methods. ...

master: [TheVileOne] Rename compose menu item to match other menu items. ...

[peppy] Make default prefix an "add" type when commit message started with "Add". ...

[TheVileOne] Add hotkey for Convert slider to stream (Ctrl+Shift+F). ...

[TheVileOne] Add hotkey for Sample Import (Ctrl+Shift+I). ...

Sep 3, 2014

[smoogipooo] Always allow changing mania speed while spectating or watching replays. ...

[smoogipooo] Restore old local mania speed after watching replays or spectating. ...

[peppy] Allow custom build names to be specified when uploading new builds. ...

[TheVileOne] Fix strange behavior when opening a form while dragging. ...

[TheVileOne] Prevent objects from being selected while dragging a break. ...

Sep 3, 2014

[smoogipooo] Fix Taiko slider combo flickering when the last slider tick is pressed late. ...

[MillhioreF] Force undo states to be set when moving notes via keyboard. (fixes /t/229006) ...

master: [TheVileOne] Don't set video offset tooltip text during initialization. ...

master: [TheVileOne] Localise Editor menu items. ...

master: [TheVileOne] Localisation updates. ...

[peppy] Localisation updates. ...

[TheVileOne] Ensure that Video Offset label is always centered with slider bar. ...

Aug 31, 2014

[peppy] Update twitter avatars. ...

[TheVileOne] Add Disable Undo States option in Editor. ...

Aug 28, 2014

[peppy] Only show supporter popup for users which aren't already a supporter. ...

[smoogipooo] Only allow changing mania speed while control is pressed in song select and lobby. ...

Aug 27, 2014

[peppy] Reword beatmap download unavailable message. ...

[peppy] Fix supporter popup appearing too often. ...

[peppy] Add a dim layer to the new supporter popup (which can be clicked to dismiss). ...

[peppy] Add trigger support for the new supporter popup. ...

Aug 26, 2014

[peppy] Add new design of supporter awareness screen (trigger logic not added yet). ...
[smoogipooo] Try to load custom mania note skins from default skin before falling back to default. (fixes /t/237770) ...
[smoogipooo] Allow 2K and 3K bindings. ...
[peppy] Add warnings when the in-game interface is disabled (once per session) or toggled. ...
[peppy] Remove web chat link until it is available again. (fixes /t/220437) ...

Aug 25, 2014

smoogipooo/change_song_speed_allowance: [smoogipooo] Allow osu!mania song speed to be changed in multiplayer lobby. ...

[smoogipooo] Fix osu!mania score not syncing when spectating. ...

[smoogipooo] Disable the special style drop down on key configurations that do not support it. ...

[smoogipooo] Removed Mania key style from skin.ini. ...

[smoogipooo] Add 10K option to Mania key layout dialog. ...

[smoogipooo] Make Mania 5K column 3 a special key. ...

[smoogipooo] Reload the Mania keybinding layout when special style is changed. ...

[smoogipooo] Remove Mania key bindings from normal key bindings dialog. ...

[smoogipooo] Move Mania "Increase Speed" and "Decrease Speed" keybindings under the osu! Mania Mode header. ...

[peppy] Make mirror updates fail faster when a mirror stops responding. Add a cloudflare-backed fallback for dire cases. ...

[peppy] Make switching slaves around easier. ...

[peppy] Move basic score retrievals back to master database temporarily. ...

Aug 22, 2014

[peppy] Limit difficulty recommendations to +/- 0.5 stars. ...

Aug 21, 2014

[peppy] Add automatic mirror rotation for irc gateway (in case of DDoS). ...

[peppy] Set cloudflare status to "off" when updating mirror DNS entries. ...

Aug 18, 2014

[peppy] Add build information to osu_builds table to allow bancho/score submission. ...

master: [peppy] Add special case for users which are coming from test builds. ...

master: [peppy] Disable beta release stream for now. ...

master: [peppy] Stop updater from running on debug builds. ...

master: [peppy] Fix recent rank increase icons not displaying at all. ...

master: [peppy] Ensure only one update process is running at once. ...

master: [peppy] Hide the splash screen when updating starts (form depth issues). ...

master: [peppy] Allow closing the update process mid-update. ...

master: [peppy] Add threading support to updater. ...

master: [peppy] Better handle the temporary executable workflow. ...

master: [peppy] Add stream selection to osu!builder. ...

master: [peppy] Simplification of startup update process. Also more reliable. ...

master: [peppy] Remove dependency handling code (this is all migrated to new updater system now). ...

master: [peppy] Restore old build number on build failure. ...

master: [peppy] Fix zip extraction when retrieving full files from update source. ...
Aug 18, 2014
master: [peppy] Allow uploading arbitrary files via osu!Builder. ...
master: [peppy] Don't restart osu! with a pending update if the user requested an exist
(regression). ...
master: [peppy] Make some constants constant. ...
master: [peppy] Prefer new release stream as a source for dependencies. ...
master: [peppy] Set some files the user doesn't ever need to see to be hidden. ...
master: [peppy] Set sane limits on file download progress stats. ...
master: [peppy] Make "test" build share databases with public. ...
master: [peppy] Attempt to download zipped versions of full files when updating. ...
master: [peppy] Attempt to download zipped versions of dependencies before getting the
uncompressed file. ...
master: [peppy] Dependency merge json library. ...
master: [peppy] Add ability to create a fully working osu! install from osu!.exe. ...
master: [peppy] Show update state in options. ...
master: [peppy] Update main menu update text less often. ...
master: [peppy] Fix multiple update scenarios (restarting to update, switching streams). ...
master: [peppy] Force an update when osu! crashes. ...
master: [peppy] Better handle cases where modifier keys are kept pressed during manual
update. ...
master: [peppy] Embed updater inside osu!.exe. ...
master: [peppy] Slightly more verbose build output. ...
master: [peppy] Binary patching support for new updater code. ...
master: [peppy] Split the staging process into two distinct stages to ensure updates are only
applied when fully completed. ...
master: [peppy] New update system support on client-side. Patching is not yet fully handled. ...
master: [peppy] Build osu!common for helper apps. ...
master: [peppy] Beginnings of refactoring client-side update code. ...
master: [peppy] Rename update stream -> release stream. ...
master: [peppy] Remove useless bss project. ...
master: [peppy] Remove updater. ...
master: [peppy] Write all config elements which contain an underscore to global
configuration. ...
[MillhioreF] Fix replays not exporting properly from song select. (fixes /t/233694) ...
[RBRat3] Update supporter pippi graphic to be animated. ...
Aug 16, 2014
[peppy] Check several times before disabling a mirror. ...
Aug 15, 2014
[peppy] Fix pippi images not loading (but remove animation for now). ...
[peppy] Add new pippi heart graphic on support awareness page. ...
[peppy] Skins without configuration files will default to latest skinning version. ...
[Nyquill] Make JumpTo button a toggle. ...
[peppy] Remove mapper ranking (quite irrelevant). ...

[peppy] Remove mod ranking. ...

Aug 14, 2014

[peppy] Fix osu!mania bar lines not displaying at some resolutions. ...

Aug 13, 2014

[peppy] Fix recent rank increase icons not displaying at all. ...

[peppy] Allow uploading files to new upload system which haven't been seen before. ...

[peppy] Add zip support for new update system uploads. ...

[peppy] Simplify response handling for new update system. ...

[peppy] Allow adding new files to updater that don't have file entries. ...

[peppy] Add escape condition should upgrade path be too long. ...

[peppy] Add updater action to retrieve latest osu!.exe. ...

Aug 12, 2014

[peppy] Fix positioning of warning arrows for widescreen resolutions. ...

[smoogipooo] Show warning arrows regardless of whether the interface is disabled with Shift+Tab. ...

Editor: [peppy] Restore bookmark keys to ctrl-left/right. ...

[peppy] Add profile badge for NAT 2014. ...

Aug 11, 2014

[smoogipooo] Fix interface blinking when enabled on skippable maps. (fixes /t/233555) ...

[smoogipooo] Fix interface fading in and out really quickly when interface is enabled in song outro. (fixes /t/233555) ...

Aug 11, 2014

[peppy] Localisation updates. ...

[MillhioreF] Show unknown flag instead of broken image on invalid country pages. ...

[MillhioreF] Update certain small flags to more recent designs. ...

[MillhioreF] Update small anonymous flag graphic (clearer border). ...

[peppy] Change the way username lookups happen (centralise functionality between profiles and API). Resolves peppy/osu-api#68. ...

Aug 10, 2014

[peppy] Don't store searches which have zero results. ...

[smoogipooo] Fix rank not being shown if interface is enabled in breaks. ...

[RBRat3] Set mania default animation playback 60fps. ...

[RBRat3] Flip mania stage light png animation logic. ...

[RBRat3] Change mania stage light animation behavior. ...

[RBRat3] Mania stages alignments. ...

[RBRat3] Adjust mania column lines. ...

[RBRat3] Align mania stages L & R to key edges. ...

[Tom94] Improve random selection behavior, allow shift+clicks to undo. ...

[peppy] Revert window border handling changes to solve regressions. ...

[smoogipooo] Fix mania multiplayer score being rounded off wrongly (doesn't affect rankings). ...

[smoogipooo] Fix hitobjects not appearing when interface is disabled. (fixes /t/232333) ...

[MillhioreF] Fix metadata changes sometimes reverting when opening AiMod. ...

Aug 8, 2014

[peppy] Add s3 reverse proxy for new release system. ...

Aug 7, 2014

[peppy] Fixes for patching support in new update system. ...

[peppy] Server-side improvements to new update system. ...

Aug 6, 2014

[peppy] Initial fixes for update upload support. ...

[peppy] Update wiki module. ...

[peppy] Fix window border issues when entering editor mode. ...

[MillhioreF] Don't allow arrow key note movements in the Taiko editor. ...

[MillhioreF] Rebind note movement keys to Ctrl+Arrows to minimize scroll conflict. (fixes /t/228984) ...

[Tom94] (+) Undo a random beatmap selection by pressing Shift+F2. ...

[MillhioreF] Fix AiMod displaying false positives on certain metadata fields. (fixes /t/232049) ...

[peppy] Server-side release stream handling code (upload and retrieve). ...

Aug 5, 2014

[peppy] Don't show ranking information in breaks if interface is disabled. ...

master: [MillhioreF] Fix uploading new difficulties sometimes displaying as a new upload. (fixes /t/231399) ...

master: [Tom94] Decrease scrolling deceleration by a half. ...

master: [Tom94] Make options menu bounce when opened for the first time to demonstrate scrolling capabilities. ...

[smoogipooo] Fix borders appearing in editor mode. (fixes /t/231754) ...

[peppy] Localisation updates. ...

[smoogipooo] Add an option to disable auto-/np. ...

[smoogipooo] Make auto-np send "playing" instead of "listening to" message. ...

[smoogipooo] Make TextBoxes respect multiple lines. (fixes /t/229650) ...

[Tom94] Fix random select not properly selecting a beatmap if it is part of the previously selected set. (fixes /t/231549) ...

[Tom94] Fix random select brightening beatmap panels incorrectly. ...

[MillhioreF] Fix slider length not updating correctly when converting from curve slider to bezier. ...

Aug 4, 2014

[peppy] Toggle in-game interface using shift-tab. ...

[peppy] Reimplement duplicate payment handling to conform to xsolla standards. ...

[peppy] Update git callback to handle osu-web-10 repo. ...

[peppy] Fix supporter emails containing incorrect arguments. ...

[peppy] Fix colour score meter not showing misses. (fixes /t/229177) ...

Aug 3, 2014

[peppy] Fix download location of localisation files. (fixes /t/229186) ...

[Tom94] Fix stars in song select sometimes updating instantly when they should be animated. ...

[Tom94] Fix stars not always updating correctly when mods are changed in a multiplayer match. (fixes /t/219000) ...

[Tom94] Fix stars being scaled incorrectly in some cases when using new-style skins. ...

Aug 3, 2014

[Nyquill] Fix random not ever going to the last song in JumpTo ...

[Tom94] Fix search displaying "Searching..." in song select when the chat is opened and closed. (fixes /t/230209) ...

[Tom94] Automatically scroll to own score if it is in the list in song select. ...

[Tom94] Overhaul scollable areas to use physically correct velocity simulations. (fixes /t/230294) ...

Aug 2, 2014

[MillhioreF] Fix grid size 2 and 3 being switched in the selection menu. ...

[smoogipooo] Fix a weird box showing in chat when using the new Ctrl+Backspace. (fixes /t/230251) ...

[smoogipooo] Fix osu!direct download list being unclickable in song select. (fixes /t/226890) ...

Aug 1, 2014

[TheVileOne] Fix decimals showing in Stack Leniency and circle size trackbar in Mania. (fixes /t/227413) ...

[TheVileOne] Fix circle size resetting upon tab change. (fixes /t/229847) ...

[TheVileOne] Make all Sample Import buttons the same size. ...

[smoogipooo] Fix osu!Direct continuously adding maps already added in the list. (fixes /t/195090) ...

Jul 31, 2014

master: [peppy] Move slack ranking output to #lounge. ...

[smoogipooo] Restore functionality to the skip button in test mode. (fixes /t/228941) ...

[TheVileOne] Fix sample update not detecting slider end samples correctly. (fixes /t/230424) ...

[Tom94] Fix star difficulty in song select not updating correctly in rare cases. (fixes /t/230252) ...

Jul 30, 2014

[peppy] Fix scrollable areas now being "throwable". ...

[peppy] Add warnings about sharing API keys / IRC keys. ...

[peppy] Automatically update cloudflare DNS when an update mirror becomes unavailable. ...

[smoogipooo] Disallow sending messages when all chat tabs are closed. ...

[Tom94] Make all resolutions supported by the graphics device selectable in options. ...

Jul 29, 2014

[peppy] Localisation updates. ...

[peppy] Fix new build notifications not showing correctly. ...

master: [RBRat3] Remove unused resources. ...

master: [RBRat3] Replace ranking winner xnb. ...

master: [RBRat3] Update lobby project file. ...

master: [RBRat3] Redo editor layout project file. ...

master: [RBRat3] Remove unused checkbox resource. ...

master: [RBRat3] Minor editor top menu adjustment. ...

master: [RBRat3] Remove useless commented line. ...

master: [RBRat3] Remove no longer needed resources. ...

master: [RBRat3] Update taiko project files. ...

[TheVileOne] Fix max values not appearing in taiko test mode. (fixes /t/111817) ...

[smoogipooo] Fix bookmarks set in test mode not saving correctly. (fixes /t/229865) ...

[peppy] Automatically disable mirrors if the zip executable is missing from server. ...
Jul 28, 2014
[MillhioreF] Limit video offset bar to more sane values. ...
[MillhioreF] Allow fine-tuning video offset by pressing the arrow keys. (completes /t/228452) ...
master: [peppy] Bundle beatmap contest #5 map with installer. ...
master: [peppy] Fix mimetype of API return. Resolves peppy/osu-api#66. ...
[TheVileOne] Disable items that have no function when no objects are selected. ...
[TheVileOne] Renamed default editor menu item names to reflect their intended purpose. ...
[Tom94] Fix dragging the score list also drags the beatmap panels in song select. (fixes /t/189532) ...
[smoogipooo] Fix bookmarks placed in editor test mode not being saved. (fixes /t/228682) ...
[Tom94] Fix beatmap panels disappearing in song select under rare circumstances. (fixes /t/229094) ...
[Tom94] Fix search not updating when removing beatmaps in song select. ...
[Tom94] Fix unintended behavior when removing the only results of a search in song select. (fixes /t/229150) ...
Jul 26, 2014
[peppy] Localisation updates. ...
Jul 25, 2014
web: [peppy] Add CWC2014 badge. ...
[MillhioreF] Fix widescreen masking border not flipping correctly. (fixes /t/191659) ...
[MillhioreF] Fix autopilot giving back control at the end of the map prematurely. (fixes /t/153822) ...
...
[Tom94] Improve behavior of Ctrl+Backspace. (fixes /t/219698) ...
Jul 25, 2014
[Tom94] Remember the last expanded group when leaving song select. (fixes /t/128341) ...
[smoogipooo] Fix BMS Converter failing on every BMS/BME map. (fixes /t/220630) ...
Jul 24, 2014
[peppy] New option to automatically adjust cursor size depending on map's CS. ...
Jul 23, 2014
[smoogipooo] Fix changing to borderless fullscreen always moving window to the primary monitor. (fixes /t/226878) ...
[Tom94] Don't reset search when changing group mode in song select. ...
[smoogipooo] Fix Ctrl+Alt+Shift+S not reloading all sprites. (fixes /t/222647) ...
[smoogipooo] Fix cursor not loading/stuck when importing a skin while watching replays. (fixes /t/227037) ...
Jul 22, 2014
pp: [Tom94] Improve beatmap length scaling in osu! standard performance points. ...
[Tom94] Improve behavior when deleting a beatmap. A tree reload is no longer required. ...
[Tom94] Fix deleting beatmaps having unintended behavior with custom beatmap directories. ...
[Tom94] Fix rounding issues when using the equals search condition on decimal values in song select. ...
[smoogipooo] Send /np of the current map to the player's #spectator channel (supporter

benefit). (completes /t/97614) ...

[peppy] Fix online score IDs overflowing 32-bit integer space. ...

[peppy] Allow custom reasons in password reset flow. ...

[peppy] Fix chart scores not getting submitted correctly. ...

Jul 21, 2014

[peppy] Add new profile badges. ...

Jul 19, 2014

[Tom94] Improve behavior of frame-rate limiting. Large frame-rate limits are now correctly supported. ...

Jul 18, 2014

[TheVileOne] Add fade out transition to osu!Direct progress bar. ...

[TheVileOne] Fix osu!Direct refreshing search when chat is open. (fixes /t/225298) ...

Jul 17, 2014

[peppy] Update exception receiving code to use newer database connection. ...

[peppy] Remove message about punishment for false score reports. ...

Jul 16, 2014

[smoogipooo] Fix Taiko colour score meter not showing large hits. (fixes /t/151942) ...

[peppy] Disable screenshots page for now (adult content being displayed). ...

Bancho: [peppy] Send restricted status to client. ...

Bancho: [peppy] Fix incorrect cast. ...

[smoogipooo] Fix black flashing when switching game modes after alt-tab in borderless mode. ...

[Tom94] Further improve key controls in song select. (fixes /t/226156) ...

[Tom94] Improve visual behavior when opening and closing beatmap groups. ...

Jul 15, 2014

[smoogipooo] Remove constant editor beatsnap divisor/distance spacing slider drumroll. (fixes /t/226083) ...

[Tom94] Fix search in song select breaking when starting with '=', '<' or '>'. ...

API: [peppy] Allow more user best scores to be retrieved. ...

[peppy] Store all supporter replays for 1 month. ...

[smoogipooo] Fix cursor rotation resetting when entering play mode. ...

[peppy] Add account restriction header. ...

[peppy] Fix undefined index notices in mirror script. ...

[smoogipooo] Localize a lot of text inside the Beatmap Submission System. ...

Jul 14, 2014

[peppy] Increase location length on profiles. ...

[smoogipooo] Fix Catch the Beat combo counter flashing a second time after fading out. (fixes /t/225778) ...

[smoogipooo] Support 16 players with "Games with Friends" multiplayer filter. (fixes /t/215500) ...

[smoogipooo] Fix 'Reset Current Section' in editor moving the first control point before the timeline. ...

[peppy] Truncate long profile entries (interests / occupation etc.) ...

[smoogipooo] Add collection rename button. ...

[smoogipooo] Collection renaming support! (completes /t/128898) ...

Jul 13, 2014

[smoogipooo] Add back button to osu!Mania bindings dialog. ...

[smoogipooo] Remove input in options area when keybindings dialogs are open. ...

[peppy] Fix key repeat delay not working when modifier keys are involved. ...

[peppy] Replace rank-new with font awesome render. ...

Tom94/songselect_improvements: [Tom94] Make mouse clicks register even if they happen within a single frame. ...

Jul 12, 2014

[peppy] Better handle the BSS job queue to ensure difficulty calculations are completely in all cases. ...

[smoogipooo] Allow "Disable video" checkbox clicks when the skip button is active. (fixes /t/220445) ...

Jul 12, 2014

[MillhioreF] Improve behavior of grid snap when using keyboard. ...

[MillhioreF] Move selected objects in the editor with the arrow keys. (completes /t/123509) ...

[MillhioreF] Fix option slider bars not working correctly after a language change. ...

[Nyquill] Correctly play history using main menu jump to function. ...

[Tom94] Improve clicking behaviour in song select. ...

[Tom94] Drastically improve song select loading time. ...

[smoogipooo] Fix the selected tab moving under other tabs when the mouse leaves the tab area. ...

[MillhioreF] Fix maps not hiding when searches consist only of conditional modifiers. (fixes /t/223393) ...

Jul 11, 2014

[peppy] Localisation updates. ...

[Tom94] Fix changing mods potentially causing stutters when having many beatmaps. ...

[Tom94] Fix some difficulty stars disappearing when choosing certain gamemode and mods combinations. ...

[smoogipooo] Fade out slider tracks with the circles in the editor timeline. ...

[smoogipooo] Make slider tracks respect timeline bounds. ...

[Tom94] Improve responsiveness and accuracy when dragging in song select. ...

[Tom94] Perform beatmap information updates when the beatmap's submission status is unknown. ...

[Tom94] Decrease the cases beatmaps' submission status is reset. (fixes /t/220229) ...

[Tom94] Also show internally approved maps in the "Ranked" beatmap group. ...

[Tom94] Remove grouping by folders. ...

[Tom94] Don't use possibly erroneous beatmap IDs for requesting beatmap information from bancho. (fixes /t/220229) ...

[Tom94] Make various aspects of song select independent of framerate. ...

[Tom94] Huge improvements to song select performance. ...

[smoogipooo] Fix playback pausing and sound persisting when jumping to start in editor. ...

Jul 10, 2014

[peppy] Fix chat tabs behaving weirdly. ...

Nyquill/Fix_Dialog_Override: [Nyquill] Fix volume override not working in dialogs. ...
[peppy] Fix falsely reported errors when purging files from mirrors which don't exist yet. ...
[TheVileOne] Fix rounding error causing imperfect stacking. (fixes /t/223951) ...
[TheVileOne] Fix beatmap importing failing when beatmap path is too long. (fixes /t/145069) ...
[MillhioreF] Fix notification messages showing up all at once after unminimizing osu!. (fixes /t/220934) ...
[MillhioreF] Fix hitobjects drifting when shaken excessively. (fixes /t/220882) ...

Jul 9, 2014

[TheVileOne] Fix sliders not undoing correctly before they are fully placed. (fixes /t/221600) ...
[Nyquill] Permanently make music control visible on JumpTo ...
master: [Nyquill] Push play history on song select instead of dialog close. ...
master: [Nyquill] Only update scroll position if selected item goes out of screen. ...
master: [Nyquill] Fix silliness of conflicting keysets. ...
master: [Nyquill] Allow keyboard input for JumpTo ...
master: [Nyquill] Fix last item bounds for jumpto in search, double song push. ...
[TheVileOne] Fix osu!Direct not resetting to default query when search is empty. ...
[TheVileOne] Fix elements appearing over search in osu!Direct. ...

Jul 8, 2014

[MillhioreF] Fix arrow keys doing nothing on metadata info. (fixes /t/223834) ...

Jul 2, 2014

[TheVileOne] Close Sample Import dialog when leaving Editor window. ...
[MillhioreF] Fix ranking letter not always updating properly on unranked maps. (fixes /t/221959) ...

Jun 30, 2014

[peppy] Hide performance graph when user is too new to have valid history. ...
[peppy] Only show pp change message on own profile. Change colour slightly. ...
[Tom94] Add text in profile indicating when a pp re-calculation as a consequence of an algorithm change is performed. ...

Jun 29, 2014

[TheVileOne] Show correct taiko color on placement objects. ...
[TheVileOne] Fix possible crash when undoing timing points. ...
[Tom94] Further improve performance graph scaling. ...
BSS: [peppy] Add logging. Re-retrieve files on potential corruption. ...
[peppy] Revert "Make performance graphs have a logarithmic scale and better interpolation." ...
[peppy] php.fmt testing. ...

Jun 29, 2014

pp: [Tom94] Add a bonus of 10% pp for Hidden in Taiko. ...
pp: [Tom94] Slightly reduce value of aim and slightly increase value of accuracy in osu! standard. ...
[Tom94] Make performance graphs have a logarithmic scale and better interpolation. ...
master: [Tom94] Fix various weird things happening when changing sort mode in song select. (fixes /t/221317) ...

Jun 28, 2014

[peppy] Fix cursor remaining in an expanded state when switching between some skins. (fixes /t/219898) ...

TheVileOne/fix_typo: [TheVileOne] Another typo. ...

[peppy] Fix some effect sounds playing when effect volume is set to zero. (fixes /t/220832) ...

[peppy] Restore song volume for now. (fixes /t/220943) ...

[peppy] Fix fade out speed when outro is not played (public releases). ...

Nyquill/JumpTo_Item_Offset: [Nyquill] Fix JumpTo dialog having an incorrect y offset. ...

[TheVileOne] Fix undo states not setting when moving objects. (fixes /t/220833) ...

Jun 27, 2014

master: [Tom94] Fix lazy beatmap tree item initialization causing erroneous draw depths. ...

[peppy] Add a supporter awareness screen which displays on excessive downloads. ...

[peppy] Fix main menu cookie freaking out at lower frame-rates. ...

[peppy] Fix missing sprite at match setup screen. ...

[peppy] Fix horrible deploy bug. ...

[TheVileOne] Editor: Fix slider bodies changing colors when changing gamemode. (fixes /t/106364) ...

[TheVileOne] Editor: Fix reverse colors affecting skinned reverse arrows. (fixes /t/219942) ...

[peppy] Fix volume applied to samples played as streams. ...

master: [peppy] Add toggles for osu! theme music and voice. ...

[peppy] Fix alignment of osu!direct button. ...

master: [peppy] Allow samples to be played as streams; use this to add fft for reverse piano intro again. ...

master: [peppy] Improve welcome bgm offset. ...

[peppy] Localisation updates. ...

Zzz: [peppy] zzz: Fix Nyquill changing line endings on files and adding silly localisations. ...

master: [peppy] Clean up jump to code/structure. ...

[Nyquill] New Jump To dialog box! ...

master: [Nyquill] Reverse the order of sorting to be correct. ...

master: [Nyquill] Sort by most recently played. ...

master: [Nyquill] Limit max displayable items. Display how many results are showing. ...

master: [Nyquill] Improve checking of selected items. ...

master: [Nyquill] Optimizations and localization ...

master: [Nyquill] Bump bottom bounds up a bit. ...

master: [Nyquill] Revert "(*)Fix notifications in dialogs causing unwated chat toggle." ...

master: [Nyquill] Fix notifications in dialogs causing unwated chat toggle. ...

master: [Nyquill] New JumpTo window. Allow filtering by collections. ...

master: [peppy] Initial structure. ...

[peppy] Fix beatmap panels disappearing when switching between HD and non-HD. (fixes /t/220271) ...

Jun 26, 2014

master: [Tom94] Floor to the next lowest second when sorting songs by length. (fixes /t/209411) ...

[Tom94] Return to currently selected beatmap when changing search filter. ...

[peppy] Tighten menu osu! cookie movement and transitions. ...

master: [peppy] Fix inability to exit skin selection. ...
master: [peppy] Add welcome text sprite. ...
master: [peppy] Embed welcome jingle. ...
master: [peppy] Choose random song on entering song select (should the theme be playing). ...
master: [peppy] Fix stream disposal. ...
master: [peppy] Support loading osz2 files purely from streams. ...
[Tom94] Stop resetting search when changing sort mode. ...
[Tom94] Fix panels incorrectly changing colour when using the arrow keys to navigate. ...
master: [Tom94] Fix "other" group not populating in certain group modes. ...

Jun 26, 2014

master: [Tom94] Update group counts when resetting search. ...
master: [Tom94] Return to selected beatmap when changing sort mode and improve hover return behaviour in general. ...
master: [Tom94] Always reset search when changing group mode. ...
master: [peppy] Move initialisation of main menu elements to after startup animation finishes playing. ...
master: [peppy] Fix white flash on initial startup. ...
master: [peppy] Block repeated mode changes when one is already queued. ...
master: [peppy] Fade cursor in and out. ...
master: [peppy] Don't start heartbeating until beat 16 of beatmap. ...
master: [peppy] initial changes. ...

Jun 25, 2014

Tom94/general_improvements: [Tom94] Disallow relative selection changes while using the random beatmap functionality. (fixes /t/220292) ...
Tom94/general_improvements: [Tom94] Update star display and beatmap details in song select when "Reset All Mods" is pressed. (fixes /t/220439) ...
Tom94/general_improvements: [Tom94] Delay hovering over a beatmap tree item until it has fully appeared. ...
master: [Tom94] Improve hover behaviour in song select. ...
master: [Tom94] Fix draw order getting messed up by sorting in song select. ...

Jun 24, 2014

[peppy] Make fps display more visible on resolutions below 1024x768. ...
[Tom94] Improve beatmap difficulty display in song selection details. ...
[Tom94] Sort selected beatmap set in real-time. ...
[TheVileOne] Editor: Fix undo states not setting when adding/removing breaks. ...
[TheVileOne] Editor: Fix breaks not removing when objects before it are deleted. ...
[TheVileOne] Editor: Fix state not being set when a slider is placed. ...
[TheVileOne] Editor: Attempt to improve Undo state triggers. ...
[Tom94] Further song select performance improvements. ...
Tom94/general_improvements: [Tom94] Improve sorting behaviour in song selection. ...
Tom94/general_improvements: [Tom94] Reflect changes to CS, HP, AR and OD when choosing HardRock or Easy in song selection. (completes /t/191030) ...
[Tom94] Slightly increase the recommended difficulty in the beatmap listing. ...
[Tom94] Fix sorting by difficulty not working when selecting "Ranked (Unplayed)" or "Ranked

(Played)" in the beatmap listing. ...

[peppy] Allow DLL patches to stick around for longer. ...

[peppy] Fix scroll anchors scrolling short when many images are in a thread. ...

[peppy] Fix re-linking forum images. ...

[peppy] Huge improvements to FPS display. ...

Jun 23, 2014

[peppy] Fix incorrect FPS display on unlimited during gameplay. (fixes /t/219841) ...

[peppy] Slight improvements to changelog layout. ...

[peppy] Fix button ghosting on menu items. ...

[peppy] Fix bottom-most beatmap's rank not showing correctly in collections. (fixes /t/219332) ...

[peppy] Sort collections alphabetically. ...

[peppy] Fix mania key mod not showing selected key at song select. (fixes /t/219697) ...

[peppy] Use sprite font for displaying fps (avoid GDI text render). ...

[peppy] Improve alignment of text in mod select dialog when running widescreen. ...

[peppy] Localisation updates. ...

[peppy] Add button to options menu to open current skin folder. ...

better-aural-experience: [peppy] Subdue sliderbar sound slightly. ...

better-aural-experience: [peppy] Add sliderbar sound effects. ...

[TheVileOne] Fix Select not setting when timeline object is selected. (fixes /t/219745) ...

[TheVileOne] Fix time signature not updating due to inherited sections. ...

[TheVileOne] Fix incorrect time signature displaying in menu. ...

[Tom94] Fix beatmap listing pagination not working with recommended difficulty. (fixes /t/217763) ...

[TheVileOne] Allow slider points to be placed outside of grid. ...

[TheVileOne] Apply arrow color changes to timeline. ...

[peppy] Improvements to main menu button animations. ...

[peppy] Grammatical fix. ...

Jun 23, 2014

[peppy] Fix buttons being clickable beneath chat. (fixes /t/219429) ...

[peppy] Add ability to adjust cursor size. ...

[peppy] Fix new fruit catcher animations being too fast. (fixes /t/219720) ...

Jun 22, 2014

better-aural-experience: [peppy] Adjust menu button movement a touch. ...

better-aural-experience: [peppy] Clean up deprecated resources from project. ...

better-aural-experience: [peppy] Add first version of new interface sounds. ...

better-aural-experience: [peppy] Add checkbox sounds, short clicks. ...

better-aural-experience: [peppy] wip whoosh engine. ...

better-aural-experience: [peppy] More clicking and flashing. ...

Jun 21, 2014

[peppy] Mirror tablet drivers locally. ...

[peppy] Fix score database possibly saying it is corrupted after update. ...

[peppy] Add new CtB comboburst and catcher (thanks to Daru and ztrot). ...

[peppy] Fix black screens experienced by some users. ...

[peppy] Localisation updates. ...
[RBRat3] New editor kiai indicator. ...
[RBRat3] Vertically center timing window option entries. ...
[peppy] Change range for art contest. ...
[peppy] Fix osu! window not de-focusing correctly when loading URLs. (fixes /t/219005) ...
[peppy] Fix click order in options menu. ...
[MillhioreF] Fix osu!direct tab hover effect sometimes appearing for non-supporters. (fixes /t/217019) ...
[TheVileOne] Fix editor crashes. (fixes /t/219052) ...

Jun 20, 2014

[peppy] Fix issues running osu! under wine. ...
master: [peppy] Revert "(*) Fix various crashes regarding texture loading during D3DDevice resets and as a consequence make fullscreen a lot more stable." ...
master: [peppy] Revert "(*) Fix OpenGL deadlocking on graphics load." ...
master: [peppy] Revert "(*) Fix crash when alt-tabbing out of song selection." ...
master: [peppy] Revert "(*) Fix various crashes regarding texture loading during D3DDevice resets and as a consequence make fullscreen a lot more stable." ...
master: [peppy] fixing wine ...
[peppy] Update error page with new pippi art. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix unclickable beatmap panels in multiplayer. (fixes /t/217839) ...
master: [peppy] Fix crash when searching for a beatmap and deleting it. (fixes /t/218549) ...
[peppy] More improvements to commit message suggestions. ...
web: [peppy] Fix "This map being not available for online ranking" error. (fixes /t/218643) ...
web: [peppy] Apply grammatical corrections to forum topics when creating automatic commit messages. ...
[peppy] Simplify git callback includes. ...
[peppy] Add proper timestamp checking to mirrors. ...
[peppy] Fix not being able to download beatmaps named with a certain character. (fixes /t/218895) ...
[peppy] Centralise mirroring include code. Handle cases where mirrors are offline and not purging new submissions. Make sure update script is running only once. ...
[peppy] Fix checksum creation when beatmapSetId is present but we aren't downloading. ...
[peppy] Sanity fixes for mirror code. Timeout faster. ...
master: [peppy] Add header to configuration files. ...
[peppy] Fix mirror update message stating wrong version. ...

Jun 19, 2014

[peppy] Better handle mirror code version changes. ...
[peppy] Complete mirror automation. ...
master: [TheVileOne] Add ability to undo timing changes. ...
TheVileOne/fix_timing_undo: [TheVileOne] Restore Select state change. ...
TheVileOne/fix_timing_undo: [TheVileOne] Fix per object samplesets not being affected by Undo states. ...
TheVileOne/fix_timing_undo: [TheVileOne] Fix list being created twice when cloned. ...

TheVileOne/fix_timing_undo: [TheVileOne] Timing changes can be undone via timing tab. ...

TheVileOne/fix_timing_undo: [TheVileOne] Cleaned up undo state method. ...

Jun 19, 2014

TheVileOne/fix_timing_undo: [TheVileOne] UpdatePendingTimingChanges is now UpdatePendingChanges. ...

TheVileOne/fix_timing_undo: [TheVileOne] Throw exception when internal arrays are null. ...

TheVileOne/fix_timing_undo: [TheVileOne] Better state handling within Timing Setup panel. ...

TheVileOne/fix_timing_undo: [TheVileOne] Changes can be undone through Timing Setup. ...

TheVileOne/fix_timing_undo: [TheVileOne] Fix wrong check. ...

TheVileOne/fix_timing_undo: [TheVileOne] Cleaned up timing state code. ...

TheVileOne/fix_timing_undo: [TheVileOne] [+]Add control point support to Undo/Redo states. ...

TheVileOne/fix_timing_undo: [TheVileOne] Target correct ControlPoint list. ...

TheVileOne/fix_timing_undo: [TheVileOne] Clone method for ControlPoint lists added. ...

TheVileOne/fix_timing_undo: [TheVileOne] Initial preparation for Undo support for timing points. ...

...

TheVileOne/fix_timing_undo: [TheVileOne] Display Preview Point on upper timeline. ...

master: [peppy] Adjust layout of Song Setup > Difficulty and remove redundant star display. ...

master: [Tom94] Only allow for decimal difficulty settings while shift is held down. ...

Jun 18, 2014

[peppy] Remove download limitations for all users. ...

[Tom94] Prioritize newer beatmaps when recommending them in the beatmap listing. ...

master: [RBRat3] Update many editor graphics. ...

[peppy] Fix large maps failing download with new mirror code. ...

Jun 17, 2014

master: [peppy] Switch ranking mode when supporter tag expires. (fixes /t/218247) ...

[peppy] Fix foes being treated as friends. (fixes /t/218239) ...

rbrat3/cleanup_cesources: [RBRat3] Remove some editor resources. ...

rbrat3/cleanup_cesources: [TheVileOne] Fix dirty status not being applied to Preview Point resnap. ...

rbrat3/cleanup_cesources: [TheVileOne] Fix dirty status not updating when removing timing lines. (fixes /t/102200) ...

master: [Nyquill] Fix regression of osu!mania key config. (fixes /t/197269) ...

rbrat3/cleanup_cesources: [RBRat3] Replace timeline timing info xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Replace editor timing manual xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Replace editor beat selector bg xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Remove unused editor xnbs. ...

rbrat3/cleanup_cesources: [RBRat3] Replace menu-flash xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Replace volume-bg-effect xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Replace lobby-avatar xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Remove unused xnbs. ...

rbrat3/cleanup_cesources: [RBRat3] Remove topmenu-text xnb. ...

rbrat3/cleanup_cesources: [RBRat3] Remove sliderpoint 10 & 30 xnbs. ...

master: [peppy] Fix scoreboard alignment and hp colour changing in multiplayer. ...

[peppy] Fix voting regression. ...

[peppy] Update art contest voting for new contest. ...

[peppy] Fix URL encoding in new mirror setup. ...

Jun 16, 2014

[peppy] Add new mirror support. Huge improvements to distribution upload speed. ...

API: [peppy] Add get_user_recent. closes peppy/osu-api#57 ...

[peppy] Fix drags becoming clicks. ...

master: [Tom94] Fix beatmap panel acting weird in multiplayer match setup. ...

master: [Tom94] Fix various crashes regarding texture loading during D3DDevice resets and as a consequence make fullscreen a lot more stable. ...

master: [Tom94] Fix crash when alt-tabbing out of song selection. ...

Jun 15, 2014

master: [peppy] Fix issues selecting maps after using random at song select. ...

master: [peppy] Fix fullscreen crashes. (fixes /t/217665) ...

[peppy] Deprecate builds with few users. ...

master: [peppy] Change draw order of osu!direct (will always draw below user panels). ...

Tournament: [peppy] Allow tournament spectating with teamsize of 1. ...

master: [TheVileOne] Fix dragging selecting editor options. ...

master: [peppy] Fix effect stars not appearing correctly at song select. ...

Jun 15, 2014

master: [peppy] Default sort modes also when selecting tabs at song select. ...

rbrat3/resource_cleanup: [RBRat3] Remove worldmap xnb resources. ...

rbrat3/resource_cleanup: [RBRat3] Fix taiko resource typo. ...

master: [RBRat3] Add new user map graphic. ...

rbrat3/resource_cleanup: [RBRat3] Remove unused taiko resources. ...

rbrat3/resource_cleanup: [RBRat3] Replace levelbar resources. ...

rbrat3/resource_cleanup: [RBRat3] Remove unused CTB catcher resources. ...

master: [peppy] Huge song select refactoring. ...

[Tom94] Add the ability to include converted beatmaps in the beatmap listing. ...

[peppy] Update BSS to support decimal difficulty settings. ...

Jun 14, 2014

master: [peppy] Fix osu!direct input regressions. ...

master: [Tom94] Don't show beatmap's difficulty name when neither expanded nor a single item. ...

master: [peppy] Fix dropdown not selecting correctly on user panels display. ...

master: [peppy] Fix dropdown animations. ...

master: [peppy] Fix incorrect star display when searching while sorting by difficulty. ...

master: [Tom94] Fix secondary difficulty sorting being scrambled when sorting by date. (fixes /t/217164) ...

master: [Tom94] Make sort by artist secondarily sort by title. (fixes /t/216597) ...

Tom94/general_improvements: [Tom94] Enforce beatmaps to always have a valid gamemode and remove previous external safety checks. ...

master: [Tom94] Fix group by mode breaking with beatmaps which do not have a valid gamemode. ...

[Tom94] Add beatmap recommendation option to the beatmap listing. ...
master: [Nyquill] Fix editor not loading objects. (fixes /t/217080) ...
master: [Tom94] Fix beatmaps with a difficulty between x.25 and x.50 not showing up when grouping by difficulty. ...
Jun 13, 2014
master: [peppy] Fix channel dialog. ...
master: [peppy] Fix ranking screen issues. ...
master: [TheVileOne] Fix clicking outside of grid placing objects. ...
master: [peppy] Make panels slightly more opaque. ...
TheVileOne/fix_object_bounds: [TheVileOne] Small editor optimization. ...
TheVileOne/fix_object_bounds: [TheVileOne] Fix objects not placing correctly when near edge of game field. ...
TheVileOne/fix_object_bounds: [TheVileOne] Fix objects appearing when out of game field. ...
TheVileOne/fix_object_bounds: [TheVileOne] Better handle editor interaction outside of game field. ...
master: [peppy] Choose sane defaults for sort mode when group mode is changed. ...
master: [peppy] Show single difficulties in non-selected colour when not selected. ...
Tom94/general_improvements: [Tom94] Fix updating beatmaps potentially writing a star difficulty of -1 into the beatmap's thread. ...
master: [peppy] Fix crazy particles on first hitburst. ...
master: [peppy] Fix overlap of dropdowns at song select on some localisations. (fixes /t/215983) ...
master: [peppy] Search after switching tabs. ...
master: [peppy] Fix crash when right-clicking a collection. ...
master: [peppy] Fix osu!direct background colour issues. ...
master: [Tom94] Fix spectating not working in osu!mania. (fixes /t/216118) ...
master: [Tom94] Fix HardRock and Easy affecting the display size of Taiko hit objects. ...
master: [peppy] Localisation updates. ...
master: [Tom94] Optimize song select's searching performance. ...
master: [Tom94] Allow decimal numbers when searching for beatmaps and add the keywords "star" and "stars" to query star difficulty. ...
master: [Tom94] Allow for decimal beatmap difficulty settings (such as AR9.5). ...
Jun 12, 2014
[peppy] send mail faster. ...
master: [TheVileOne] Fix short breaks causing weird behavior. (fixes /t/113835) ...
master: [Tasha] Fix for non analog controllers. ...
master: [MillhioreF] Localise recently added strings. ...
[peppy] Fix performance graph glitches near the update time. (fixes /t/210981) ...
Jun 11, 2014
master: [peppy] Fix crash when using random select. ...
Jun 11, 2014
[peppy] Minor sprite draw optimisation. ...
master: [peppy] Improve performance of particle systems. ...
master: [peppy] Fix searching when randomizing not performing search. (fixes /t/215824) ...

master: [peppy] Don't restore position after changing grouping mode. (fixes /t/216463) ...

master: [peppy] Localisation updates. ...

master: [peppy] Add option to disable song select thumbnails. ...

master: [peppy] Fix different sets of same song not showing up in song select. (fixes /t/216315) ...

master: [peppy] Fix shader support breaking on some PCs. (fixes /t/216212) ...

master: [TheVileOne] Editor: Retain hitsound data when slider repeats are changed. ...

master: [Tasha] Attempt to fix analog not being detected while not breaking fix to (fixes /t/214306) ...

master: [TheVileOne] Editor: Fix angle snap triggering outside of grid. ...

master: [TheVileOne] Editor: Fix adding breaks not triggering a save. ...

master: [Tom94] Fix osu!mania scrolling speed adjustments not working in multiplayer match setup. (fixes /t/216431) ...

Tom94/general_improvements: [Tom94] Compute beatmap difficulty before uploading it for correct display. ...

Tom94/general_improvements: [Tom94] Improve general behaviour of beatmap difficulty calculation ...

[Tom94] Fix sorting by difficulty not working when a playmode is specified. ...

[Tom94] Fix ordering beatmap sets ascendingly by difficulty not considering the smallest difficulty within the set. ...

Jun 10, 2014

master: [Tom94] Improve prioritization of background beatmap difficulty computation. ...

master: [Tom94] Compute the difficulty of all beatmaps during song select regardless of the beatmap tree. ...

master: [Tom94] Fix grouping by difficulty only reaching a maximum of 5 stars. ...

master: [Tom94] Improve efficiency of storing difficulty values to the local database. ...

[Tom94] Restore the appropriate difficulty icons for beatmap listing. ...

Tom94/general_improvements: [peppy] Improve animation for star appearing. ...

Tom94/general_improvements: [Tom94] Quicken new-style star display's animation and always perform rotation when appearing initially. ...

Tom94/general_improvements: [Tom94] Improve and simplify the star difficulty display transitions for old-style skins. ...

master: [Tom94] Stop displaying star difficulty in the Editor's File -> Open Difficulty dialog. ...

[Tom94] Allow up to 10 stars to be shown in beatmap listings instead of 5. ...

[peppy] Add -d flag for difffcalc. ...

Tom94/general_improvements: [peppy] Fix incorrect length calculations for song select after cleanup. ...

Tom94/general_improvements: [Tom94] Change x2 star scaling to x1.5. ...

Jun 9, 2014

master: [peppy] Fix lobby game backgrounds not tinting correctly after hover. ...

master: [Tom94] Adjust new star difficulty to provide a more balanced display. ...

master: [Tom94] Only expand MatchSetup's BeatmapTreeItem if the map is already downloaded. ...

master: [Tom94] Fix potential crash when choosing to map for osu!mania in the editor's song

setup. ...

master: [Tom94] Fix song thumbnail being off by a quarter of a pixel. ...

master: [Tom94] Increase granularity of group-by-difficulty to 0.5 stars steps and show beatmaps with more than 5 stars. ...

master: [Tom94] Fall back to old stars for grouping by difficulty if new stars have not been computed yet. ...

master: [Tom94] Make saving a beatmap in the editor re-compute its star difficulty for all gamemodes. ...

master: [Tom94] Make updating a beatmap re-compute its star difficulty for all gamemodes. ...

master: [peppy] Huge revamp of song selection internals. Search now works in group modes. ...

Tom94/new_star_rating: [Tom94] Fix osu!mania editor crashing when loading a beatmap. ...

Tom94/new_star_rating: [Tom94] Restore functionality of the osu!mania binding wizard. ...

Tom94/new_star_rating: [Tom94] Fix crash when using the osu!mania binding wizard. ...

Tom94/new_star_rating: [Tom94] Remove wrong change in Height of the spinner metre's texture. ...

master: [Tom94] New beatmap star difficulty is now supported in-game! ...

Tom94/new_star_rating: [Tom94] Clamp the width and height of sprites' drawing rectangles to sensible values. ...

[peppy] Allow full URLs for changelog entries. ...

master: [peppy] Don't expand maps with only one difficulty by default. ...

master: [peppy] Fix position being lost at song select when searching. ...

master: [peppy] Adjust alignment of sort/group text by one pixel. ...

Jun 9, 2014

master: [peppy] Localisation updates. ...

master: [peppy] Rank Achieved -> By Rank Achieved. ...

master: [TheVileOne] Disallow zero length Spinners. ...

master: [TheVileOne] Fix spinners flickering in editor. ...

Tom94/new_star_rating: [Tom94] Let difficulty stars' draw width be updated without animation while they are not visible. ...

master: [Tom94] Prevent selected beatmap from losing its color when adjusting the search test without changing the search result. ...

master: [Tom94] Fix Taiko HitCircles flying to the HP bar being rendered below the mascot. ...

master: [Tom94] Fix selected BeatmapTreeltem's background's color becoming blue when UpdateList is called. ...

master: [Tom94] Return a star difficulty of 0 for maps with wrong gamemode. (fixes /t/215165) ...

master: [Tom94] Prevent 0-length spinners from entering an endless loop in Catch the Beat conversion. ...

Jun 8, 2014

master: [TheVileOne] Further improvements to auto stack detection. ...

master: [TheVileOne] Allow auto stacking for already placed notes. ...

master: [peppy] Rename "Date Created" to "Date Added" ...

master: [peppy] Fix song select colour coding. ...

master: [peppy] Align group/sort titles to better allow for localisation. ...
[peppy] Localisation updates. ...
master: [peppy] Remove selection options (functionality now available in group modes). ...
master: [peppy] Improvements to group/sort layout at song select. Localisation support too! ...
master: [peppy] Fix race condition when fading in information on selected beatmap panels. ...
master: [peppy] Fix panel active state after expanding a group/collection. ...
master: [peppy] Group beatmaps from the same set better when searching. ...
master: [peppy] Fix being unable to leave a channel from channel list after rejoining. (fixes /t/196823) ...
master: [peppy] Stop storing background dim on a per-map basis. ...
master: [peppy] Fix performance of song select screen with certain filter conditions. (fixes /t/214862) ...
[peppy] Admin function to remove avatars purges cache. ...
[peppy] Fix avatar size restrictions. (fixes /t/215421) ...
master: [peppy] Change length comparison to round to the nearest second. (fixes /t/209411) ...
master: [peppy] Adjust leniency of hover return. ...
[Tom94] Fix incorrect accuracy being shown in top ranks for gamemodes other than osu! standard. ...
master: [Tom94] Dispose BeatmapTreeManager's menu items when generating a new list of them via SortTree or deleting a beatmap. ...
master: [Tom94] Re-populate difficulty calculation task queue whenever sort or group mode is changed. ...
master: [Tom94] Fix osu!direct continuing song playback whenever closed. (fixes /t/212862) ...
master: [Tom94] Only display numerical star difficulty after it has been computed. ...
master: [Tom94] Make stars transition smoothly with old style skins. ...
[Tom94] Display mods and accuracy for best performances and top ranks. ...
Jun 7, 2014
master: [peppy] Fix wrong flashlight screen appearing after minimizing in osu!mania. (fixes /t/199927) ...
master: [peppy] Remove hover select, hover return. Sane defaults! ...
[peppy] Fix links in changelog getting trailing full-stops appended. (fixes /t/211024) ...
[peppy] Update changelog information. ...
[peppy] Update tablet information. ...
[peppy] Fix avatar limits not being correctly enforced. ...
master: [peppy] Always allow scrolling through 16 slots at match setup. (fixes /t/212899) ...
master: [peppy] Increase resolution of thumbnail images at song select when running at low resolutions. ...
Bancho: [peppy] Fix silenced info showing at user itself instead of the sender. (fixes /t/209417) ...
master: [peppy] Fix dim level tooltip not visible initially. (fixes /t/211372) ...
master: [peppy] Fix joystick infinite scrolling. (fixes /t/214306) ...
master: [peppy] Fix left fountain on main menu not using additive colour. (fixes /t/214949) ...
Tom94/new_star_rating: [Tom94] Fallback to eyup stars while not having a beatmap's difficulty computed for sorting purposes. ...

Jun 6, 2014

Tom94/new_star_rating: [Tom94] Improve performance of difficulty calculation callback. ...

Tom94/new_star_rating: [Tom94] Fix Taiko HitObjects not flying to HP bar when hit. ...

Jun 6, 2014

master: [Tom94] Stop showing beatmap rating in song select. ...

master: [Tom94] Improve size scaling of difficulty stars in new-style skins. ...

master: [Tom94] Let difficulty calculation only work of internal copies of beatmaps to avoid race conditions on beatmaps altogether. ...

master: [Tom94] Fix race-condition when processing headers of a currently selected beatmap in the background. ...

master: [Tom94] Re-calculate star difficulty after updating a beatmap. ...

master: [Tom94] Restrict background difficulty computation to song selection and prioritize currently selected beatmap set. ...

master: [Tom94] Make star difficulty in multiplayer rooms automatically calculate and adjust to selected mods. ...

master: [Tom94] Remove tons of remaining bugs and race conditions from parallel beatmap difficulty computation and polish the feature. ...

master: [Tom94] Execute difficulty calculation on background threads. ...

master: [Tom94] Make difficulty stars re-scale automatically when difficulty changes (e.g. selecting Mods). ...

master: [Tom94] Add online-retrieval functionality for beatmap difficulty. ...

master: [Tom94] Make beatmap details in song selection update in real-time when beatmap is updated. ...

master: [Tom94] Make star difficulty in song selection update in real-time when changing mods, mode or a map. ...

master: [Tom94] Reduce difficulty of ultra fast patterns in Taiko. ...

master: [Tom94] Show exact star rating next to OD, AR and CS in SongSelection. ...

master: [Tom94] Receive star difficulty information from the server via beatmap info. ...

master: [Tom94] Store beatmap difficulties to the local database. ...

master: [Tom94] Compute difficulty based on currently selected mods and always show the correct star difficulty respectively. ...

master: [Tom94] Store per PlayMode difficulty and update star difficulty display when switching PlayMode. ...

master: [peppy] Fix memory fragmentation (part 1). ...

master: [peppy] Disable osq engine. ...

master: [Tom94] Add star difficulty algorithm into the osu! client. ...

Jun 5, 2014

master: [peppy] Fix chat close buttons. ...

[peppy] Report dotnetfx propagation to datadog. ...

master: [peppy] Stop online rating from refreshing when the actual value hasn't changed. ...

master: [peppy] Fix alignment of unfocused beatmap panels which have ranks associated with them. ...

master: [peppy] Fix multiple broken button elements (hover states). ...

master: [peppy] Fade unnecessary repeated information when selecting beatmap difficulty. ...

master: [MillhioreF] Allow forcing old-style spinner by including spinner-background.png in the skin. ...

Jun 4, 2014

master: [peppy] Change load delay of expanded panels slightly. ...

master: [peppy] Fix another match setup regression. ...

master: [peppy] More skin compatibility fixes (return to using star.png, not star2.png). ...

master: [peppy] Fix map download panel text in multiplayer match setup. ...

master: [peppy] Minor improvements to new layout compatibility. ...

master: [peppy] Don't do framework check for wine users. ...

master: [peppy] Adjust font boldness and alignment to better highlight difficulties. ...

master: [peppy] Fix exact pixel positioning for sprites with float offset values. ...

master: [peppy] Improve text anti-aliasing quality. ...

Jun 3, 2014

[peppy] Localisation updates. ...

[peppy] Thumbnail realignment. ...

master: [peppy] New beatmap panel layout. Full changes require default skin or skin v2.2+. ...

master: [peppy] Click version number in options to open changelog. ...

[peppy] Update existing fx metrics to measure changes as we attempt to make people update. ...

master: [Nyquill] Fix global Background dim in Editor. (fixes /t/197602) ...

master: [Nyquill] Fix aiMod Two Timing Points at Same Time False Positive. (fixes /t/212901) ...

master: [peppy] Localisation updates. ...

master: [peppy] Add main menu notification for users with old .NET frameworks. ...

Jun 2, 2014

[peppy] Fix dotnet 4 detection issue. ...

master: [MillhioreF] Don't use windows forms for file exporting. Save to osu!\Exports instead. ...

master: [MillhioreF] Allow exporting skins as .osk files from the skin selection screen. ...

Jun 2, 2014

[peppy] Fix last.fm linking. ...

[peppy] Fix text about feature requests votes. (fixes /t/213386) ...

master: [peppy] Add .NET framework version reporting. ...

Jun 1, 2014

[Tom94] Remove required user verification for requesting beatmap difficulty. ...

[Tom94] Add web endpoint for osu! to request beatmap difficulty. ...

May 30, 2014

[peppy] Correctly log API misses. ...

May 29, 2014

master: [Tasha] Fix options not displaying all resolutions after fullscreen switch. ...

master: [peppy] 16 player multiplayer support. Improvements and fixes to come! ...

master: [Tasha] Fix mouse wheel not working when trying to scroll friend list on song select screen. ...

May 28, 2014

master: [peppy] Fix scrolling match setup players list. ...

master: [peppy] Further fixes to 16 player multiplayer. ...

master: [peppy] Bump taiko changes to skin version 2.1. ...
[peppy] Give changelog area a bit more breathing room. ...
master: [peppy] Improve lobby colour coding, add final 16 player support tweaks. ...
master: [peppy] Fix alignment of binding help for taiko drum. ...
master: [peppy] Support for skin version "latest" to always use latest version. ...
master: [peppy] Localisation updates. ...
master: [peppy] Support decimal increments to skin versions. ...
master: [RBRat3] Add new position behavior to Taiko (New skin) ...
master: [RBRat3] Add high resolution taiko playfield elements. ...
master: [peppy] Remove "Prefer new default" skin option. Click for more information. (fixes /t/212311) ...

Tournament: [peppy] General improvements. ...

May 27, 2014

[peppy] Increase tendency to preload images. ...
master: [MillhioreF] Reword graphics card error messages for clarity. ...
[peppy] Increase validity period of STS header. ...
[peppy] Add support for lazy-loading images (especially for spoiler boxes). ...
[peppy] More correctly purge phpbb sessions. ...
[peppy] Limit maximum php execution time in BSS processing to avoid run-away mono processes. ...

[peppy] Proxy all user-linked images via secure proxy. ...

May 26, 2014

[peppy] Don't create web sessions when scrobbling. ...
[peppy] Store time of shipping against store orders. ...
[peppy] Fix changelog not linking to correct user in rare cases. (fixes /t/211724) ...

May 25, 2014

API: [peppy] Add pp to get_scores. Resolves peppy/osu-api#56. ...

May 24, 2014

master: [peppy] Fix broken multiplayer. (fixes /t/210701) ...

May 23, 2014

[peppy] Remove graveyard download limitation. Increase overall download allowance. ...
master: [MillhioreF] Fix animated HP bars not loading correctly. (fixes /t/210646) ...
master: [MillhioreF] Always load spinner approach circles when present in the skin. (fixes /t/210655) ...

master: [Tasha] Fix Visual Settings displaying when window was not in focus. (fixes /t/210611) ...

master: [Nyquill] Fix map change message linger after host change. (fixes /t/210701) ...

May 22, 2014

[peppy] Update messaging for excessive registration attempts. ...
master: [peppy] Show how many players are ready on "Force start" button. ...
master: [Nyquill] Fix salad! ignores first note starting in 0 ms. (fixes /t/210314) ...
[peppy] Add more details to slack hook for web store. ...
master: [Nyquill] Fix music volume adjustment bar in Options stops working. (fixes /t/209803) ...
master: [peppy] Fix match setup information being cut off in widescreen resolutions. ...

May 20, 2014

master: [Nyquill] Fix osu!mania autoplay ignores first note at 00:00:000. (fixes /t/208642) ...
master: [Nyquill] Fix osu!mania key config saving 4k incorrectly. (fixes /t/197269) ...
master: [Nyquill] Fix tag color ignored when skin has custom slider track. (fixes /t/195187) ...
[peppy] Remove need for static email entries in git callback (use osu! account emails). ...
master: [MillhioreF] Never show approach circles on new-style spinners. ...

May 20, 2014

master: [MillhioreF] Fix scorebar-marker skinning not working. ...
master: [Ephemeral] Force osu!direct preview windows to close when starting play. ...
master: [Ephemeral] Fix inconsistencies in osu!direct music pausing. ...
master: [RBRat3] Centre mania combo counter. ...

May 19, 2014

[peppy] Automatically send store tracking emails. ...
[peppy] Fix drain length being higher than total length. (fixes /t/209957) ...
API: [peppy] Add AR OD CS and HP to get_beatmaps. Resolves peppy/osu-api#53 ...
[peppy] Display approach rate (AR) on beatmap info pages. (completes /t/90686) ...
[peppy] Set last update on beatmap upload. ...
[peppy] Add diff_approach database field and populate for new uploads. ...
API: [peppy] Add get_user_best API endpoint for getting top records of a user. ...
[peppy] Better handling of changelog categories for non-master branch. ...

May 18, 2014

Tournament: [peppy] Improve visibility of warmup overlay and now playing text. ...
Tournament: [peppy] Tighten audio sync. ...
Tournament: [peppy] Change default audio volume to 50%. ...
master: [RBRat3] Adjust the sliderball's reflection layer. ...

May 17, 2014

Tournament: [peppy] Make work for debug builds. ...
Tournament: [peppy] Colour winning score green. ...
Tournament: [peppy] Fix scores being added up incorrectly for non-standard client counts. ...
Tournament: [peppy] Fix loading not completing in some cases. ...
Tournament: [peppy] Move usernames to top-left. ...
Tournament: [peppy] Fix text alignment when flags are present. ...
Tournament: [peppy] Fix window padding. ...
web: [peppy] Remove old deploy method. ...
web: [peppy] Add web deployment script. ...

May 16, 2014

master: [Ephemeral] Fix Boss Key forces other players to wait for you in multiplayer. (fixes /t/166847) ...
[peppy] Update website header to use new Daru graphic. ...
master: [MillhioreF] Fix AiMod mania detections working incorrectly. (fixes /t/208773) ...

May 14, 2014

[peppy] Add badge for OCWT 6. ...
master: [MillhioreF] Fix ripples appearing in game modes that make the mouse invisible. (fixes /t/208745) ...

master: [MillhioreF] Fix the rightmost and bottommost lines of the editor grid not drawing on small grid sizes. ...

master: [MillhioreF] Fix osu! freaking out when importing files after using the boss key. (fixes /t/202783) ...

[peppy] Make changelog category matching more inclusive. ...

[peppy] More slack forum integration. ...

May 13, 2014

master: [peppy] Fix personal best not visible in friend ranking when spectating. (fixes /t/203094)

...

master: [peppy] Fix osu!mania hidden note aligning correctly when using HitPosition. (fixes /t/207875) ...

[peppy] Fix supporter page pending beatmap limit being incorrect. ...

master: [peppy] Remove reference to osu!Performance project from solution (no longer exists). ...

master: [peppy] Attempt to fix seemingly random crashes being experienced by some users. (fixes /t/197884) ...

rbrat3/Replace_xnbs: [RBRat3] Clean out unused /Resources sprites. ...

rbrat3/Replace_xnbs: [RBRat3] Replace ranking-dialog graphic and re-size. ...

master: [RBRat3] High resolution sprites added for ranking dialog and multiplayer skip overlay. ...

May 12, 2014

Bancho: [peppy] Fix slack report chat history formatting. ...

Bancho: [peppy] Fix username case in slack forwarding. ...

Bancho: [peppy] Bi-directional slack integration for #lounge. ...

pp: [Tom94] Give Easy mod 25% less weight in osu!mania until the difficulty algorithm can account for this better. ...

May 11, 2014

[peppy] Add support for URLs to slack support ticket integration. ...

master: [peppy] Move "skip" overlay behind rank number on user panels. ...

master: [MillhioreF] Don't allow entering play mode if no audio device is plugged in. ...

[peppy] Add db4 connection logic. ...

May 10, 2014

master: [peppy] Allow test builds to check for updates every time they reach the main menu. ...

[peppy] Fix rank filter giving partial results for non-osu! modes. (fixes /t/207738) ...

[peppy] Add ability to resolve and reply from #support. ...

master: [peppy] Fix beatmap listing difficulty sorting working incorrectly for mode-specific filters. (fixes /t/205838) ...

[peppy] Allow supporters to filter the beatmap listing based on rank achieved. ...

[peppy] Improve replay deletion logic (edge case). ...

[peppy] Edit detection for support forum slack integration. ...

[peppy] Provide better meta-description content on all pages. ...

[peppy] Fix opcode clear script to correctly run zend function instead of APC. ...

[peppy] Notify #dev on web version pull. ...

[peppy] Improve slack integration formatting. ...

May 9, 2014

[peppy] Add Slack integration for support forum. ...

Bancho: [peppy] Add forwarding of messages from bancho->slack for administrative channels. ...

Bancho: [peppy] Add reason support to slack-based moderation (not working correctly). ...

May 8, 2014

Bancho: [peppy] Add basic Slack integration (outgoing webhook; moderation). ...

Bancho: [peppy] Add basic Slack integration (incoming webhook). ...

[peppy] Add Slack integration (admin event hooks). ...

May 7, 2014

Installer: [peppy] Bundle new contest map (Chasers - Lost). ...

Installer: [peppy] Bundle new contest map (Kuba Oms - My Love). ...

[peppy] osu!tablet page redirection. ...

[MillhioreF] Fix namechange page telling users to post to Technical Support. ...

May 6, 2014

[peppy] Handle case where guest user tries to vote for art contest better. ...

[peppy] Randomise the voting order for art contest. ...

[peppy] Add voting page for art contest. ...

May 5, 2014

[peppy] Add links to zendesk help centre. ...

API: [peppy] Check for revoked keys when attempting API authentication. ...

[peppy] Add ability to revoke API keys. ...

May 3, 2014

[peppy] Add zendesk integration for datadog. ...

May 2, 2014

master: [peppy] Localisation updates. ...

master: [peppy] Add /invite help to /help. ...

[peppy] Fix twitter alerting mechanism. ...

May 1, 2014

master: [MillhioreF] Fix various sprites appearing in cinema mode when they shouldn't. ...

master: [MillhioreF] Check if notes in the same column are too close together in mania. (fixes /t/202590) ...

master: [MillhioreF] Fix AIMod not correctly detecting overlapping timing points. ...

Apr 27, 2014

master: [peppy] Fix ripple showing in the wrong place while spectating. (fixes /t/202486) ...

Apr 26, 2014

master: [MillhioreF] Fix CtB hyperfruits not fading correctly when Hidden is enabled. ...

Apr 25, 2014

[peppy] Add datadog counter for (new) high scores. ...

[peppy] Attempt to improve BSS performance/reliability. ...

Apr 15, 2014

[peppy] Stop old system from writing difficulty stars to database. ...

[peppy] Limit size of profile badges. ...

[peppy] Add TWC Winner badge. ...

[peppy] Improve efficiency of forum active user lookups. ...
master: [peppy] Fix cursor ripples not applying to keyboard clicks. (fixes /t/195029) ...
[peppy] Remove session_browser. ...
Apr 12, 2014
[peppy] Update header to point to wiki for "Team" information. ...
Apr 11, 2014
Tournament: [peppy] Better positioning for team size of 3. ...
Apr 10, 2014
master: [peppy] Disable OpenGL asynchronous loading again. ...
master: [Chitose] Be more lenient with allowed characters in in-game chat links. ...
hiro/link-fix: [MillhioreF] Add leniency to Autopilot hit radius to make it more playable (experimental). ...
master: [peppy] Localisation updates. ...
Apr 10, 2014
master: [peppy] Add skin config setting for slider ball tint (AllowSliderBallTint=1). ...
master: [peppy] Add options menu setting for combo-based slider ball colour. ...
master: [peppy] Add SliderBall skin setting for changing colour of default skin sliderball. ...
master: [RBRat3] Add colorable sliderball sprites. ...
master: [peppy] Fix skins missing animation frames causing hard crash. (fixes /t/200037) ...
master: [peppy] Fix pause buttons instantly responding to a depressed cursor. (fixes /t/200082) ...
master: [peppy] Fix missing level bar after minimising window. (fixes /t/200102) ...
master: [peppy] Fix mouse positioning when hitting boss key with raw input enabled. ...
master: [peppy] Fix smoke sprites appear on watchers' cursor during replay. (fixes /t/199968) ...
master: [peppy] Improve behaviour of smoke. ...
Apr 9, 2014
fix_twitter_avatars: [MillhioreF] Update avatar references on twitter page. (fixes /t/197438) ...
master: [peppy] Fix OpenGL asynchronous texture loading! ...
Apr 8, 2014
[Tom94] Display weighted amount of pp in user profiles next to the pp weight percentage. ...
master: [peppy] Properly store smoke trails to replay files. ...
master: [peppy] Don't allow local smoke binding to take affect when watching another player. ...
master: [MillhioreF] Fix menu BG not immediately applying when dragged into osu!. (fixes /t/197238) ...
[MillhioreF] Update Myanmar profile flag. (fixes /t/198572) ...
master: [peppy] Fix major storyboard memory leak. ...
master: [peppy] Fix song select crashes. (fixes /t/185079) ...
master: [peppy] Fix alt-enter behaviour. (fixes /t/199869) ...
BSS: [peppy] Fix issues with key changing where a temporary file exists that shouldn't. ...
Apr 7, 2014
[peppy] Update beatmap admin options a bit. ...
Apr 6, 2014
master: [peppy] Add skywriting (visible in replays and spectator). Default binding 'C'. ...
[peppy] Possible BSS fix. ...

Tourney: [peppy] Allow specifying a team size for tournament. Fix regressions from new config.

...

Apr 2, 2014

[peppy] Remove old deprecated paths. ...

[peppy] Remove some left-over temp files after BSS completion. ...

bss_to_s3: [peppy] Cache key change files (osu!stream). ...

bss_to_s3: [peppy] Caching and osu!stream fixes. ...

bss_to_s3: [peppy] Thumbnail / audio preview processing updates. ...

bss_to_s3: [peppy] Remaining BSS fixes. ...

[peppy] Change tweet handling (requires ALERT: to be visible in client). ...

bss_to_s3: [peppy] Clean up some old unused stuff. ...

bss_to_s3: [peppy] Initial updates (should be in a working state). ...

Apr 1, 2014

pp: [Tom94] Further adjust Taiko accuracy scaling for pp. ...

Mar 31, 2014

master: [peppy] Font changed due to popular demand. ...

[peppy] Fix rate limiting not kicking in on forgotten password process. Credit to Haydenish for discovery. ...

[peppy] Fix remaining XSS on beatmap page. ...

[peppy] Fix deleting graveyarded maps not working at all. (fixes /t/197061) ...

[peppy] Fixes for XSS exploits. Credit to Haydenish for discovery. ...

Mar 30, 2014

pp: [Tom94] Adjust accuracy scaling for Taiko pp. ...

Mar 29, 2014

master: [peppy] Fix chat buttons not updating their state after changing options menu items. (fixes /t/194929) ...

[peppy] Fix beatmap .osu file downloads not working. ...

master: [peppy] Fix "Get More Skins" button sending users to updater. (fixes /t/197317) ...

Mar 28, 2014

master: [peppy] Localisation updates. ...

master: [MillhioreF] Localise beatmap processing text. ...

master: [peppy] Fix dragging osu! between monitors. ...

master: [peppy] Restore old sprite reload behaviour (will crash again on fullscreen). ...

[peppy] Disable BSS when system load is too high (NFS latency issue). ...

master: [peppy] Avoid recycling graphic context on minimise (windowed mode, direct x). ...

Mar 26, 2014

master: [peppy] Localise "Channel List" dialog. ...

master: [peppy] Fix some error dialogs appearing behind the splash screen. ...

Minor: [peppy] Tweaks to graphicsDevice handling. ...

master: [peppy] Fix osu! not importing songs when minimised. (fixes /t/194464) ...

master: [peppy] Play sound effect for options menu back button. ...

master: [peppy] Fix combo breaks on spinners when using Cinema mod. (fixes /t/194499) ...

master: [peppy] Localisation updates. ...

master: [peppy] Add option to force default skin in editor. (completes /t/87546) ...

master: [peppy] Dropdown style changes. ...
master: [MillhioreF] Localisation support for AI Mod. ...

Mar 25, 2014

master: [MillhioreF] Don't log unstable rate and spin speed for Taiko mode. ...
[peppy] Wiki fixes. (fixes /t/196061) ...

Mar 23, 2014

master: [peppy] Attempt to fix crashes on fullscreen alt-tab. (fixes /t/185079) ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix middle-clicking in options menu breaking scrolling. (fixes /t/195386) ...
[peppy] Wiki s3 support. Fuck mediawiki. ...
[peppy] Fix a multitude of php notice/warnings. ...
master: [peppy] Fix osu! client avatar endpoints to resolve the latest version of user avatar. ...
[peppy] Fix last.fm api not specifying a timeout for socket connection attempts. ...
[peppy] Late-load lastfm api class. ...
[peppy] Fix avatar uploads not working for some users. (fixes /t/195861) ...
[peppy] Allow avatar uploads when the local storage directory doesn't exist. (fixes /t/195832) ...

Mar 22, 2014

[peppy] Properly purge cache on avatar change. ...
[peppy] Update remaining /a/ avatar urls to point to new subdomain. ...
pp: [Tom94] Calculate pp for all key-mods in osu!mania. ...
master: [peppy] Fix editor text jittering. (fixes /t/194453) ...
master: [Chitose] Fix a crash when searching in channel lists. (fixes /t/195365) ...
master: [Chitose] Update the look of the channel listing dialog. ...

Mar 21, 2014

[peppy] New avatar cache server with s3 backing. ...
[peppy] Remove reliance on a physical path for audio preview generation. ...
[peppy] Completely switch to new caching server using s3 backend for beatmap audio previews. ...
[peppy] Remove reliance on a physical path for thumbnail generation. ...
[peppy] Completely switch to new caching server using s3 backend for beatmap thumbnails. ...
[peppy] Fix BSS resource generation queue failing. ...
[peppy] Completely serve screenshots from S3. ...
[peppy] Migrate screenshot workflow to s3. ...
[peppy] Fix mimetypes for beatmap resources on s3. ...
[peppy] Add s3 propagation for avatar deletions. ...
[peppy] Fix forum attachments not being delivered with the correct filename. ...
[peppy] Start uploading beatmap previews/thumbnails to s3. ...
[peppy] Start uploading avatars to s3. ...
[peppy] Move old forum attachment downloads to s3. ...

Mar 20, 2014

master: [peppy] Fix crashes when alt-tabbing from fullscreen. (fixes /t/185079) ...
[Tom94] Add display indicating how much a given score is weighted towards the total pp. ...
Test: [peppy] Fix mousewheel in key bindings panel changing volume. (fixes /t/195117) ...

Mar 19, 2014

Tom94/pp_display: [Tom94] Add pp display to user profiles and show more than the 10 best performance scores. ...

master: [peppy] Fix new options menu being greedy with mousewheel. (fixes /t/194900) ...

hiro/chatengine-links: [Chitose] Fix links with uppercase characters being ignored or cut off ...

hiro/chatengine-links: [Chitose] Update link formatting unit tests. ...

hiro/chatengine-links: [Chitose] Correctly handle links in the chat that are pasted without formatting. ...

Mar 19, 2014

add_version_number: [Marcin] Force closing spectator channel, when leaving spectator mode. ...

add_version_number: [Marcin] Reallow closing #spectator. ...

add_version_number: [Marcin] Add back osu! version number. ...

Mar 18, 2014

master: [Marcin] Fix missing Hungarian language. (fixes /t/194820) ...

pp: [Tom94] Increase value of accuracy, combo and the penalty of misses in Taiko. ...

master: [peppy] Fix invitation message having an unnecessary character. (fixes /t/194790) ...

master: [peppy] Improve performance of options menu. ...

master: [peppy] Fix performance regression when raw input is enabled. ...

master: [peppy] Fix escape exiting multiplayer match before closing online users view. ...

master: [peppy] Localisation updates. ...

master: [peppy] Add /invite command to invite users to current game. ...

master: [peppy] Fix slider bodies not turning grey in Tag Coop. (fixes /t/193966) ...

master: [peppy] Fix Custom3+ sample sets not loading properly. (fixes /t/192579) ...

master: [peppy] Fix osu!mania showing too many columns (historically broken ini files). (fixes /t/194520) ...

master: [peppy] Add pagination support in osuldirect. Display more than the first 100 results. ...

master: [peppy] Add filter option for qualified maps to osuldirect. (completes /t/174572) ...

[peppy] Fix forums going missing on permission changes. (fixes /t/194635) ...

Mar 17, 2014

Reliability: [peppy] Force update on missing methods/fields (framework update). ...

master: [peppy] Localisation updates. ...

Updater: [peppy] The osu! updater now always verifies osu!'s files. Will take longer to run, but more reliable in edge case scenarios. ...

master: [peppy] Fix tooltips getting rendered off-screen at some resolutions. (fixes /t/194417) ...

master: [peppy] Fix options menu handling input when not actually visible. (fixes /t/194360) ...

master: [peppy] Force exact coordinates for small fonts at low resolution. (fixes /t/194208) ...

master: [peppy] Fix editor gridsize range. (fixes /t/194426) ...

master: [peppy] Adjust notification sizing further. ...

master: [peppy] Fix being able to see Global Rankings when not logged in. (fixes /t/193820) ...

master: [peppy] Fix osuldirect hover priority. (fixes /t/192982) ...

master: [peppy] Increase overall game performance. ...

Performance: [peppy] Optimise menu visualisation slightly. ...

master: [peppy] Dismiss options automatically on long idle. ...

master: [peppy] Allow keyboard adjustment of options sliders. ...

master: [peppy] Remember scroll position in options. ...
master: [peppy] Show tooltips no matter where you hover on options. ...
Minor: [peppy] Fix scrollbar tooltips not updating correctly in some cases. ...
master: [peppy] Add option to use alternative font for in-game chat. ...
master: [peppy] Add option to disable menu tips. ...
master: [peppy] Fix lost bindable on exiting song select. ...
master: [peppy] Fix default handling for config booleans. ...
master: [peppy] ConfigManager rewrite. So much elegance! ...

Mar 16, 2014

master: [peppy] Localisation updates. ...
master: [peppy] Fix notification alignment. (fixes /t/194197) ...
master: [peppy] Fix offset wizard not changing offset correctly. (fixes /t/193871) ...
master: [Marcin] Fix error While Joining or Leaving From a Channel. (fixes /t/194176) ...
master: [Marcin] Fix sort mode resetting upon deleting a song. (fixes /t/194103) ...
Minor: [peppy] Restore old font for numbers. New one isn't working for all users. ...
master: [peppy] Fix missing "already downloaded beatmaps" button in osu!direct. (fixes /t/193871) ...
master: [peppy] Fix crashes from startup graphics setting window. (fixes /t/194162) ...
master: [peppy] Fix osu!direct previews playing too softly. ...
master: [peppy] Fix slider ticks being played too softly. ...
master: [peppy] Fix crash on entering editor when fullscreen. (fixes /t/193804) ...

Mar 16, 2014

master: [peppy] Make notifications more visible. ...
master: [peppy] Restore Unlimited (gameplay) to use 120fps when not in gameplay. ...
master: [MillhioreF] Fix dropdowns losing color data via excessive hovers. (fixes /t/137622) ...
master: [MillhioreF] Disallow cursor from leaving the osu! window when playing with Relax mod in CtB. ...
master: [peppy] Fix broken osu!mania skin parsing. ...
master: [peppy] Fix beat snap divisor bar not moving to correct position. (fixes /t/193914) ...
master: [peppy] Fix chat channels listing not sorted in alphabetical order. (fixes /t/193756) ...
master: [peppy] Fix mania sliders showing incorrectly on score metre. (fixes /t/193986) ...
master: [peppy] Don't reset search when hiding options menu. ...
master: [peppy] Tone down text shadow slightly. ...
master: [peppy] Fix timing sections displaying horribly in editor. (fixes /t/193764) ...
master: [peppy] Fix taiko skin font being ignored when CJK text is present in song artist/title. (fixes /t/193776) ...
master: [peppy] Fix osu!mania bindings not sticking. (fixes /t/193774) ...
master: [peppy] Fix metadata fly-by not appearing. (fixes /t/193878) ...
Minor: [peppy] Make scoreboard rank display slightly more transparent. ...
master: [peppy] Better size tooltips to current resolution. ...
Minor: [peppy] Remove 640x480 resolution option (we live in 2014). ...
master: [peppy] Better align new font numbers. ...

Mar 15, 2014

master: [peppy] Add options toggle for menu snow. ...

master: [peppy] Fix reset all bindings warning workflow. (fixes /t/193741) ...
master: [peppy] Improve clarity of notification popups with new font. ...
master: [peppy] Add back "prefer new skin behaviour" setting. ...
master: [peppy] Make it impossible for the splash screen to cause an error. Synchronise threaded loading of its resources just in case. ...
master: [peppy] New options layout! Searchable and easily extensible. ...
master: [peppy] Fix scrollable areas not considering frame rate when adjusting for clamping at either end. ...

Mar 14, 2014

fix_crash_240_recovery: [Marcin] Fix unranked filter not showing in song selection options ...
fix_crash_240_recovery: [Marcin] Fix a crash when opening recovery dialog while 240 fps limiter is selected. ...
master: [peppy] Improve per-language font fallback. ...
master: [peppy] New back button. ...
fix_grey_sliders: [MillhioreF] Fix crash when drawing grey combocolors in singleplayer. (fixes /t/192961) ...

Mar 13, 2014

master: [Marcin] Fix search not applying after deleting a song (fixes /t/155122) ...
master: [peppy] New slider bar style. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix ranking display showing only local scores if reaching song select before bancho connects. ...
master: [peppy] Remove low-latency vsync as menu option for now (still available via config). ...
master: [peppy] Remove confirmation dialog on renderer change. ...
master: [peppy] Allow for OpenGL frame limiter changes without restart (in most cases). ...

Mar 12, 2014

master: [peppy] Change startup effect slightly. ...
[peppy] Change method of hiding less-important entries from release changelog. ...
master: [peppy] Improve visibility of fps display and notifications. ...
master: [peppy] Fix volume of taiko hitsounds (and other various elements). (fixes /t/192667) ...
master: [peppy] Force antialiasing of text in all cases. ...
master: [peppy] New game-wide font! ...

Mar 11, 2014

master: [peppy] Unify origin calculation code for text sprites. ...
master: [peppy] Add option to adjust score metre scale. (completes /t/146570) ...
master: [peppy] Reimplement correctness for raw input / 8.1. ...
master: [peppy] Localisation updates. ...
master: [peppy] Reimplementation of nuked options. ...
master: [peppy] Fix scrubber bar not displaying at all. ...
master: [peppy] Fix user filter not being populated. ...

Mar 11, 2014

master: [peppy] Avoid a possible hard crash when trying to load samples of a non-existent map. ...
master: [peppy] Add cursor ripples (further changes to come before skinnable). ...

master: [peppy] Batch fixes to config setting options. ...

master: [peppy] Fix tooltips seeping through some hover elements. ...

master: [peppy] Fix padding at 16:9 causing width-wise overflow. ...

master: [peppy] Fix dialogs not correctly muting omniscient text controls that are hidden behind them. ...

master: [peppy] Better handle "cancel" actions of dialogs (automatically trigger on closing the dialog via escape key etc.) ...

master: [peppy] Bind ignore/highlights variables to correctly update List storages. ...

master: [peppy] Fix drag handling when options pop-out is overlapping other scrolling views. ...

master: [peppy] Better handle 16:10 resolutions, variable padding. ...

master: [peppy] Fix un-matching font size of checkboxes in options. ...

master: [peppy] Remove spriteManager instance storage requirement of pCheckbox. ...

master: [peppy] Slight string change for search areas. ...

master: [peppy] Add options back for ignore / highlight lists. ...

master: [peppy] Don't require click confirmation for dropdowns for now (they behave better without it). ...

master: [peppy] Fix slider scoring points (10/30) appearing on v2 skins when they shouldn't. ...

master: [peppy] Fix dialog popups not responding to some key shortcuts. ...

master: [peppy] Reset options search on closing. ...

master: [peppy] Fix renderer options being deselectable. ...

master: [peppy] Allow scrolling via drags in places that previously were too crowded to do so. ...

master: [peppy] Fix further crashes. ...

master: [peppy] Fix dragging off clickable elements dragging scroll view when it shouldn't. ...

master: [peppy] 1px visible. ...

master: [peppy] Fix skin select not appearing correctly. ...

master: [peppy] Add dropdown items to searchable keywords. ...

master: [peppy] Improve back button behaviour on options popout. ...

master: [peppy] Fix texturing issues on options display after changing resolutions. ...

master: [peppy] Leave options open after changing resolution. ...

[peppy] Allow searching explicitly for osu! mode songs in osu!direct. ...

master: [peppy] Fix unlimited (gameplay) using 60fps outside of gameplay. Now uses 240fps. ...

[peppy] Fix userpage not returning to profile after edit. (fixes /t/153641) ...

[peppy] Slight padding adjustment to fix unnecessary scroll bars in chrome (beatmap info page). (fixes /t/192796) ...

master: [peppy] Fix cursor position not being set correctly when alt-tabbing (fullscreen, raw input). (fixes /t/192654) ...

master: [peppy] Fix mania hit error (Unstable Rate) showing incorrect values. (fixes /t/192711) ...

master: [peppy] Force taiko hitsounds to be centered correctly. ...

[peppy] Clamp star rating display on beatmap pages. ...

Mar 10, 2014

[RBRat3] Add mania expert difficulty icon. ...

master: [peppy] Fix osu!mania skinning not working correctly with different localisations. (fixes

/t/183133) ...

[Marcin] Fixed wrong bbcode link on signature edit page. (fixes /t/151138) ...

master: [Marcin] Fix mania crash when choosing show sample name. (fixes /t/192587) ...

[peppy] Add OKT badge. ...

pp: [Tom94] Remove DT from giving a pp bonus in mania and let keymods not give any pp at all for the time being. ...

master: [peppy] Restore spinner background dim. Fix using SpinnerBackground = 255,255,255 in skin.ini. (fixes /t/192491) ...

master: [peppy] Fix hitsounds being too soft in some scenarios. (fixes /t/192502) ...

master: [peppy] Fix timeline zoom not saving correctly. (fixes /t/192477) ...

Mar 9, 2014

master: [peppy] Fix SliderTrackOverride affecting colour of slider ends. (fixes /t/192473) ...

master: [peppy] Attempt to fix directx crashes. ...

master: [MillhioreF] Save timeline zoom to .osu file. ...

master: [MillhioreF] Fix grammar issues in the recovery dialog. ...

master: [MillhioreF] Fix song select crash when searching for huge numbers. ...

Mar 9, 2014

master: [MillhioreF] Pause replays while picking a comment color. (fixes /t/190562) ...

master: [peppy] Fix samples not correctly getting DT/HT applied in maps using "virtual" time. (fixes /t/179352) ...

master: [peppy] Fix buttons being clicked by a drag starting outside their bounds. (fixes /t/191625) ...

master: [peppy] Safeguard against editor crashes overwriting existing hitObjects. (fixes /t/190613) ...

master: [peppy] Fix source missing in Song Select (Prefer non-english metadata mode). (fixes /t/192103) ...

target_practice: [peppy] Disable Target Practice on public releases for now. ...

master: [peppy] Make osu!mania editor update instantly on snap divisor changes. ...

master: [peppy] Fix ranking-title position fixed on screen for older-style skins. (fixes /t/192012) ...

master: [peppy] Fix hitsounds missing in some osu!mania maps (broken .osu files). (fixes /t/188846) ...

master: [peppy] Fix a case where hitsound samples would be unloaded incorrectly. ...

master: [peppy] Fix spinner background opacity being completely wrong. ...

master: [peppy] Improvements to updater. ...

[peppy] Improve efficiency of beatmap difficulty processing. ...

[peppy] Fix difficulty processing on bss submission. ...

Mar 8, 2014

[peppy] Update difficultyrating stars using new performance values on BSS submission. ...

[peppy] Add css classes for expert difficulty. ...

[peppy] Modify difficulty star mapping. Add new "expert" category. ...

target_practice: [peppy] Respect break time when creating patterns in target practice. ...

target_practice: [peppy] Fixes to target practice mod (crashing). ...

target_practice: [peppy] Add metronome to target practice. ...

target_practice: [peppy] Support NoFail mod with target practice. ...
target_practice: [peppy] Hide HP bar in target practice. ...
target_practice: [peppy] Always use countdown in target practice. ...
master: [peppy] Fix "Click to view" chat notifications broken while spectating. (fixes /t/158804) ...
fix_songselect_crash: [peppy] better way to fix this. ...
target_practice_icon: [RBRat3] Add target mod hit object project file. ...

Mar 7, 2014

target_practice: [peppy] Add accuracy display to target practice. ...
target_practice: [peppy] Adjust target practice display logistics. ...
target_practice: [peppy] Targets explode. Positional accuracy implementation. ...
target_practice: [peppy] Implement target practice scoring. ...
target_practice: [RBRat3] Add target practice hitsprites. ...

Mar 6, 2014

target_practice: [peppy] Add increased size jumps between new combos. ...
target_practice: [peppy] Improve layout logic in target practice. ...
master: [peppy] Desaturate hitobjects on fail in multiplayer (instead of complete grey). ...
master: [peppy] Fix Team VS ranking screen crash. (fixes /t/191517) ...
master: [peppy] Hide test build overlay when chat is visible or replay mode is active. ...
[peppy] Improve star->difficulty conversion. ...
master: [peppy] Centre spinner backgrounds (v1 skins). ...

Mar 5, 2014

master: [peppy] Fix middle mouse button behaviour at pause menu. (fixes /t/191112) ...
master: [peppy] Fix hp graph at multiplayer ranking screen stacking. (fixes /t/191118) ...
master: [peppy] Unoptimise osu!mania barlines. (fixes /t/190655) ...

Mar 4, 2014

master: [peppy] Fix FPS display not showing correctly for frame rates over 1,000. (fixes /t/191032) ...
master: [peppy] Fix spinner bonus sound regression. (fixes /t/191092) ...
master: [peppy] Fix mods being selectable while dialog is closing. (fixes /t/127353) ...
master: [peppy] Don't play spinner bonus sounds in cinema mode. (fixes /t/191009) ...
master: [peppy] Improve cinema mode for non-osu! mode beatmaps. ...
master: [peppy] Fix clicking anywhere then dragging to a button clicking it. (fixes /t/190689) ...
fix_mania_replay: [woc2006] Fix watching failed mania replay sets speed to 1. (fixes /t/189178) ...
master: [peppy] Fix mouse behaving incorrectly in tag coop with raw input enabled. (fixes /t/189668) ...
master: [peppy] Fix pausing (Ctrl+P) in test mode causing weird behaviour. (fixes /t/190417) ...

Mar 4, 2014

master: [peppy] Fix scrolling rankings list at song select also affecting beatmaps. (fixes /t/189532) ...
master: [peppy] Fix drag scrolling of scrollable areas snapping back too fast. ...
master: [peppy] Fix draw depth of ranking screen health graphs. ...
framework: [peppy] SpriteManager now handles pDrawables. ...

master: [peppy] Fix Alt+Left/Right not jumping between inherited control points. (fixes /t/190841) ...

master: [peppy] Don't show combobursts in cinema mode. ...

Cinema_Mod_Icon: [peppy] Change fps font to constant size. ...

Cinema_Mod_Icon: [peppy] Fix rank showing during breaks in cinema mode. (fixes /t/190115) ...

Cinema_Mod_Icon: [peppy] Choose sane defaults for cinema mode visual settings. ...

Cinema_Mod_Icon: [peppy] Implement cinema mod icon on select screen. ...

Cinema_Mod_Icon: [RBRat3] Add cinema mod icon. ...

pp: [Tom94] Fix some standard beatmaps getting too high aim pp values. ...

Mar 3, 2014

[peppy] Stop writing local .osu files completely. ...

[peppy] Move storage of .osu files to S3. ...

master: [peppy] Fix damnae's awesome storyboard (go play it). (fixes /t/187533) ...

Mar 2, 2014

master: [peppy] Always show CS/AR/OD stats on song select. ...

master: [peppy] Fix osu!direct mode filter not applying to some options. (fixes /t/190523) ...

master: [peppy] Fix ghost mania notes. ...

master: [peppy] Fix misplaced osu!mania gamefield. ...

master: [peppy] Fix zero-duration additive/flip parameters in storyboards not being applied. (fixes /t/190130) ...

master: [peppy] Fix dragging game list in lobby joining dragged game. (fixes /t/136524) ...

master: [peppy] Fix scrolling user panels in some cases resulting in very low FPS. (fixes /t/190486) ...

master: [peppy] Fix sprite optimisations for osu!mania mode. ...

pp: [Tom94] Improve score weighting in osu!mania to weight accuracy less and high-level play more. ...

Mar 1, 2014

[peppy] Restore performance rankings for all game modes. ...

master: [peppy] Fix game key bindings not properly clicking some buttons. ...

master: [peppy] Avoid conflicts between title announcements and update notifications. ...

master: [peppy] Fix unp pausing not working with game keys. (fixes /t/190117) ...

master: [peppy] Fix taiko sliders displaying incorrectly when hidden mod is enabled. (fixes /t/190133) ...

master: [peppy] Fix double-click handling. (fixes /t/190135) ...

master: [peppy] Fix cinema mod working incorrectly when set to a non-osu! game mode. (fixes /t/190118) ...

master: [peppy] Fix osu!mania long notes not flipping end sprite correctly. (fixes /t/190114) ...

master: [peppy] Fix some odd scenarios involving cinema mod. ...

master: [peppy] Fix chat links are clickable on other tabs. (fixes /t/189818) ...

master: [peppy] Fix ranking panel disappearing when scrolling. (fixes /t/189746) ...

master: [peppy] Fix windows key blocking regression. ...

master: [peppy] Further improvements to input handling. ...

master: [peppy] Fix buttons/checkboxes not always clickable in spec/replay. (fixes /t/189628) ...

master: [peppy] Fix local score right-click menu not appearing. (fixes /t/189994) ...
master: [peppy] Fix memory leak when playing beatmaps with video. (fixes /t/189555) ...
master: [peppy] Store all future replays with full 60fps data (during breaks etc.). ...
pp: [Tom94] Increase accuracy scaling and decrease strain scaling for Taiko. ...
[peppy] Add difficulty processing on bss submission. ...
pp: [Tom94] Fix Hidden and FlashLight giving an additional small bonus to aim instead of acc. ...
pp: [Tom94] Add pp calculation methods for each gamemode. ...

Feb 27, 2014

pp: [Tom94] Use new internal difficulty format. ...
master: [peppy] Fix drag scrolling in osu!direct. ...
master: [peppy] Cinema mod for storyboards. (Ctrl-Shift-Enter from song select) ...
master: [woc2006] Fix SB file name doesn't show full at Editor. (fixes /t/187975) ...
master: [woc2006] Pause in test mode with Ctrl+P. ...

Feb 27, 2014

master: [woc2006] Align mode icon with usernames on user panels. ...
master: [woc2006] Fix watching failed mania replay sets speed to 1. (fixes /t/189178) ...
master: [peppy] Fix windows button is still enabled during gameplay. (fixes /t/189535) ...
master: [peppy] Fix CtB fruit bugginess. ...
master: [peppy] Attempt to fix broken storyboards. ...
master: [peppy] Further minor optimisations. ...
master: [peppy] Further optimisations to online users. ...
master: [peppy] Fix kiai fountains. ...
master: [peppy] Further optimisations to online users. ...
master: [peppy] Avoid passing around the spriteManagers. ...
master: [peppy] Further improve online user list performance. ...
master: [peppy] Improve online users view performance marginally. ...
master: [peppy] Fix ViewOffset rectangles falling on decimal values causing weird calculations. ...
master: [peppy] Move pAnimation logic to its own class. ...
master: [peppy] Fix slider ball vertical flipping. ...
master: [peppy] Better handle sprite flipping. ...
master: [peppy] Remove SpriteEffect usage. ...
master: [peppy] Remove SpriteManager host dependency in Draw call. ...
master: [peppy] Split update and draw logic apart a bit. ...
master: [peppy] Sprites draw themselves! ...

Feb 26, 2014

master: [peppy] Fix mania scroll speed setting in match setup. (fixes /t/189417) ...
charts_mainmenu_item: [peppy] Fix text not rendering after minimise. ...
charts_mainmenu_item: [peppy] Fix corruption on threaded texture loading. ...
charts_mainmenu_item: [peppy] Fix oscillating sprites. ...
charts_mainmenu_item: [peppy] Fix dialog clicks not being confirmed when coming from keyboard shortcuts. ...
charts_mainmenu_item: [peppy] Reduce optimisation level on texture handling to avoid

corruption. ...

charts_mainmenu_item: [peppy] Don't display charts mode for public releases. ...

charts_mainmenu_item: [peppy] Fix combobursts. ...

master: [peppy] Improve memory allocation when dealing with text rendering in low-latency situations. ...

charts_mainmenu_item: [peppy] Reduce memory footprint of Lines. ...

charts_mainmenu_item: [peppy] Minor memory improvements for transformations. ...

charts_mainmenu_item: [peppy] Remove variable "DontOptimisedRemove". ...

charts_mainmenu_item: [peppy] Fix dot mouse trail during spectating. ...

charts_mainmenu_item: [peppy] Fix spinny thing on ranking screen. ...

charts_mainmenu_item: [peppy] Fix adjusted gravital weight. Remove PhysicsBounce variable.

...

charts_mainmenu_item: [peppy] Remove IsLoopable. ...

charts_mainmenu_item: [peppy] Fix physical reliant sprites now that UseVectorScale is gone. ...

charts_mainmenu_item: [peppy] forwardPlayList uses pDrawable (allows for BinarySearch to still work). ...

charts_mainmenu_item: [peppy] Remove UseVectorScale. ...

charts_mainmenu_item: [peppy] var tidy ...

charts_mainmenu_item: [peppy] IsClickable -> HandleInput. ...

charts_mainmenu_item: [peppy] Remove "LastPositionScaled" variable. ...

charts_mainmenu_item: [peppy] Remove "IsClickRepeatable" variable. ...

charts_mainmenu_item: [peppy] Remove "currentEffect" variable from pSprite. ...

charts_mainmenu_item: [peppy] Base pDrawable class implementation (compiles). ...

charts_mainmenu_item: [peppy] Don't require click confirmation for dropdowns for now (they behave better without it). ...

master: [peppy] Allow scrolling via drags in places that previously were too crowded to do so. ...

charts_mainmenu_item: [peppy] Adjust padding. ...

charts_mainmenu_item: [peppy] Correctly display chart maps, played status. ...

charts_mainmenu_item: [peppy] Implement chart search. ...

Feb 26, 2014

charts_mainmenu_item: [peppy] Retrieve active charts from server. Add hover animation. ...

charts_mainmenu_item: [peppy] Chart listing mostly complete visually. ...

charts_mainmenu_item: [peppy] Better handle scrolling child spritemanagers. ...

charts_mainmenu_item: [peppy] Use float rectangles for scrollable area definitions. ...

charts_mainmenu_item: [peppy] Add key binding back to new options menu. ...

Builder: [peppy] Don't start osu! on errors. ...

charts_mainmenu_item: [peppy] Add temporary filter text. ...

charts_mainmenu_item: [peppy] Fix drag handling when options pop-out is overlapping other scrolling views. ...

charts_mainmenu_item: [peppy] Fix dragging off clickable elements dragging scroll view when it shouldn't. ...

charts_mainmenu_item: [peppy] Fix scroll velocity in scrollable areas when fps is high. ...

charts_mainmenu_item: [peppy] Various bug fixes for binding list. ...

charts_mainmenu_item: [peppy] Add basic animations to new options popout. ...
charts_mainmenu_item: [peppy] Add ability to disable certain items when not in expanded mode. Add primitive language dropdown. Fix draw order. ...
charts_mainmenu_item: [peppy] Better box drawing (pBox), more alignment on search box. ...
charts_mainmenu_item: [peppy] Use new pSearchBox for search display. ...
charts_mainmenu_item: [peppy] Remove osu.Constants namespace. ...
charts_mainmenu_item: [peppy] Add continuous build system. ...
charts_mainmenu_item: [peppy] Add back button. ...
master: [peppy] Fix weird bug with fonts not rendering occasionally. ...
charts_mainmenu_item: [peppy] Add FontAwesome rendering support. ...
charts_mainmenu_item: [peppy] Add logic for charts button. ...
charts_mainmenu_item: [RBRat3] Update main menu placement for charts. ...
charts_mainmenu_item: [RBRat3] Add charts button image and update resource. ...
charts_mainmenu_item: [RBRat3] Remove special mode image resource. ...
charts_mainmenu_item: [peppy] Chart game mode. ...
charts_mainmenu_item: [peppy] Add pGameMode to replace ugly XNA framework GameMode.
...
charts_mainmenu_item: [peppy] Add support for loading fonts from resource files. Add Aller font. ...
charts_mainmenu_item: [peppy] pText knows it needs a texture refresh if size is changed. ...
charts_mainmenu_item: [peppy] Add debug placement mode for placing/sizing new sprites at a window location. ...
master: [peppy] Remove raw input scaling (see discussion). (fixes /t/189129) ...
master: [peppy] Allow score metres' size to be adjusted (config file only, ScoreMeterScale). (fixes /t/146570) ...
master: [peppy] Fix full screen hotkey can still be used at OpenGL. (fixes /t/189361) ...
master: [peppy] Avoid soft crash on missing menu resources. ...
master: [peppy] Fix mouse sensitivity rounding up when osu! is restarted. (fixes /t/189170) ...
Feb 25, 2014
master: [peppy] Fix keypresses accepted in replay mode while osu! is unfocused. (fixes /t/188831) ...
master: [peppy] Use raw input data at lower fps limits to produce silky smooth cursor trails. ...
master: [peppy] Fix windows not opening in fullscreen opengl mode (always use borderless window). (fixes /t/175916) ...
master: [peppy] Fix mania barlines always being 4/4 despite song's time signature. (fixes /t/174297) ...
master: [peppy] Complete localisation of SkinManager. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix wrong sampleset played on CtB slider fruit in rare cases. (fixes /t/112050) ...
master: [peppy] Fix msn live status not updating in song selection. (fixes /t/171866) ...
master: [peppy] Fix incorrect time displayed in local score ranking + tooltip. (fixes /t/103099) ...
master: [peppy] Fix nick completion causing crashes under rare usage scenarios. (fixes /t/182434) ...

master: [peppy] Remove raw mouse speed migration code (was bugged, not really necessary). (fixes /t/189015) ...

master: [peppy] Gracefully handle sliders being too tall to render in OpenGL mode. (fixes /t/122359) ...

[peppy] Fix changelog feed not displaying properly in some rss readers. (fixes /t/187386) ...

master: [peppy] Fix extra space in /me between name and action. (fixes /t/187485) ...

master: [peppy] Allow mouse to escape window during play in modes which don't use the mouse. ...

master: [peppy] Don't include "Loading..." players in search results on online users screen. (fixes /t/188604) ...

Feb 25, 2014

master: [peppy] Fix fade for osu!mania hit effects being too short. ...

master: [peppy] Allow dragging beatmap links from web browser into osu! window. ...

master: [peppy] Add /j /join /p /part commands to in-game chat. ...

Feb 24, 2014

Installer: [peppy] Fix absolute path to installer msi. ...

master: [peppy] Avoid database corruption on out-of-memory scenarios. ...

master: [peppy] Create a pool for particle effects to reduce GC strain. ...

[peppy] Further avatar size bug fix (forum thread specific). ...

master: [peppy] Fix user dialog popup not showing stats in some cases. (fixes /t/180703) ...

[peppy] Attempt fix for very tall avatars. (fixes /t/186440) ...

[peppy] Fix non-square avatars keeping their ratio on forum posts. (fixes /t/186440) ...

[peppy] Fix beatmap filter switching from osu! to All Modes (beatmap listing). (fixes /t/187351) ...

master: [peppy] Reduce brightness of flashes with shader effects enabled. ...

master: [peppy] Fix ranks not displaying on online users screen correctly on initial load. ...

[peppy] Fix performance chart tooltip. (fixes /t/186406) ...

Feb 23, 2014

master: [peppy] Fix crashes on recovery dialog when 240 fps is selected. (fixes /t/188478) ...

master: [peppy] Fix dialogs and edit mode not working correctly with raw input. (fixes /t/187830)

...

master: [peppy] Fix message boxes appearing behind splash screen. ...

master: [peppy] Raw input is now resolution independent. Your mouse speed setting will change once. ...

master: [peppy] Allow changing mouse speed in options using left/right arrow keys. ...

master: [peppy] Allow setting mouse speed to 2 decimal places of accuracy. ...

master: [peppy] Fix disabling raw input causing a jump in mouse position. ...

master: [woc2006] Add game mode filter in osu!direct. (completes /t/127200) ...

master: [woc2006] Fix osu crashes if the beatmap is longer than the audio file. (fixes /t/180877)

...

Feb 22, 2014

[peppy] Fix get_beatmaps date sorting. ...

Feb 21, 2014

master: [Ephemeral] Fix osu!direct panel causing music to play from pause. (fixes /t/187559) ...

[peppy] Link to osu!academy channel page. ...
[peppy] Add osu!academy playlist to download page. ...
[peppy] Add osu!academy playlist to new account welcome page. ...
[peppy] Limit number of tags displayed on beatmap info pages. ...

Feb 20, 2014

master: [peppy] Disable automated raw input setting for now. ...
master: [peppy] Restore original osu! input code when raw input is disabled. ...
master: [peppy] Automatically use raw input when osu!tablet or other absolute device is connected. ...
master: [peppy] Add raw input support. Low latency, no mouse acceleration. (completes /t/187785) ...
master: [peppy] Automatically use raw input on windows 8.1 when mouse sensitivity is not 1.0x. ...

...
master: [peppy] Add 240fps limiter option. ...
master: [peppy] Show input latency for raw input. ...
master: [peppy] Show polling rate for raw input. ...

Feb 19, 2014

master: [peppy] Further mouse handling fixes. ...
master: [peppy] Localisation updates. ...
osudirect-updates: [peppy] Allow sensitivity adjustments up to 6x. ...
master: [Ephemeral] Fix audio preview cancellation resuming playback on osudirect menu ...
master: [peppy] Fix Windows 8.1 mouse issues. Allow sensitivity setting for tablets. ...
master: [peppy] Reduce delay on Ctrl-R retry. ...
master: [peppy] General handling improvements for non-1.0x sensitivities. ...
master: [peppy] handle case where cursor is outside window ...

Feb 18, 2014

master: [peppy] Fix incorrect ratio for fading menu items back in after idle when fps limiter is >60fps. ...
master: [woc2006] Support adjust mania speed in match setup by pressing ctrl +/- ...
[peppy] Fix link to beatmap contest rules on submission page. (fixes /t/186577) ...
[peppy] Fix avatar resizing causing aspect ratio weirdness in some cases. (fixes /t/186440) ...

Feb 17, 2014

[peppy] Fix wiki authentication issues. (fixes /t/182758) ...

Feb 17, 2014

[peppy] Allow admin control over contest judging. ...
[peppy] Update performance index when populating history. ...
[peppy] Fix bug with handling supporter payments that have incorrect payment balance always giving a max of 2 months. ...

Feb 15, 2014

[peppy] Fix performance history graphs displaying backwards. (fixes /t/186606) ...
pp: [Tom94] Add storage of notable events regarding pp changes. ...

Feb 14, 2014

[peppy] Fix difficulty sort not working. (fixes /t/185072) ...
[peppy] Improve appearance of performance history graph. ...

[peppy] Bring performance rank graphs back! ...
Feb 12, 2014
[peppy] Start storing performance rank history again. ...
[peppy] Fix avatar sizing on friends listing. ...
Feb 10, 2014
[peppy] Disallow unranked from ranked status (must be qualified). ...
[peppy] More lenience for graveyard downloads (supporters). ...
[peppy] Close bestof2013 voting. ...
[peppy] Automatically update installer's filesize on download page. ...
master: [peppy] Bundle Tear Rain in osu! install. ...
[peppy] Fix last.fm integration. (fixes /t/184612) ...
[peppy] Add script to handle mass user operations. ...
Feb 9, 2014
pp: [Tom94] Increase the aim bonus of FlashLight slightly. ...
pp: [Tom94] Increase pp-value of scores which excel in one category. ...
Feb 8, 2014
[peppy] Use memcache-based partitioning to increase rank index updates. ...
[peppy] Remove beatmap difficulty entry on unrank. ...
Feb 5, 2014
[peppy] Add monitoring of real-time performance point population. ...
Feb 4, 2014
[peppy] Fix number of total ranked scores on beatmaps not updating. (fixes /t/183410) ...
[peppy] Fix references to msising database fields (ppv2 decommissioning). ...
[peppy] Restore top #1,000 ranks to profile feed. (fixes /t/183116) ...
[peppy] Fix osu! not scrobbling to Last.fm. (fixes /t/183497) ...
Feb 3, 2014
[peppy] Tablet tracking email script updates. ...
[peppy] Tablet order page updates. ...
Feb 1, 2014
[peppy] Fix username reverts not working 100%. ...
[peppy] Tablet fulfilment process updates. ...
[peppy] Minor style improvements to performance ranking page. ...
[peppy] Tablet order process updates. ...
Jan 31, 2014
[peppy] Show achievement hints in own profile. ...
Jan 30, 2014
[peppy] Fix wiki authentication issues. ...
master: [peppy] Attempt to resolve empty key binding issues. (fixes /t/180820) ...
[peppy] Use sql escape method which retains cyrillic characters. ...
master: [peppy] Fix using /me within a /me displays ACTION. (fixes /t/182631) ...
[peppy] Prepare account registration for immediate bcrypt (requires bancho redeploy). ...
Jan 29, 2014
master: [woc2006] Add volume check to AiMod. ...
master: [woc2006] Fix mania editor crash issue in rare condition. ...

master: [woc2006] Fix crashed caused by changine speed after last note in mania. ...

master: [RBRat3] Fix userpanel status display. (fixes /t/123387) ...

master: [peppy] Fix osu!direct not listing played maps correctly. (fixes /t/182568) ...

[peppy] Hide tablet preorder count (not currently relevant). ...

[peppy] Batch password upgrading script. ...

[peppy] Tablet tracking email automation. ...

[peppy] Fix error in country ranking web title. (fixes /t/182386) ...

Jan 28, 2014

[peppy] Ensure time-based ordering of score_ids in main high score table. ...

pp: [Tom94] Give new scores a high priority over background score processing. ...

pp: [Tom94] Remove ugly workaround for polling new scores. The issue has been fixed. ...

Jan 28, 2014

[peppy] Fix BSS forum post retrieval. ...

pp: [Tom94] Fix some beatmaps incorrectly being treated as if they had 0 HitObjects. ...

[peppy] Hide userpages which have just one character (useful if you don't want a userpage anymore). ...

[peppy] Add category-based filtering to changelog. Pull changes from performance repo. ...

[peppy] Reduce memcache round-trips. ...

Jan 27, 2014

[peppy] Fix changing page on friend ranking breaks filter. (fixes /t/182043) ...

[peppy] Include self in friend ranking. ...

[peppy] Friend filter for performance ranking. (completes /t/181808) ...

[peppy] Don't notify banned users when their supporter tag expires. ...

[peppy] Add OETW badge. ...

[peppy] Rank index update script runs over all game modes. ...

[peppy] Move memcache server to host file resolution. ...

[peppy] Hard disallow tablet ordering for now. ...

[peppy] Error message on trying to submit map with tags over 1,000 characters. Fixes. (fixes /t/181836) ...

[peppy] Link profile to pp news post. ...

master: [peppy] Show rank on user panels again. ...

[peppy] pp-related updates. ...

Jan 25, 2014

[peppy] Fix avatar sizing on group listing page. ...

[peppy] Fix osusig links on profile page not correctly containing user information. (fixes /t/180415) ...

Jan 24, 2014

[peppy] Better email sendy script. Prepare for osu!tablet preorder emails. ...

[peppy] Disallow tablet cancellations after payment has been received. ...

API: [peppy] get_beatmaps includes qualified maps. ...

[peppy] DB Load balancing changes. ...

Jan 23, 2014

[peppy] Correctly handle avatars above 128px. ...

Config: [peppy] Remove symlinks. ...

Jan 22, 2014

[peppy] Remove references to deprecated score storage tables. ...
master: [RBRat3] More appealing Taiko scroller. ...
master: [RBRat3] Center taiko combo counter (new skin only) ...
master: [peppy] Show age of recently placed ranks on song select. ...

Jan 21, 2014

Performance: [peppy] Batch changes. ...
[peppy] Load redistribution. ...
[peppy] Show performance difficulty on beatmap pages for testing purposes. ...
[peppy] Hide performance ranking for now. ...
master: [peppy] Performance Points hidden during maintenance. Please enjoy playing for fun for a bit :). ...

Jan 20, 2014

[peppy] Remove pp ranking from profiles (aka calm yer tits). ...
[peppy] Cache intensive queries per minute. ...
[peppy] Load balancing. ...
[peppy] Fix references to ppv2 pages. ...
[peppy] Remove placeholder from pp page. ...
[peppy] Show top #1,000 records in recent events on profile (previously #500). ...
[peppy] Quickly switch ranking across to v2 for now. ...
[peppy] Disable pp updates. ...
[peppy] Collect contact phone numbers for tablet preorders from paypal details. ...
[peppy] Open basic tablets payment page. ...
[peppy] Don't require shipping address for support tag purchases via paypal. ...

Jan 19, 2014

master: [Daru] New default skin pippiburst! ...
[peppy] Fix daily ranking limit applying to ranks instead of qualified. ...
master: [woc2006] Fix shortcuts with shift not working in mania editor. (fixes /t/177660) ...
master: [peppy] Change behavior of automatic osu!direct downloads (only applies to spectator/multi). (fixes /t/179537) ...

Jan 18, 2014

Tourney: [peppy] Better font display. ...

Jan 18, 2014

Tourney: [peppy] Improve game name matching. ...

Jan 17, 2014

[peppy] Fixed max width accepted for news page display. ...
[peppy] Support images in announcement display. ...
API: [peppy] Add event_days parameter to get_user (range of 1-31). Fixes peppy/osu-api#44. ...
master: [peppy] Attempt to fix random crashes some users are experiencing. ...

Jan 16, 2014

API: [peppy] Fix period of retrieval for user events. ...
Config: [peppy] Remove reference to apd. ...
API: [peppy] Return last 24 hours of events for user (not just last five). Fixes peppy/osu-api#44.

...

Jan 15, 2014

[peppy] Add a placeholder entry to changelog display on website when no changes are present. ...

Jan 14, 2014

Complete_Taiko: [RBRat3] Update copyright year. (fixes /t/178616) ...

[peppy] Fix ukranian and vietnamese localisations (part 2). (fixes /t/171258) ...

master: [peppy] Fix ukranian and vietnamese localisations. (fixes /t/171258) ...

master: [peppy] Localisation updates. ...

[peppy] Make footer date update dynamically. ...

master: [peppy] Fix !commands disappearing when switching between the chat tabs. (fixes /t/178537) ...

Jan 10, 2014

Complete_Taiko: [peppy] Remove version-specific taiko slider code (seems unnecessary). ...

master: [peppy] Remove version-specific taiko slider code (seems unnecessary). ...

Complete_Taiko: [RBRat3] Fix spinner approach circle filename typo. ...

Complete_Taiko: [RBRat3] Update Taiko roll mid & end for new alignment. ...

Jan 9, 2014

master: [peppy] Fix scroll velocity in scrollable areas when fps is high. ...

master: [peppy] Fix instability when logging in (new options). ...

master: [peppy] Fix possible main menu crash after changing aspect ratio. ...

master: [peppy] Fix crashes on startup for non-english language. (fixes /t/174388) ...

master: [peppy] Fix options background falling one pixel short of screen width. ...

master: [peppy] More options bug fixes. ...

master: [peppy] Various bug fixes for binding list. ...

master: [peppy] Add key binding back to new options menu. ...

master: [peppy] Fix interoperability between extended chat and options menu. ...

master: [peppy] Fix ExpandedOnly not propagating to children of children. ...

master: [peppy] Fix FPS toggle behaviour. ...

master: [peppy] Fix osu! loading local sprites when in debug mode (a bit confusing). Define LOAD_LOCAL. ...

master: [peppy] Minor optimisation for skin select on first load. ...

master: [peppy] Fix position of skin select button. ...

master: [peppy] Add skin select button. ...

master: [peppy] Add button implementation to new options menu. Add maintenance buttons. ...

master: [peppy] Fix crash on startup when running fullscreen. (fixes /t/172711) ...

master: [peppy] Fix background dim slider in visual settings positioning incorrectly. (fixes /t/172589) ...

master: [peppy] Increase detail of options keyword matching. ...

master: [peppy] Improve dual-direction bindings. Add FPS display, chat options, fullscreen toggle. ...

master: [peppy] Add tooltips to sliders. ...

master: [peppy] Fix overflows in volume and background dim configuration settings. (fixes /t/172281) ...

master: [peppy] Add resolution selector. ...
master: [peppy] Add music and effect volume sliders. ...
master: [peppy] Add failsafe to check for replaced bindings (GC'd) during debug. ...
master: [peppy] Improve framesync bindings. ...
master: [peppy] Make slider bar movement smoother. ...
master: [peppy] Add master volume. ...
master: [peppy] Add screenshot format, score metre options. ...
master: [peppy] Correct behaviour of renderer checkboxes. ...
master: [peppy] Huge ConfigManager refactoring. ...

Jan 9, 2014

master: [peppy] Begin rewrite of ConfigManager. ...
master: [peppy] Complete observable implementation to allow conditional bindings between variables. ...
master: [peppy] Make bindable objects observable. Correctly update options toggle button when clicking header. ...
master: [peppy] Massive refactoring to allow binding configuration values to options menu. ...
master: [peppy] Add basic animations to new options popup. ...
master: [peppy] Add ability to disable certain items when not in expanded mode. Add primitive language dropdown. Fix draw order. ...
master: [peppy] Fix scrolling, change internal structure to tree, allow searching for headers and displaying children. ...
master: [peppy] Don't allow clicking of sprites in spriteManagers that haven't been drawn recently. ...
master: [peppy] Add options toggle graphic (thanks to RBRat3). ...
master: [peppy] Initial work on new options layout. Quite broken. ...
master: [peppy] Fix back button becoming a scrolling element when inside a scrollable view. ...
[peppy] Remove message about history graph coming back. It will take a bit longer. ...
[peppy] Show N/A for contest judge results where judges did not judge all maps. ...
[peppy] Fix contest results being available for specific maps before judging is complete. ...

Jan 2, 2014

master: [peppy] Fix taiko slider alignment to make more sense (new skin version only). ...

Dec 29, 2013

[peppy] Prepare voting pages for best-of-2013. ...

Dec 27, 2013

master: [peppy] No more snow (unless you skin "menu-snow" specifically). ...
master: [peppy] Fix typing /addfriend with no parameters causes an error. (fixes /t/174465) ...
[peppy] Fix locking threads removing tagging options. (fixes /t/174134) ...

Dec 26, 2013

Fix_tabs: [RBRat3] Iconify add channel tab. ...
Fix_tabs: [RBRat3] Align multi-lobby mode tabs. ...
Fix_tabs: [RBRat3] Align tabs to chat body. (fixes /t/168380) ...
[peppy] Fix test build scores not submitting. (fixes /t/172587) ...
[peppy] Add a note about qualified maps on the main beatmap listing. ...
[peppy] Bring qualified ranking type into full use. ...

[peppy] Fix beatmap searching (all) not including qualified maps. (fixes /t/172797) ...
Dec 18, 2013

[peppy] Add OWC 2013 winner badge. ...
Dec 16, 2013

master: [peppy] Adjust autoplay button choice to be a touch more realistic. ...
[peppy] Allow cancelling tablet orders even after preorder limit is hit. ...
master: [peppy] Add message to updater explaining virus scanner flaws. ...
master: [peppy] Menu snow skinnable using "menu-snow.png". Please use this instead of
"mode-x-small". ...
master: [peppy] Fix mouse clicks causing scrolling at ranking screen. (fixes /t/172036) ...

Dec 15, 2013

master: [peppy] Let it snow! (fixes /t/199669) ...
new_ranking_shortcut: [woc2006] Allow jumping to online ranking by pressing space or enter in
ranking dialog. ...
fix_171467: [woc2006] Fix [mania] Extra comma on ColumnLine causes freeze. (fixes
/t/171467) ...
fix_169792: [woc2006] Fix chat disappears when clicking on notification in lobby or matchsetup.
(fixes /t/169792) ...
let_it_snow: [peppy] Error dialog always on top. ...
let_it_snow: [peppy] snow got serious. ...
let_it_snow: [peppy] better snow. ...
let_it_snow: [peppy] snooooooooooooow ...
fix_155501: [woc2006] Fix [Mania] Note snapping display error. (fixes /t/155501) ...
fix_mania_hpbar: [woc2006] Fix mania hpbar glitch. ...
master: [peppy] Add bundled song to installer. ...

Dec 14, 2013

master: [woc2006] Fix not being able to play FL mod on osu!mania. (fixes /t/164188) ...
master: [woc2006] Fix osu!mania ticks freaking out during changing SV in editor. (fixes
/t/168535) ...
master: [woc2006] Fix osu!mania editor Shift+L/R only triggering once. (fixes /t/156230) ...
Homepage-DGS-Buttons: [RBRat3] Fix Homepage support button. ...

Dec 12, 2013

[peppy] Tablet order page fixes. ...
[peppy] Add tablet preorder page. ...
[peppy] Twitter keywords update. ...

Dec 12, 2013

[peppy] Introduction of "Qualified" map group. ...
[peppy] Fix incorrect directory listing on livestream page. ...

Dec 11, 2013

[RBRat3] Update homepage download/goodies/support buttons. (fixes /t/170461) ...

Dec 9, 2013

[peppy] Fix twitch directory link on livestreams page. ...
pp: [peppy] Extract aim accuracy to allow a variable setting. ...
[peppy] Move ppv2 api to common file. ...

Dec 6, 2013

pp: [peppy] Overall improvements to transparency of scores. ...

[peppy] Defer thumbnail/preview creation to speed up BSS. ...

Dec 4, 2013

fix_163330: [woc2006] Fix [Editor] Hold hitsound at both ends when unfocus. (fixes /t/163330) ...

pp: [peppy] Fix beatmap-level accuracy calculations (per-mode). ...

pp: [peppy] Refactor score processing to support or game modes in a logical manner. ...

pp: [peppy] Fix console padding in header output. ...

pp: [peppy] Change API port bindings to allow multiple game mode processors on same host. ...

[peppy] Fix ppv2 listing count for non-osu! modes. ...

[peppy] Update ppv2 page to interact correctly with changed API calls. ...

pp: [peppy] Allow beatmap updates to happen in the background (when they have a previously cached population). ...

pp: [peppy] Huge refactoring to allow for further expansion. ...

[peppy] Fix possible xss exploit when giving kudosu. ...

Dec 3, 2013

[peppy] Add NAT badge. ...

pp: [peppy] Decrease the weighting of 50 hits. ...

master: [peppy] Don't change mouse clip on wine builds (breaks under some circumstances). ...

pp: [peppy] Better handle cases where processor is running behind real-time. ...

pp: [peppy] Don't throw IO exceptions unnecessarily. ...

Dec 2, 2013

[peppy] Fix market page not working on some browsers (https issue). ...

[peppy] Fix google custom search not working on some browsers (https issue). (fixes /t/153412) ...

Dec 1, 2013

pp: [peppy] Switch to concurrent collections where possible. ...

[peppy] Fix osulive display on live streams page. ...

Bancho: [peppy] Fix tourney group connections. ...

Nov 30, 2013

[peppy] Fix dead link on friend management page. (fixes /t/168371) ...

[peppy] Update beatmap contest listing to properly link to new-style news posts. ...

[peppy] Add new archive page (accessible from front page by clicking News). ...

[peppy] Order beatmap contests page by contest start date. ...

Nov 29, 2013

Bancho: [peppy] Fix IRC clients not behaving correctly when more than one simultaneously connected. ...

[peppy] Remove another nfs access during beatmap download which is unnecessary. ...

pp: [peppy] Improve work saturation under idle conditions (upgrading low-priority tasks faster). ...

pp: [peppy] Fix null retrievals on encountering maps which have been unranked. ...

pp: [peppy] Extract score and user classes. ...
master: [peppy] Save new screen size to config when maximising window (or double-clicking titlebar). ...
master: [peppy] Fix clicking occupied slots in multiplayer games not showing user options unless host. ...
master: [peppy] Fix spectator cursor disappearing in F9 (extended chat) mode. (fixes /t/164421) ...
...
master: [peppy] Fix tabbed-out fullscreen crashing when importing a beatmap. (fixes /t/160131) ...
master: [peppy] Fix incorrect grid snap key specification in editor menu. (fixes /t/166561) ...
Nov 28, 2013
master: [peppy] User skin should prefer new default skin layout. ...
master: [peppy] Generally fix ranking screen layout in VS and Team VS modes. ...
master: [woc2006] Fix wrong beat lines after clicking on density bar. (fixes /t/166420) ...
Nov 27, 2013
Bancho: [peppy] Don't output mode changes for clients when they are already connected to the server. ...
[peppy] Automatically expire builds which are over one month old. ...
[peppy] Fix web release scripts location/check-in status. ...
Bancho: [peppy] Avoid an endless startup loop on failure to bind :80. ...
[peppy] Fix multi-byte characters at start of PM lines breaking PM completely. (fixes /t/159090) ...
Nov 27, 2013
[peppy] Fix unnecessary filesystem access when initialising beatmap downloads. ...
master: [peppy] Don't pause audio in osu!direct if auto-download mode is set (not necessary). ...
master: [peppy] Fix layout of Multi VS ranking screen. ...
master: [peppy] Forcefully return to lobby if match no longer exists when leaving ranking screen. ...
Nov 26, 2013
[peppy] Show large osu!live stream embed on live page when it is on-air. ...
Tourney: [peppy] Attempt to improve music sync. ...
Bancho: [peppy] Verbose output for tournament operators. ...
osu!direct-updates: [Ephemeral] Automatically pause and resume audio when entering/exiting osu!direct dialog ...
Nov 23, 2013
Bancho: [peppy] Add missing dll includes. ...
Nov 22, 2013
master: [peppy] Fix multiplayer ranking replacing existing rank letter on beatmap panels. (fixes /t/154581) ...
Tourney: [peppy] Stability improvements. ...
pp: [peppy] Limit memory consumption. ...
[peppy] Fix user-specific backup snapshots. ...
Nov 18, 2013

master: [woc2006] New osu!mania editor note density (seek) bar. ...
Tourney: [peppy] Show notice when trying to run without server being available. ...
Tourney: [peppy] minor timing fix ...
Tourney: [peppy] Fix team scores disappearing. ...
Tourney: [peppy] Adjust audio sync. ...
Tourney: [peppy] Adjust volume levels. ...
Tourney: [peppy] Fix score glitching during tourney slave startup. ...
Tourney: [peppy] Layout change. Load layout from server. ...
Tourney: [peppy] Hack to fix ranking screen issues (i really want to find the REAL cause of this, though). ...
Tourney: [peppy] Fix VBR tracks. ...
Tourney: [peppy] Improve audio sync. ...
Tourney: [peppy] Fix score alignment. ...
[peppy] Fix beatmap mirror weirdness (high web load). ...
Tourney: [peppy] Reduce thickness of hp graphs on tournament client. ...
Tourney: [peppy] Remove back button from ranking screen. ...
Tourney: [peppy] Add lots of new graphical features, panic buttons, etc. ...
Tourney: [peppy] Clear tournament spectator scores on returning to main menu. ...
Tourney: [peppy] Force new default skin behaviour in tourney build. ...
Tourney: [peppy] Reduce effect volume. ...
Tourney: [peppy] Fix build. ...
Tourney: [peppy] Fix failed scores counting towards totals. ...
Tourney: [peppy] add team scores, images, more. ...
Tourney: [peppy] Change command line argument back to old. ...
Tourney: [peppy] Handle failed players better. ...
Tourney: [peppy] Threading fix. ...
Tourney: [peppy] Basic country display. ...
Tourney: [peppy] Connect to OWC server for now. ...
Tourney: [peppy] Fix ranking display, fix song change handling. ...
Tourney: [peppy] Display less matches. ...
Tourney: [peppy] Reduce effect volume. ...
Tourney: [peppy] Don't snake sliders in debug builds (tournament). ...
Tourney: [peppy] Redirect notifications to logging channel. ...
Tourney: [peppy] Highlight active match. ...
Tourney: [peppy] Hide labels from input overlay keys. ...
Tourney: [peppy] Fix handling when no beatmaps are present. ...
todo: [peppy] make this optimisation work (seekTo not supporting virtual time?) ...
Tourney: [peppy] Re-hide chat for tourney drone clients. ...

Nov 18, 2013

Tourney: [peppy] Clean up unused IPC methods. ...
Tourney: [peppy] Better rank screen handling. ...
Tourney: [peppy] No fps counters. ...
Tourney: [peppy] Make spectator name a bit bigger. ...
Tourney: [peppy] Clients which aren't watching a user will still beatsync main menu

visualisation. ...

Tourney: [peppy] Remove old spectatorsetup window code. ...

Tourney: [peppy] Sync menus earlier in process. ...

Tourney: [peppy] Fix threading crash case. ...

Tourney: [peppy] Fix game mouse cursor not being displayed. ...

Tourney: [peppy] remove unnecessary debug ...

Tourney: [peppy] Forcefully download noVideo where possible. ...

Tourney: [peppy] Increase initialisation time allowance. ...

Tourney: [peppy] Variable name changes. ...

Tourney: [peppy] Fixes to initialisation after download new beatmaps. ...

Tourney: [peppy] don't flash window titles. ...

Tourney: [peppy] Better logging architecture, able to switch multiplayer games. ...

Tourney: [peppy] Add very basic match discovery. ...

Tourney: [peppy] Add console logging, more resilient startup. ...

Tourney: [peppy] Hide osu!direct ...

Tourney: [peppy] Add back menu sync, DT/HT support. ...

Tourney: [peppy] Don't allow tourney clients to start processes. ...

Tourney: [peppy] Cut back functionality, make basic sync work. ...

Tourney: [peppy] change cmdline flag. ...

Tourney: [peppy] Working toward synchronisation. ...

Tourney: [peppy] Correct working space to include bottom piece. ...

Tourney: [peppy] Don't show sub-clients in taskbar. ...

Tourney: [peppy] Make main menu vis display. ...

Tourney: [peppy] Client initialisation and connection. ...

Tourney: [peppy] Tourney v2 basic interface. ...

Nov 14, 2013

master: [peppy] Fix some osu!mania maps having excessive lead-in time. (fixes /t/145043) ...

Tourney: [peppy] SpectatorSetup interface improvements. ...

Tourney: [peppy] Processing improvements. ...

Tourney: [peppy] Hotfix to resolve ranking screen not displaying. ...

master: [peppy] Don't set window title when running osu! fullscreen. ...

Tourney: [peppy] Many minor UI improvements (hiding unnecessary elements, sizing etc.). ...

Tourney: [peppy] Add team scores. ...

Tourney: [peppy] Fix background database save issues. ...

Tourney: [peppy] Add key to force re-spectate. ...

[peppy] Switch intensive score lookups to dedicated slave. ...

[peppy] Update tweet keywords. ...

Bancho: [peppy] Track total workers in a more reliable way (accounts for lost workers). ...

Nov 13, 2013

Bancho: [peppy] Reduce header size for subsequent stream requests. ...

Bancho: [peppy] New admin commands to manage various bancho components in real-time. ...

Bancho: [peppy] Pin buffer. ...

Bancho: [peppy] .NET 4.5 -> 4.5.1. ...

Bancho: [peppy] Fix filters not applied to chat log on homepage. (fixes /t/112504) ...

master: [peppy] Fix highlight mechanism broken for Russian language. (fixes /t/164243) ...
master: [peppy] Fix country filter only showing players from "unknown". (fixes /t/164049) ...
master: [peppy] Fix osu! logging in and respecting incorrect username case. (fixes /t/164723) ...
master: [peppy] Fix osu!mania flashlight mode not working. (fixes /t/164188) ...

Nov 12, 2013

Bancho: [peppy] Suppress debug output. ...
[peppy] Fix phpbb path for cron tasks. ...
[peppy] Faster automatic mirror propagation. ...
[peppy] Re-enable beatmap mirroring system. ...

Nov 11, 2013

Bancho: [peppy] Improve beatmap information sending code. ...
Bancho: [peppy] Fix removing users on excessive request queue. ...
Bancho: [peppy] Preallocate all lists. ...
Bancho: [peppy] Add manual worker recycle command. ...
Bancho: [peppy] Dedicated workers for non-connection handling (avoid blocking on bancho restart). ...
Bancho: [peppy] Kill clients with excessive backlog of requests. ...
Bancho: [peppy] Zero buffers at startup to reduce fragmentation. ...
Bancho: [peppy] Remove unused code. ...
BSS: [peppy] Change connectivity to use IPs rather than host lookups. ...
[peppy] Refresh multiplayer match history less often. ...

Nov 10, 2013

Bancho: [peppy] Optimisation. ...

Nov 8, 2013

master: [peppy] Reliability fixes (specifically for OWC). ...

Nov 6, 2013

master: [peppy] Localisation updates. ...
master: [peppy] Force user panel update at song select. ...
master: [peppy] Fix entering an AFK state causing inaccurate status panel text. (fixes /t/105637) ...

Nov 5, 2013

[peppy] Start recording per-replay play-count stats. (completes /t/47412) ...
fix_mod_shortcut: [woc2006] Fix shortcut of mania mods (keys and random) in mod selection dialog. ...
master: [peppy] Remember scoreboard toggle status between multiplayer matches. (fixes /t/163510) ...
master: [peppy] Fix highlights in languages without spaces. (fixes /t/162131) ...
master: [peppy] Fix typo in skin.ini (Numer -> Number). ...
master: [peppy] Rename sliderLength to SpatialLength. Update SDK. ...
master: [peppy] Rename sliderRepeatCount to SegmentCount. Update SDK. ...
[peppy] Force utf8mb4 database connections for forum. (fixes /t/159090) ...
Bancho: [peppy] Fixes for permissions of tournament spectator client connections. ...
pp: [peppy] Add web interface to performance processor. ...
[peppy] Move some score queries from db2 to db1 to make room for ppv2 lookups. ...

[peppy] Show top scores contributing to ppv2. ...

[peppy] Fix report button being unclickable for osu!mania beatmap score listings. (fixes /t/163786) ...

Nov 3, 2013

pp: [peppy] Save backed dictionaries to disk less often. ...

[peppy] Display ppv2 ranking again. Order beatmap difficulty listing by ppv2 weighting. ...

[peppy] Fix long words breaking forum post appearance. (fixes /t/163393) ...

Nov 2, 2013

[peppy] Fix missing link to rules in contest submission. (fixes /t/162737) ...

pp: [peppy] Fix max accuracy calculation failing in some cases due to limit. ...

pp: [peppy] Fix sql bug. ...

pp: [peppy] Fix serialization issue with mono. ...

master: [peppy] Fix no skip button on beatmaps with long lead-in times. (fixes /t/162966) ...

Nov 1, 2013

master: [peppy] Fix maps being marked as played in circumstances they shouldn't. (fixes /t/162116) ...

master: [peppy] Fix watching a failed play replay (F1) not increasing playcount. (fixes /t/162801)

...

[peppy] Add OCWT2013 winter badge. ...

Oct 31, 2013

master: [woc2006] Search beatmaps by beatmap, set or thread id at song select. ...

master: [woc2006] osu!mania per-note skinning (NotelImage<col>=file in config). ...

pp: [peppy] Code tidying. ...

master: [peppy] Automatically repair files when flashlight cannot be displayed from failed update. ...

master: [peppy] Remove username/password entry from tournament spectator setup dialog. ...

Oct 30, 2013

pp: [peppy] Decrease sample size used for calculations (excludes lower scores which were causing inaccuracy/weird results). ...

pp: [peppy] Increase validity period of beatmap calculation cache. ...

Oct 29, 2013

pp: [peppy] Add ability to save beatmap stats to disk-backed dictionary. Hot-reload decreases load on initial startup. ...

[peppy] Remove dynamic signature image creation, redirect automatically to <http://osusig.ppy.sh>. ...

Oct 28, 2013

pp: [peppy] Processor project fixes. ...

master: [peppy] Fix BSS dialog not correctly showing patch creation progress. ...

master: [RBRat3] New fade-in/out mod icons ...

master: [RBRat3] Fix modicon proportions. ...

Config: [peppy] Add newline at end of crontab (wtf?). ...

Oct 27, 2013

pp: [peppy] Documentation and tidying. ...

Config: [peppy] Tidy crontab extensively. ...

Config: [peppy] Change user used for web updates (temporary). ...
[peppy] Disable geoip fallback for now (is not configured correctly). ...
Config: [peppy] Bring crontab up to date. ...
[peppy] Update amazon store embed to use https. ...
Bancho: [peppy] Fix permissions issue with spectator clients. ...

Oct 26, 2013

Config: [peppy] Remove osu!strema web config (migrated to separate server). ...
[peppy] Further .NET BSS optimisations specifically for osu!stream packaging. ...
[peppy] Fix announcements getting archived in tech support forum. ...
[peppy] Code cleanup. ...
[peppy] Improve .NET BSS components to work better over high latency link. ...
[peppy] Fix triangle brackets breaking Live Stream page. (fixes /t/161977) ...
[peppy] Fix some web variables which made site domain-specific. ...

Oct 24, 2013

API: [peppy] Add get_user fields for total ranks achieved (SS/S/A). ...
master: [peppy] Fix multiplayer slot clearing issues. (fixes /t/161671) ...
[peppy] Fix typo in support expiry email. ...
master: [peppy] Fix mouse buttons disabled warning appearing too often. ...

Oct 23, 2013

master: [peppy] Localisation updates. ...
[peppy] Use https where possible for google search results. ...
master: [peppy] Segregate online user panel handling to better track errors. ...
master: [peppy] Add some safety checks in place to hopefully fix a match setup crash. ...
[peppy] Fix peppy/osu-api#31 (graveyarded maps not returning results). ...
master: [peppy] Show mouse button disable message earlier in play mode. ...
master: [peppy] Fix cursor idle fading not working correctly. ...
[peppy] Remove third db slave (not running currently). ...

Oct 22, 2013

API: [peppy] Fix match end_time not being populated correctly. Fixes peppy/osu-api#28. ...
master: [woc2006] Fix grid snap tooltip. (fixes /t/159937) ...
master: [woc2006] Fix vertically flipping an osu!mania pattern breaking hold notes. (fixes /t/155669) ...
master: [woc2006] Fix playfield colours being incorrectly swapped in osu!mania editor. (fixes /t/156097) ...
master: [woc2006] Fix a possible memory leak with osu!mania sample loading. ...
master: [woc2006] Fix incorrect sample playing after copying notes in mania editor. ...
[peppy] Fix missing wiki edit button graphics. (fixes /t/146347) ...
[peppy] Add link in profile pages to osusig generation. ...

Oct 20, 2013

[peppy] Show two announcements at top of forum listing. ...
[peppy] Change character limit on 'support' feature request forum word filter. (fixes /t/160008) ...

Oct 19, 2013

master: [peppy] Localisation Updates. ...

master: [peppy] Fix combo colour acting odd with combo override + ignore skin. (fixes /t/156049) ...

Oct 18, 2013

master: [peppy] New option allows automatic download of beatmaps via osu!direct. ...

master: [peppy] Fix PM notifications not appearing instantly during gameplay. (fixes /t/130978) ...

master: [peppy] Automatically return to main menu when waiting for spectator host to choose a song. (completes /t/122769) ...

Oct 17, 2013

[peppy] Fix contest results not completely displaying. ...

[peppy] Correctly return banned users (as not existing) for API calls to get_user. (Fixes peppy/osu-api#33) ...

Oct 12, 2013

master: [peppy] Attempt to fix skip behaviour. (fixes /t/159221) ...

[peppy] Decrease epic factor of deleting beatmaps. ...

master: [peppy] Better fallback handling in cases where skin Version is present. ...

Oct 10, 2013

master: [peppy] Fix song select button alignment issue when not using default skin. ...

master: [peppy] Allow customisation of menu glow colour (MenuGlow in skin.ini, supporter only). (completes /t/136488) ...

master: [peppy] Menu glow colour defaults to white when custom background used. ...

master: [peppy] Fix editor not restoring timeline zoom after test mode. (fixes /t/159270) ...

[peppy] Fix virtually unlimited font size in forums. (fixes /t/155589) ...

master: [peppy] Fix storyboard letterbox pieces not expanding proper on super-wide displays. ...

master: [peppy] Force pre-loading textures which may otherwise be lazy-loaded by GPU. ...

master: [peppy] Show epilepsy warning earlier in load process (less chance of conflicting with beatmap). ...

[peppy] Hide contest results which are not judged yet. ...

Oct 9, 2013

master: [peppy] Sanity check to ensure submissions of beatmaps are owned by current user. (fixes /t/150747) ...

master: [peppy] Fix osu!direct opening deleted beatmaps in browser. (fixes /t/155099) ...

master: [peppy] Fix notes being placed when clicking inside chat window (osu!mania editor). (fixes /t/158036) ...

master: [peppy] Fix changing hitobjects' samplesets not triggering a save upon testing. (fixes /t/158514) ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix enabling auto while test mode loads making map go warp speed. (fixes /t/158806) ...

master: [peppy] Fix edit mode sampleset dropdown overlap. (fixes /t/158801) ...

master: [peppy] Fix possible race condition when bancho connect is faster than startup thread. ...

master: [peppy] Report bancho connection failures back to server for monitoring purposes. ...

Oct 7, 2013

master: [peppy] Increase the speed of fade-out when using Ctrl-R to retry a map. ...

Bancho: [peppy] Various fixes. ...

Bancho: [peppy] Silence extraneous output on country lookup failure. ...

Bancho: [peppy] Add statistics collection using new API. ...

Bancho: [peppy] Fix non-global replacements not working. ...

Bancho: [peppy] Protect the main loop from possible crashes. ...

[peppy] Add timeout when fetching tumblr posts to avoid issues when tumblr API is unavailable. ...

Oct 6, 2013

master: [peppy] Fix retrying during Test Mode starting in Play mode. (fixes /t/158512) ...

master: [peppy] Support two or more column dropdowns, reorganise languages into a semi-logical order. ...

master: [peppy] Add localisation for Latvian. ...

master: [peppy] Add localisation for Slovene. ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix accepting mp invites from test mode causing a glitched state. (fixes /t/157141) ...

master: [peppy] Fix bindings not being restored when conflicts are present. (fixes /t/148558) ...

API: [peppy] Allow specifying lookup types for get_user to avoid ambiguous cases (type=string or type=id). Fixes peppy/osu-api#21 ...

API: [peppy] Allow 'u' parameter to get_scores to get a specific user's score (must also specify 'b' for beatmap_id). Closes peppy/osu-api#16. ...

API: [peppy] Add hard limit of 500 beatmaps per request to get_beatmaps. Fixes peppy/osu-api#15. ...

[peppy] Change logic for inserting new scores when user already has an existing score (PK optimisation). ...

[peppy] Use slave database for API queries. ...

API: [peppy] Return user details even if user has not played requested mode. Fixes peppy/osu-api#22. ...

API: [peppy] Add last_update to get_beatmaps API. Closes peppy/osu-api#23. ...

API: [peppy] Add get_match API call. Closes peppy/osu-api#24. ...

API: [peppy] Query beatmaps based on user_id (u parameter in get_beatmaps). Closes peppy/osu-api#25. ...

Oct 5, 2013

master: [woc2006] Move mania score meter to screen bottom. ...

[peppy] Improvements to pp calculation efficiency when run in batch mode. ...

[peppy] Update pp on next score submission if user was previously inactive. ...

pp: [peppy] General project tidying, fixes for windows deployment. ...

pp: [peppy] Increase database timeout for local deployment. ...

[peppy] Add short delays between cron processing to spread load (replication mostly). ...

Oct 5, 2013

[peppy] Hide performance history graphs for the time being (back soon). ...

Oct 4, 2013

[peppy] Show more than one announcement on forum listing (hidden by default). ...
[peppy] pp processor updates. ...
[peppy] Add explanatory text on profile when pp is not displayed. ...
[peppy] Add announcement display on forum. Archive old announcement forum. ...
[peppy] Improve performance of daily stat calculations. ...
[peppy] Updating beatmap purging script to be more performant, remove orphaned beatmaps (no forum thread). ...
Bancho: [peppy] Allow tournament spectator access to special tournament group. ...
[peppy] Add fallback for BSS mirroring when mDNS fails lookups. ...
[peppy] Redistribute score query database load. ...
Bancho: [peppy] Fix spinwait case when zero users are connected. ...
Bancho: [peppy] Don't initialise FAQ in debug mode (avoid google API limits). ...
[peppy] Remove unnecessary forum queries. ...
[peppy] Update multiplayer purging script to use transactions (increased performance). ...
[peppy] Fix load time of forum index. ...
[peppy] Remove batching in cron'd optimisation tasks (no longer needed). ...

Oct 2, 2013

Bancho: [peppy] Fix some minor naming issues. ...
Bancho: [peppy] Remove some more locks. ...
Bancho: [peppy] Restructure network operation locks. ...
Bancho: [peppy] Remove redundant nickname change code. ...
Bancho: [peppy] Improve messaging on server restart slightly. ...
master: [peppy] Better handle connection retries during server restart. ...
Bancho: [peppy] Rewrite worker client retrieval to use non-locking concurrent queue. ...
Bancho: [peppy] Rewrite locking architecture for lobby and channels. ...
Bancho: [peppy] Improve locking behaviour when contending client kills. ...
Bancho: [peppy] Restructure list locking behaviour in Channel class. ...
Bancho: [peppy] Remove necessity for lock when leaving multiplayer game. ...
Bancho: [peppy] Switch channelmanager to use non-locking collection. ...
[peppy] Fix index usage on beatmap pack info display. ...
[peppy] Move phpbbs "cron" tasks to a more controlled environment (avoid unnecessary load spikes). ...
Bancho: [peppy] Improve performance when fetching client for processing. ...
Bancho: [peppy] Improve address lookup procedure on client registration. ...
Bancho: [peppy] Switch stream closing to use non-locking thread-safe collection. ...

Oct 1, 2013

[peppy] Minor tweaks to forum performance. ...
master: [peppy] Fix silence removals (unkill) not being properly applied at client-side. (fixes /t/156222) ...
[peppy] Remove message about pp graph update delays. ...
[peppy] Make web more resilient when database is in read-only mode. ...
[peppy] Cumulative changes to database infrastructure, monitoring methods. ...

Sep 26, 2013

[peppy] Fixes to no-mod score display on beatmap info pages. ...

master: [peppy] Fix global background dim slider draggable from anywhere in osu!. (fixes /t/155916) ...

master: [peppy] Localisation updates. ...

Sep 24, 2013

[peppy] Remove socket fallback for database connections. ...

[woc2006] Always use slave db for score retrieval for now. ...

master: [woc2006] Support per column key image in mania skin config, e.g. KeyImage0D for press status & KeyImage0 for normal status of first column

[peppy] Update OS X download link. ...

[peppy] Add new database slave. ...

[peppy] Updates to pp processing (attempt to improve performance). ...

Bancho: [peppy] Fix clients getting processed multiple times when worker count is dynamically adjusted (inefficient fix). ...

master: [peppy] Add ability to quick-retry by holding 'Ctrl+R'. Customisable later! ...

[peppy] Fix performance of API score retrievals post-database changes. ...

Sep 18, 2013

[peppy] Delayed inserts not supported/necessary for converted InnoDB tables. ...

Sep 17, 2013

master: [peppy] Simplify replay save/export logic. ...

master: [peppy] All config and data files are saved in the background to avoid loss. ...

master: [peppy] Localisation updates. ...

Tourney: [peppy] Slightly change conditions required to trigger a background save. ...

Tourney: [peppy] Fix possible bug with background saving. ...

Tourney: [peppy] Add background saving of all database and configuration files. ...

master: [peppy] Set more sane defaults when first overriding visual settings on a map. ...

master: [peppy] Add skin versioning (add Version: 2 to force new skin mode). ...

master: [peppy] Fix background dim affecting editor. (fixes /t/155100) ...

master: [peppy] Don't prompt user to switch to OpenGL when context creation fails post-startup. ...

master: [peppy] Add backup server for chinese players (thanks to [- Sion -]). ...

[peppy] Allow for country-specific bancho fallbacks. ...

[peppy] Improve flexibility of server-side database fallback. ...

Sep 16, 2013

[peppy] Fix contest judging being open too early (before contest ends). ...

Sep 15, 2013

master: [peppy] Reorganise options menu to avoid bugged slider bars. (fixes /t/154734) ...

master: [peppy] Fix skin colours not overridden with "Ignore all beatmap skins". (fixes /t/154749) ...

[peppy] Performance history tables use DATE instead of TIMESTAMP. ...

master: [peppy] Fix osu!direct button on web only working if osu! is running. (fixes /t/154755) ...

[peppy] fix display of some ranking pages. ...

Sep 14, 2013

master: [peppy] Further random select fixes. (fixes /t/153710) ...

master: [peppy] Fix background dim defaulting to 30% when toggling per-map disables. (fixes

/t/154789) ...

fix_154729: [woc2006] Fix [Mania editor] Shortcut key for Holds doesnt work. (fixes

/t/154729) ...

master: [peppy] Fix mania 'hold' keyboard shortcut not working in editor. (fixes /t/154729) ...

[peppy] Fix osu! version shown in post template is always latest. (fixes /t/154650) ...

master: [peppy] Fix beatmap panel showing incorrect rank when local ranking is used. (fixes /t/154581) ...

master: [peppy] Fix rare case of incorrect full process. ...

master: [peppy] Localisations for beatmap import dialog. ...

master: [peppy] Fix beatmap/rank information not always being updated correctly. (fixes /t/154528) ...

master: [peppy] Improve song import behaviour on OS X (wine). ...

master: [peppy] Fix https links not being handled correctly by osu!direct. ...

master: [peppy] Fix threading race condition causing beatmap info to not be populated. (fixes /t/154528) ...

Sep 13, 2013

master: [peppy] Fix losing focus on osu! window causes multiplayer to quit. (fixes /t/154354) ...

master: [peppy] Add visual settings defaults to options menus. ...

[peppy] Update osu! OS X download link. ...

master: [peppy] Fix title screen announcement links not working after leaving title screen once. ...

master: [peppy] All OS X users should redownload the latest version from <https://osu.ppy.sh/p/download> ...

[peppy] Show osu!direct button for supporters (beatmap pages). ...

Bancho: [peppy] Fix bancho hanging issues (worker busy status not correctly updating under some circumstances). ...

master: [peppy] osu!direct web support. Open directly in osu! from beatmap pages. ...

[peppy] Use more efficient beatmap playcount lookups at beatmap listing. ...

[peppy] Working on stuff bigger than you could imagine >_<. No changelog updates for a bit. ...

Sep 10, 2013

master: [woc2006] Fix osu!mania down arrow appears as unicode in multi lobby. (fixes /t/153074) ...

Sep 8, 2013

master: [woc2006] Fix AiMod giving erroneous warnings on mania-specific maps. (fixes /t/153316) ...

Sep 7, 2013

[peppy] Update front page link to go to tumblr blog for now. ...

[peppy] Final touches to make new announcement news threads live. ...

[peppy] Switch front-page news feed to tumblr source. Add /news/ display page. ...

Config: [peppy] Add support for /news/ links. ...

master: [peppy] Fade transitions between options screens. ...

master: [peppy] Change random selection to end when releasing F2. ...

Sep 7, 2013

master: [peppy] Force mouse cursor to be hidden in non-standard modes during gameplay.

(fixes /t/152086) ...

[peppy] Link to profile after editing user page. (fixes /t/134384) ...

master: [peppy] Add a slight delay when adjusting volume using arrow keys. (completes /t/152902) ...

Sep 6, 2013

Config: [peppy] clean-ups to php configs. ...

[peppy] Add missing storeart competition thumbnails. ...

[peppy] Add missing fallback no-thumb files for beatmap thumbnails. ...

[peppy] Move osu! mode forum icon to correct location. ...

[peppy] Remove redundant praise/report options from new mod system. Add confirmation for awarding helpful score to posts. ...

[peppy] Remove beta messaging from new mod system. ...

[peppy] Add qualified section to beatmap listing. ...

Media: [peppy] Add template title screen overlay for use when bancho is dying/dead. ...

master: [peppy] Fix uploading screenshots too fast causing .jpg copy to be created. (fixes /t/153217) ...

master: [peppy] Fix possible infinite loop condition. ...

master: [peppy] Improve behaviour of pausing when window is inactive. (fixes /t/150331) ...

Sep 5, 2013

[peppy] Change tech support template post. Add last used osu! version number automatically. ...

master: [peppy] Fix Nightcore/Perfect being disabled on entering mod selection. (fixes /t/152906) ...

master: [peppy] Fix one-frame flash on reloading dynamic textures from cache. ...

master: [peppy] Fix failed authentication responses not being sent to end-user. (fixes /t/152972) ...

...

Bancho: [peppy] Make server-side buffer increase permanent. ...

Sep 4, 2013

[peppy] Fix BanchoBot handling messages starting with '!'. ...

[peppy] Show links to previous builds' changelogs on specific changelog pages. ...

[peppy] Group changelog comments to one batch per day (no matter what point-release). ...

master: [peppy] Fix AiMod not opening. (fixes /t/152895) ...

master: [peppy] Fix potential crash when reading key bindings from config file. (fixes /t/152892) ...

master: [peppy] Fade dynamically loaded sprites in (avatars etc.). ...

[peppy] Fix changelog history bounds being off by one version. ...

[peppy] Force a web-side update when localisation changes are made. ...

master: [peppy] Fix bugged japanese localisation (online/offline messages). (fixes /t/152879) ...

[peppy] Localisation updates. ...

Sep 3, 2013

[peppy] Properly limit match history to show only the most recent n events. ...

[peppy] Limit multiplayer history returned to avoid fpm bug. ...

master: [peppy] Fix CtB dash key getting stuck for some users. (fixes /t/144606) ...

Sep 2, 2013

master: [peppy] Add fallback bancho endpoints to mitigate DNS issues causing connection failures. ...

[peppy] Increase livestreams listing to 40 streams max. ...

Sep 1, 2013

master: [peppy] Display osu!direct instead of website if no beatmaps loaded and supporter. ...

master: [Scorpiour] New recovery dialog (hold shift while osu! is starting). ...

master: [peppy] Fix taiko combo colours applied to standard map after diff switch in editor. (fixes /t/148630) ...

master: [peppy] Add localisation support for all chat-related messaging. ...

master: [peppy] Localisation updates. ...

master: [peppy] Inform user that mouse buttons are disabled the first time they click after disabling. ...

master: [peppy] Fix skin spinner background ignored when beatmap skin disabled but .jpg present. (fixes /t/152382) ...

master: [peppy] Fix searching by BPM not working properly. (fixes /t/152358) ...

[peppy] Fix escaping of quotations in commit message suggestions. ...

master: [peppy] Fix disabled tablet tap being sent to game after a delay during gameplay. (fixes /t/142256) ...

Aug 31, 2013

master: [peppy] Fix Taiko mode irregularities when missing notes. (fixes /t/146478) ...

master: [peppy] Don't play pass/fail sound in break time for modes which shouldn't have it. ...

master: [peppy] Fix Alt+Tab issues when using OpenGL in fullscreen mode. (fixes /t/142095) ...

master: [RBRat3] Fix coloration in mania flashlight. ...

master: [peppy] Fix mania AiMod returning errors about notes at the same time on osu!mania maps. (fixes /t/151921) ...

[peppy] Only disable ranking on test builds older than 6 hours. ...

Aug 31, 2013

[peppy] Move important build scripts to a stable location which will can be further linked with symlinks to correct external locations. ...

master: [peppy] Optimised background user handling to fix lag spikes for some users. (fixes /t/150423) ...

[peppy] Add extra installer download mirror. ...

[peppy] Remove rsync logic from new build deployment process. ...

Config: [peppy] Increase server_names_has_bucket_size for better cross-server compatibility. ...

master: [woc2006] Fix "Score Multiplier" text losing its colour. (fixes /t/122548) ...

Aug 30, 2013

[peppy] Relocate primary installer download source. ...

[peppy] Fix build links on main changelog listing (disqus comments weren't linked correctly). ...

Aug 29, 2013

[peppy] Fix build links on main changelog listing (disqus comments weren't linked correctly). ...

[peppy] Localisation updates. ...

master: [peppy] Fix endless error loop when spectating a map with audio file missing. (fixes /t/150694) ...

master: [woc2006] Fix confusing options when choosing "Saving as new difficulty". (fixes /t/143721) ...

master: [woc2006] Fix SpunOut being listed as a +score mod in /np. (fixes /t/101020) ...

[peppy] Allow hiding of specific changelog entries for next build with one click. ...

master: [peppy] Fix osu!-wide freeze when disconnected from bancho while user panel view is displayed. ...

master: [peppy] Huge improvements to connection stability. Addition of "connection error" icon when network connection is lost. ...

Aug 28, 2013

master: [peppy] Fix AiMod not listing unsnapped objects for modes other than osu! standard. (fixes /t/151627) ...

master: [peppy] Reduce number of false full processes of songs directory. (fixes /t/117098) ...

[peppy] Allow viewing features queued for next version in changelog. ...

[peppy] Disallow posting in feature requests with just "support". ...

[peppy] Disallow password recovery for all admin level users. ...

[peppy] Fix some maps not showing in new mod view. ...

Aug 27, 2013

master: [peppy] Fix being able to deselect current renderer checkbox. (fixes /t/138327) ...

AiMod: [woc2006] check frequently speed change in mania easy/normal diff. ...

master: [peppy] Fix launching from non-primary monitor causing hard crash (borderless). (fixes /t/147338) ...

[peppy] Add pippi art to welcome page. ...

Aug 26, 2013

[peppy] Disable ppv2 listing for now (hasn't been updating). ...

[peppy] Fix error when submitting maps with only one hitobject in one or more difficulty. (fixes /t/150861) ...

[peppy] Fix archiving of Technical Support threads. (fixes /t/151112) ...

Aug 24, 2013

master: [peppy] Remove audio lead-in setting from editor. This is now automatically detected at play-time. ...

master: [woc2006] Disable break time arrows in taiko and osu!mania modes. ...

master: [peppy] Fix CtB hotkey overlays being reversed when playing locally. (fixes /t/150870) ...

[peppy] Show changelog entries for recent public releases on the changelog page. ...

master: [peppy] Show all changes since last client-side update on website changelog. ...

master: [peppy] Fix conditionals applied to filter when doing a text search in multiplayer lobby. ...

Aug 23, 2013

master: [peppy] Fix osu! overriding mouse bounds restricting over other games when running in background. ...

[peppy] Fix build-specific changelog page asking for a new Disqus account. (fixes /t/150773) ...

master: [peppy] Fix language changes not applying instantly. ...

[peppy] Fix release note disqus comments not correctly associating with URLs. ...

Server: [peppy] Add default !kill reason. ...

[peppy] Stop displaying all changelog entries with a category for now. ...
[peppy] New web-based changelog display. ...
master: [peppy] Fix CtB input overlay displaying incorrect results at higher frame limit settings (replays). ...
master: [peppy] Report connection failures. ...
master: [peppy] Localisation updates. ...
master: [peppy] Add CtB key overlay support. (fixes /t/108482) ...
[peppy] Change the way country acronyms are assigned. ...
master: [peppy] Increase efficiency of screensaver disabling while osu! is open. ...
master: [peppy] Block Windows key during gameplay. (completes /t/26936) ...
[peppy] Don't announce tweets which start with a '.' on website/game. ...

Aug 22, 2013

master: [peppy] Fix scrolling to intro/outro in design mode causing music to not play in compose mode. (fixes /t/149697) ...
[peppy] Change rounding style for relative dates involving years. (fixes /t/150562) ...
Server: [peppy] Automatically restart bancho with admin privileges should HTTP binding fail. ...
Server: [peppy] Add basic bancho header for non-osu! clients getting lost. ...
[peppy] Use a protocol independent static server hostname. ...
master: [peppy] Increase receive buffer size (client-size). ...
master: [peppy] Changes to packet handling when chat is visible. ...
master: [peppy] Fix mouse cursor disappearance when window not focussed. ...
master: [peppy] Further async related fixes. ...
master: [peppy] Perform socket connections with an async callback. Properly handle timeouts. ...
master: [peppy] Improve connection efficiency further. ...
master: [peppy] Improve handling of http requests. ...
master: [peppy] Improve bancho error handling. ...

Aug 21, 2013

master: [peppy] Handle token failures better. ...
master: [peppy] Minor adjustments to back-off limits. ...
[peppy] Always allow one test build older to submit scores. ...
master: [peppy] Fix colour score meter doesn't report Geki hits. (fixes /t/150322) ...
master: [peppy] Soft-handle connection errors server-side; rely on timeout instead. ...
master: [peppy] Add back-off on multiple outgoing requests only containing pings. ...
master: [peppy] Rewrite of client-server bancho protocol completed. ...
master: [peppy] Allow fast-send optimisation when packets are saturated with data. ...
master: [peppy] Rate limit multiplayer communications. ...
master: [peppy] Fix pings not being send to old clients. ...
master: [peppy] Accept osu! (old) bancho protocol connections. ...
master: [peppy] Support errors at client-side. Doesn't yet replay request queue on failure (which is pretty bad). ...
master: [peppy] Fix ordering of scheduled delegates with same schedule delay. ...
master: [peppy] Only use mouse movement to update idle status when it is in the window. ...
master: [peppy] Don't check for events if not reporting stats to server. ...

master: [peppy] Fix send queue getting cleared when it shouldn't. ...
master: [peppy] Fix token failures not registering properly. ...
master: [peppy] Handle clean-up of clients better. Provide a correct error code on token failure. ...
master: [peppy] Handle client-side exit properly. ...
master: [peppy] Fix ping timeouts never occurring for http clients. ...
master: [peppy] Fix threading race conditions when response is not used to send any data. ...
master: [peppy] General tidying up. ...
master: [peppy] Fix race condition when displaying quickly changing bancho status messages. ...
master: [peppy] Don't delay chat messages if the last send wasn't a ping. ...
master: [peppy] Better separation of sync/async reads. Slight performance improvement. ...
master: [peppy] Fix some weird buffer size parameter which shouldn't be there. ...
master: [peppy] Fix issues with IRC clients. Tidy up some unnecessary code/verbosity. ...
master: [peppy] Fudge incoming chat display when send delay is high. Hardly necessary, but a nice touch. ...
master: [peppy] Reset client-side token on disconnect (for now). This could possibly be avoided in the future. ...
master: [peppy] Increase efficiency of server-side packet handling where synchronous reads can be performed. ...
master: [peppy] Add fallback case when token doesn't match. ...
master: [peppy] Better handling of HTTP connection clean-up and queueing of new connections (add timeout support to address possible thread hanging). ...
master: [peppy] Fix exception at a high level when attempting to close a connection that is already closed. ...
master: [peppy] Fix ban checks requiring IP address presence. ...
master: [peppy] Change the order of execution when handling client receive/send queues. ...
master: [peppy] Client-side fixes for cloudflare header changes. ...
master: [peppy] Client side support for HTTP bancho protocol. ...

Aug 21, 2013

master: [peppy] Basic server-side HTTP handling support for bancho (osu!) connections. ...

Aug 19, 2013

[peppy] Clean up old user registrations. ...
[peppy] Add mediawiki submodule (tracks <https://github.com/peppy/osu-mediawiki/tree/osu-initial>). ...
[peppy] Remove all mediawiki code. ...
[peppy] Remove unused phpbb registration code. ...
[peppy] Update git callback to handle submodules. ...
[peppy] php5 config updates. ...

Aug 18, 2013

fix_aimod: [woc2006] Fix some AiMod bugs.(kiai toggle, mania meta) ...
master: [mm201] Fixed circle sliders inverting when reversed under special circumstances. (fixes /t/116612) ...
master: [mm201] Reduce circle-bezier slider fallback once the slider is placed. (Fixes rotate

and scale of large circle sliders.) (fixes /t/116612) ...

master: [woc2006] Fix some maps with spinners at the end give reduced max score. (fixes /t/148996) ...

master: [woc2006] Fix [osu!test] Chat commands not clearing. (fixes /t/148582) ...

[woc2006] mania star adjust ...

master: [mm201] (Correctly) fixed 1/1 ticks having the wrong colour on 1/3 and 1/6 snap. (fixes /t/139708) ...

master: [woc2006] Disable tag mode for mania maps. ...

[peppy] Allow retrieval of total error count for graphing. ...

Aug 16, 2013

[peppy] Improve contention avoidance when memcached is restarted. ...

Aug 15, 2013

master: [peppy] Remove dependence on source IPs in bancho (use database instead). ...

master: [peppy] Remove references to IRC IP blacklist (not used anymore). ...

master: [peppy] Update database structure. ...

[peppy] Add 'stable' as a issue-resolved keyword for @osustatus tweets. ...

[peppy] Fix out of range value causing failure on beatmap submission (new maps). ...

Aug 13, 2013

[peppy] Make screenshot handling code more flexible. ...

[peppy] Fix BSS not working after mysql upgrade. (fixes /t/148885) ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix maps specific to modes that don't support CS/AR displaying when searched using expressions. (fixes /t/148809) ...

master: [peppy] Fix all notes turn gray after missing with SD in taiko MP. (fixes /t/96636) ...

Aug 11, 2013

master: [woc2006] Cache unsent message per-channel. ...

master: [woc2006] Fix ime candidates not disappearing issue, and hide ime in windowed mode.

...

master: [woc2006] Fix Left/Right arrow behaviors in song selection. ...

master: [woc2006] Fix wrong group color and beatmaps missing issues. ...

master: [woc2006] Fix collection groups always collapse after closing collection dialog. ...

master: [woc2006] Fix wrong drain length calculation with spinner at end. ...

[peppy] Fix possible XSS exploit in profile event history (beatmap artist/title/version). ...

master: [peppy] Fix time search parameters being measured in milliseconds. ...

master: [peppy] Fix [Taiko] Color accuracy overlay not tracking large notes. (fixes /t/146876) ...

[peppy] Provide more verbose output when an error occurs in the forum system. ...

[peppy] Fix unable being to use certain Unicode characters in profile info. (fixes /t/147172) ...

Aug 10, 2013

master: [peppy] Change position of replay scrubber. ...

master: [peppy] Fix "length" keyword filtering by drain length. Added "drain" to search specifically for drain length. (fixes /t/148412) ...

master: [peppy] Fix maps that use map background in the storyboard black out with SB disabled. (fixes /t/148205) ...

[peppy] Fix ordering of language options on beatmap listing. (fixes /t/147029) ...

master: [peppy] Disallow texture overrides in test build for confirmity. ...
master: [peppy] Add exception for edge-case where background is not displayed when storyboard is disabled/not present. ...
master: [peppy] Ensure LocalisationManager is initialised before any GetString is performed. ...
master: [peppy] Localisation updates. ...
master: [peppy] Add menu tip explain new search variables. ...
master: [woc2006] Support for search expressions, like "ar>8 od=9". Supported keywords are: ar,od,hp,cs,bpm and length. (completes /t/123169) ...
improve_speed_tips: [woc2006] Localisation updates. ...
improve_speed_tips: [woc2006] Add speed change shortcut tip for first mania mode playing. ...

Aug 9, 2013

master: [peppy] Change solution setup to ensure sane default project and build configuration. ...
master: [peppy] Disallow beatmap-level skinning of masking-border (this is silly). ...
[peppy] Read available bancho IPs from database rather than file. ...
[peppy] Handle www.osu.ppy.sh. ...
master: [peppy] Localisation for all score submission/management/errors. ...
master: [peppy] Fix localisationUpdater creating invalid constants when '\' characters are involved. ...
master: [peppy] Increase the number of attempts osu! tries to resubmit scores. Show a message to the user when this happens. ...
master: [peppy] Fix possible nullref when importing beatmaps. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix impossible movement bar displaying on test builds. (fixes /t/148005) ...
master: [peppy] Fix osu! crashing when exiting from spectator mode (for real). (fixes /t/146495) ...

Aug 8, 2013

master: [peppy] Attempt to fix osu! crashing when exiting from spectator mode. (fixes /t/146495) ...

[peppy] Reenable twitter alerts (website/game). ...
master: [peppy] Submit correct build information in patch upload process. ...
master: [peppy] Allow custom height for masking overlay. ...
master: [peppy] Allow customising the storyboard 4:3 masking border (masking-border.png). ...
master: [peppy] Fix overlay covering score metre. (fixes /t/147861) ...
[peppy] Remove [test] tag from commit message suggestions. ...

Aug 7, 2013

master: [peppy] Increase storyboard non-widescreen masking border by 1px. ...
master: [peppy] Fix disabling Storyboard doesn't disable the letterboxing. (fixes /t/147736) ...
[peppy] Don't include test builds in error reporting stats. ...
master: [peppy] Default all builds to connect to the main bancho server. ...
master: [peppy] Change test build to use main server endpoint URLs. ...
master: [peppy] Add an overlay to denote a user is using test build. ...
[peppy] Force all old test build version to expire on a new release. No backwards support. ...
[peppy] Add test builds to the central build list. ...

master: [peppy] Fix non-widescreen storyboard mask not dimming. (fixes /t/147710) ...
master: [peppy] Fix taiko scroller displays incorrectly (OpenGL). (fixes /t/146764) ...
[peppy] Show user id in profiles for admin users. ...
master: [peppy] Fix possible nullref crash when resetting audio settings. ...
master: [peppy] Avoid possible div-by-zero crash. ...
master: [peppy] Fix jittering of masking on non-widescreen storyboards. ...
master: [peppy] Fix broken Widescreen Support Feature for Storyboards. (fixes /t/147572) ...
master: [peppy] Fix hit Error marks are always blue when hitting early. (fixes /t/147055) ...
master: [peppy] Fix osu! crashing in a weird way occasionally when starting spectator mode.
(fixes /t/146495) ...

Aug 6, 2013

master: [peppy] Silently handle UnauthorisedAccess exceptions when reading beatmap data. ...
master: [peppy] Fix checking music playback direction not correctly using new instantiated
audio tracks. ...
master: [peppy] Fix possible crash when adjusting spinner glow just before pass levels. ...
master: [peppy] Fix a possible threading issue when enqueueing background tasks. ...
master: [peppy] Fix possible nullref when changing storyboard visibility. ...
[peppy] Allow retrieval of total error count for graphing. ...
master: [peppy] Fix soft handling of exceptions providing incorrect stack traces during exit
process. ...
[peppy] Remove osu!monthly twitter link (deprecated). ...
master: [peppy] Fix potential nullref when retrying a map multiple times. ...
[peppy] Don't include test builds in client distribution stats. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix song playback rate doesn't reset upon leaving editor. (fixes /t/146935) ...
master: [peppy] Fix deleting a map in a group selects map at bottom. (fixes /t/146429) ...
master: [peppy] Move beatmap info retrieval initialisation to main thread to avoid possible
thread conflicts. ...
master: [peppy] Fix possible out-of-range exception when managing collections using right-click
popup. ...

Aug 6, 2013

master: [peppy] Attempt to fix randomly occurring glitches at ranking screen. ...
master: [peppy] Attempt to fix a nullref when processing osu!mania maps. ...
master: [peppy] Fix some errors not being reported in full detail when they are triggered too
early in osu! initialisation. ...
master: [peppy] Fix an error causing possibly unnecessary bancho connection drops. ...
master: [peppy] Fix long-standing issue displaying ranking dialog under very specific
circumstances. ...
master: [peppy] Improve robustness of new chat message display handling. ...

Aug 5, 2013

[peppy] Fix decimal values appearing in score submission retrieval, causing osu! to fail
displaying some results. ...
master: [peppy] Update spectator client to choose a 2x2 layout when there are less than 5
players in the map. ...

master: [peppy] Quick fixes to spectator client regressions (resolution change not working). ...

master: [peppy] Add very clean osu! logo psd. ...

Aug 4, 2013

[peppy] Add contributor badge graphics. ...

master: [peppy] Add tournament management group to multi-client support list. ...

Aug 2, 2013

master: [peppy] Allow widescreen backgrounds where feasible. ...

master: [peppy] Fix some widescreen storyboard bugs. (fixes /t/146664) ...

master: [peppy] Fix Skip function not always working (opengl). (fixes /t/146445) ...

master: [peppy] Fix video freezing when retrying a beatmap (opengl). (fixes /t/146532) ...

master: [peppy] Fix missing project release entry for updater. ...

master: [peppy] Allow updating osu! without the need to restart it. Requires a further one release. ...

master: [peppy] Fix objects becoming invisible in OpenGL mode on second play of same beatmap. (fixes /t/146448) ...

master: [peppy] Fix fully keysounded osu!mania maps playing static as BGM. (fixes /t/146423) ...

Aug 1, 2013

master: [peppy] Change behaviour of removing beatmaps from a collection to remove full beatmap set. (fixes /t/146490) ...

master: [peppy] Fix Song Setup dialog sizing issues. (fixes /t/146433) ...

master: [peppy] Fix backgrounds per difficulty not loading correctly. (fixes /t/146447) ...

[peppy] Fix commit string suggestion not correctly forming with new positioning of issue tracking tags. ...

[peppy] Hide bots and anonymous user profiles. ...

master: [peppy] Force a config save after update to try and ensure false update failure reports don't occur. ...

master: [peppy] Catch errors in audio stream handling to ensure unnecessary crashes are avoided. ...

master: [peppy] Better error reporting on import failure (b20130801.3). ...

master: [peppy] Assign status handlers to dialogs in a better way. ...

master: [peppy] Ensure no crash on framework dll being not up-to-date. ...

master: [peppy] Revert "(+) Add background saving of all database and configuration files." ...

master: [peppy] Localisation updates. ...

[peppy] Fix resolving long topics not correctly adding tag. ...

Jul 31, 2013

master: [peppy] Some huge TLC for Hit Error display. Better colours, layout and readability. ...

master: [peppy] Fix effect sounds playing even when universal volume is 0. ...

master: [peppy] Allow setting maximum background dim without completing map. Please stop deleting backgrounds. ...

master: [peppy] Fix incorrect unicode character for osu!mania difficulty display. ...

master: [peppy] Fix colours of hit error metre. ...

master: [peppy] Fix "Not Submitted" and "Latest Pending" not appearing in Song Select (Edit). (fixes /t/145999) ...

Jul 30, 2013

[peppy] Fix "Post and resolve" not being displayed in new modding system. ...
master: [peppy] Ignore beatmap-level osu!mania column style for now. (fixes /t/144402) ...
master: [peppy] Fix #spectator closing when spectators leave. (fixes /t/116864) ...
[peppy] Fix escaping of apostrophes in commit message suggestions. ...
master: [peppy] Localisation updates. ...

Jul 29, 2013

master: [peppy] Fix clicking "Tap Here!" with both mouse buttons breaking offset. (fixes /t/137775) ...
[peppy] Reallow access to beatmap contest results. ...
master: [woc2006] Localisation updates. ...
master: [woc2006] Adjust mania star formula. ...

Jul 27, 2013

master: [peppy] Improve message on "clear all notes" confirmation dialog. ...

Jul 26, 2013

master: [peppy] Fix hitsounds completely disappearing when lowering volume. (fixes /t/115837)

...

Jul 26, 2013

master: [peppy] Fix misalignment of video offset slider in editor design mode. ...
master: [peppy] Fix changing snap divisor by clicking on bg image/video. (fixes /t/123779) ...
master: [peppy] Fix ranking panel refreshing after choosing different mods. (fixes /t/124908) ...
[peppy] Provide a suggested git commit message for tech support threads. ...
master: [peppy] Fix scoreboard results still clickable during transition to play. (fixes /t/143507) ...
master: [peppy] Attempt fix for local scores appearing in incorrect game mode during play mode. (fixes /t/144532) ...
master: [peppy] Fix song select search not resetting when changing sort mode. (fixes /t/145033) ...
master: [peppy] Localisation updates. ...

Jul 25, 2013

master: [peppy] Fix key overlay counting presses by other players in multiplayer tag modes. (fixes /t/142918) ...

master: [peppy] Fix visual settings appearing during other player's turns in tag coop. (fixes /t/142918) ...

master: [peppy] Rename FunSpoiler to VisualSettings. ...

[peppy] Fix new modding portal not working correctly after php5.5 upgrade. ...

master: [peppy] Reset vertical scroll position of osu!direct listing when changing search criteria. ...

[peppy] Another attempt at resolving replication desync issues. ...

[peppy] Switch to fixed bbcode uid in hope of fixing occasional posting glitches. (fixes /t/140162) ...

master: [peppy] Don't do server location check for test build. ...

master: [peppy] Fix pause screen buttons clickable even after screen has disappeared. (fixes /t/142639) ...

master: [peppy] Fix #userlog not logging improved scores. (fixes /t/137727) ...

Jul 24, 2013

master: [peppy] Fix scrollable areas ending in a permanent drag state if hidden while dragging. (fixes /t/145060) ...

[peppy] Remove some php5.5 deprecated function calls. ...

[peppy] Attempt to fix google translation toolbar appearing on phone-sized devices. ...

Jul 23, 2013

[peppy] Disable bbcode regex replacements which are no longer supported in php5.5. ...

master: [peppy] Huge restructuring, optimisations and general calculation improvements to pp processor. ...

master: [peppy] Localisation updates. ...

master: [peppy] Ensure the "waiting for players" message disappears when starting a multiplayer game. (fixes /t/99176) ...

master: [peppy] Revert "(*) Fix beatmap positioning issue after deleting maps." ...

master: [woc2006] Add two new in-game overlays to track accuracy as you play and watch others play (enable from Options). ...

master: [woc2006] Move score statistic tips to hp graph panel. ...

master: [woc2006] Fix max combo and mistimed hits display in mania test mode. ...

master: [woc2006] Fix beatmap positioning issue after deleting maps. ...

master: [woc2006] Fix deleted scores appearing after restarting osu! issue. ...

master: [woc2006] Support adjust volume in editor(View->Volume) ...

master: [woc2006] Add emoticons support. ...

Jul 22, 2013

[peppy] Add initial page for ppv2 ranking (testing only). ...

master: [peppy] Add ppv2 database output for testing purposes. ...

[peppy] Fix percent display on level progress bar in profiles. (fixes /t/144497) ...

Jul 21, 2013

master: [woc2006] Fix max combo and mistimed hits display in mania test mode. ...

master: [woc2006] Move score statistic tips to hp graph panel. ...

master: [peppy] Fix crashes occurring with double/half time. ...

[peppy] Another attempt at fixing row based replication issues. ...

master: [peppy] Fix positioning of "tag colour" dropdown in multiplayer match setup. (fixes ppy/osu-tracker#4) ...

master: [peppy] Disable context menu key while osu! is focussed. (fixes /t/121695) ...

master: [peppy] Tentatively allow online replay button to appear for top 50 scores (only for newly set scores). ...

master: [peppy] Add widescreen storyboard toggle to song setup dialog. ...

[peppy] Attempt to fix recurring row-based replication issues. ...

[peppy] Add end-point for clients to query optimal bancho server. ...

[peppy] Add endpoint to check current slave connection status(es). ...

[peppy] Temporarily disable @osustatus tweet pickup. ...

master: [woc2006] Fix deleted scores appearing after restarting osu! issue. (fixes /t/128829) ...

Jul 19, 2013

master: [peppy] Localisation updates. ...

Jul 19, 2013

master: [peppy] Add localisation support for bancho status messages. ...
master: [peppy] Don't search for bancho server before login is provided. ...
master: [peppy] Fix display of hit error floating average. ...
master: [peppy] Fix key counters increasing on the "unpause" screen. (fixes /t/139825) ...

Jul 18, 2013

master: [peppy] Increase robustness of bancho fallback connectivity. ...

Jul 17, 2013

master: [peppy] Dynamic bancho address assignment. ...

Jul 16, 2013

master: [peppy] Fix results screen progression never occurring when total score is zero at the end of a beatmap. (fixes /t/142218) ...

[peppy] Add support for graphing version distribution (scout). ...

master: [peppy] Fix critical logic issue with replacement engine changes. ...

master: [peppy] Report version distribution stats to database for graphing. ...

[peppy] Automatically update web-side localisations when a new build is uploaded. ...

master: [peppy] Localisation updates. ...

[peppy] Fix users who never logged in showing "last active 44 years ago" on profile. (fixes /t/143412) ...

[peppy] Fix users who never logged in showing "last active 44 years ago" on profile. (fixes /t/143412) ...

Jul 14, 2013

master: [peppy] Fix auto mode triggering an endless load under rare circumstances. (fixes /t/143100) ...

Jul 13, 2013

master: [peppy] Add background saving of all database and configuration files. (completes /t/142997) ...

Jul 12, 2013

[peppy] Attempt to fix issues writing unicode entries to profile. ...

master: [peppy] Force online score display when logging in. ...

master: [peppy] Remove Windows Installer dependency. ...

master: [peppy] New bootstrap method for osu!installer. ...

[peppy] Update team listing. ...

[peppy] Diasallow calling API endpoints with extension. ...

Jul 11, 2013

[peppy] Fix forgot password page not working correctly. (fixes /t/142730) ...

Jul 10, 2013

[peppy] Add diagram deterring multi-account creation on sign-up page. ...

Config: [peppy] Update mysql configs. ...

master: [peppy] Localisation updates. ...

master: [woc2006] Collection crash fix. (fixes /t/142222) ...

master: [woc2006] Update group counter after deleting beatmaps. ...

Jul 9, 2013

[peppy] Add script to purge old duplicate entries from top ranks cache tables. ...

[peppy] Fix duplicate entries appearing on top ranks list. (fixes /t/141946) ...
master: [peppy] Make ignored users case insensitive.. (fixes /t/141481) ...
[peppy] Allow redownloading the same map multiple times without triggering the download limit. ...

master: [peppy] Fix universal volume displaying below dialog popups. (fixes /t/141150) ...

master: [peppy] Increase robustness of "go to map" button on osu!direct popup. ...

Jul 8, 2013

[peppy] Fix editing of profiles in ACP. ...

[peppy] Replace existing "account disabled" notice with a much more sensible version. ...

[peppy] Add support tab when not logged in. ...

master: [woc2006] AiMod fix (BG size and drain length) ...

[peppy] Add recent events to get_user API call. (fixes peppy/osu-api#10) ...

[peppy] Change condition on which pp-based accuracy is displayed on profiles. ...

master: [peppy] Add naive check to bancho status message to stop html strings from being displayed (router/proxy/etc.). ...

[peppy] Hide disabled downloads from osu!direct. (fixes /t/142180) ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix Multiplayer "user options" redirects to LogBot. (fixes /t/138209) ...

[peppy] Fix wiki image namespace not working. ...

Jul 6, 2013

master: [woc2006] Add a shortcut to delete collections by right clicking on collection groups. ...

master: [woc2006] Update collection when beatmap changes. ...

master: [woc2006] Collection dialog size adjust. ...

[peppy] Fix osu!direct downloads redirecting to an unusual URL. ...

Jul 5, 2013

Config: [peppy] Complete rewrite of nginx config, addressing some caching and 40 issues. ...

Jul 5, 2013

[peppy] Minor changes to twitter message pulling/display. ...

Jul 4, 2013

[peppy] Fix incorrect query plan during minecraft authentication. ...

[peppy] Update smarty 3.1.12 -> 3.1.14. ...

master: [peppy] Add hitObject radius output in sdk/framework. ...

Jul 3, 2013

[peppy] Fix nullref on using beatmap_id in get_beatmaps api call. (fixes peppy/osu-api#8) ...

[peppy] Allow get_beatmaps lookups using a beatmap_id. (fixes peppy/osu-api#7) ...

[peppy] Fix get_beatmaps returning null. (fixes peppy/osu-api#6) ...

master: [peppy] Config Fix nginx config formatting issues. ...

[peppy] Expose beatmap's game mode via API. (fixes peppy/osu-api#2) ...

[peppy] Expose beatmap's game mode via API. ...

master: [peppy] Add to set button in collection mangement. ...

master: [peppy] Fix sudden volume change when adjusting universal volume during beatmap load. ...

[peppy] Require API key for all calls. ...

Config: [peppy] Change API access rules slightly. ...

master: [peppy] Fade out loading screen correctly when watching a replay. ...
master: [peppy] Fix discrepancies with autoplay and new audio loading code. ...
master: [peppy] Fix changing volume during map loading causing increased load time (regression). ...

master: [woc2006] Collection improvement. ...

Jul 2, 2013

[peppy] Improve 404 handling on API requests (link to github wiki). ...
[peppy] Add API Key registration page. ...
[peppy] Fix typo in mc auth. ...
[peppy] Add links to full listings on amazon page. ...
[peppy] Add amazon integrated store page. ...
master: [peppy] Fix nightcore regressions. ...
[peppy] Show forum errors in html source when they occur. ...
master: [peppy] Fix crashes when using collection-limited playlist. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix pitch not being reset on returning to song select. Alter transition slightly. ...
instantial-audio-tracks: [peppy] Fix hp bar starting with kiai at full instead of empty. ...
instantial-audio-tracks: [peppy] Improve beatmap loading process. Play preview audio for longer and fade it out. (fixes /t/110800) ...
instantial-audio-tracks: [peppy] Initial work to instantiate audio tracks. ...
instantial-audio-tracks: [woc2006] Show spinning stable rate on ranking screen(hover on accuracy) ...
[peppy] mi.osu.ppy.sh -> mi.ppy.sh. ...

Jul 1, 2013

[peppy] Fix twitter page avatars not displaying (api v1.1 broke). ...
master: [peppy] Fix background not displaying widescreen when storyboard is present but disabled. (fixes /t/122510) ...
master: [peppy] Fix sudden fade out of loading screen on retry. ...
master: [peppy] Add ability to filter by collection in Jump To dialog. (completes /t/97946) ...
Config: [peppy] Add basic redirect for osu.io. ...

Jun 30, 2013

master: [peppy] Don't count button presses when paused. (fixes /t/139825) ...
master: [peppy] Fix cursor bursts appearing in modes which don't use the mouse. (fixes /t/140777) ...
[peppy] Fix forum poll start/end dates. (fixes /t/140795) ...
[peppy] Attempt to fix first character in post being unicode causing inability to post. (fixes /t/140062) ...
master: [peppy] Fix possible crash on startup. (fixes /t/137155) ...
master: [peppy] Fix flashing personal best offset being off by one. (fixes /t/140642) ...
master: [peppy] Don't accept key repeat for left/right arrow navigation at song select (use up and down arrows instead). (fixes /t/140666) ...
master: [peppy] Slightly change visual display of error metre. Still needs restyling. ...
master: [peppy] Localisation updates. ...
master: [woc2006] Press F3 to change speed in test mode. ...

master: [woc2006] New notes' coordinate adjust form. Click on coordinate text to open(right top corner of editor) ...

Jun 29, 2013

[peppy] Add script to purge replays. ...

Jun 29, 2013

[peppy] Store top 50 replays. ...

Jun 28, 2013

[peppy] Read replays from the cloud. ...

[peppy] Stop old pp processing from overwriting new pp processor's persistent values. ...

[peppy] Change beatmap propagation to happen over private network. ...

master: [peppy] Add support to pp processor to write beatmap difficulties back to persistent storage. ...

Jun 27, 2013

master: [peppy] Fix nullref when trying to join a passworded map without a specified password. ...

master: [peppy] Increase bancho's default buffer allocation. ...

[peppy] Allow resuming replay migration from a specific id/mode. ...

[peppy] Add automatic site-level messaging from @osustatus. ...

[peppy] Fix bucket names for S3 (correct physical location). ...

[peppy] Add S3 store for repalys + migration script. ...

[peppy] Fix comments displaying in wrong encoding. ...

Jun 26, 2013

master: [peppy] Clean up old version migrations. ...

[peppy] Remove explicit charset specification at application level. Now forced in mysql config. ...

[peppy] Disallow score ranking per-country. Should not be accessible from anywhere. ...

[peppy] Switch phpbb caching to memcache in preparation for decommission of APC (php5.5) ...

master: [peppy] Fix !unkill not working correctly with underscores in usernames. ...

Jun 25, 2013

[peppy] Improve efficiency of username changes. ...

[peppy] Improve logic of memcache query caching helper. ...

[peppy] Reduce queries executed for score lookups by one. ...

[peppy] Disable forum-level state tracking for all but manual mark cases (huge optimisation). ...

Jun 24, 2013

[peppy] Fix regression involving post deletion. ...

[peppy] Improve performance of forum delete/move operations. ...

[peppy] phpbb optimisation for calculating last forum-level post after posting. ...

[peppy] Update memcache helper method to add multiple update contention prevention. ...

master: [peppy] Localisation updates. ...

[peppy] Add server status links to footer. ...

[peppy] Disallow downloads via osu!direct of download-disabled beatmaps. ...

master: [peppy] Increase visibility of timeline ticks (especially 1/6 1/12). (fixes /t/139708) ...

[peppy] Add support for automatic query batching. Improve maintenance scripts lock length as

a result. ...

[peppy] Add function to purge key from memcache. ...

[peppy] Use slave database for forum searches. ...

master: [peppy] Fix nullref when sending multiplayer game invites. ...

master: [peppy] Fix client leak when user is attempting to connect with too many clients. ...

master: [peppy] Store per-beatmap video disable status. (fixes /t/139005) ...

master: [peppy] Fix nullref when deleting collections (if no collection is selected). ...

master: [peppy] Fix osu! restarting when it should exit (when an update is pending). (fixes /t/138429) ...

Jun 23, 2013

master: [peppy] Localisation updates. ...

master: [peppy] Add php5 module config files. ...

master: [peppy] Improve collection management visual styles. Add localisation support. ...

[woc2006] Adjust mania chart score based on difficulty ...

master: [woc2006] Improve collection usability. ...

master: [woc2006] Fix collection changes not saving bugs. ...

master: [woc2006] New feature guide. ...

[woc2006] Allow score submission from mania charts. ...

Jun 21, 2013

Config: [peppy] Change linking style to better support VM deployment. ...

Jun 20, 2013

master: [peppy] Fix some text overlapping with localised elements (and some other localisation issues). (fixes /t/138898) ...

master: [peppy] Fix unnecessary resolution change when closing some dialog windows. ...

Jun 19, 2013

[peppy] Fix javascript error when not logged in. ...

[peppy] Improve login process when downloading beatmaps. (fixes /t/138331) ...

Jun 19, 2013

[peppy] Fix updates not being pushed correctly to download mirror. ...

master: [peppy] Completely localise match setup. ...

master: [peppy] Complete localisation of multiplayer lobby. ...

master: [peppy] Improve automatic key suggestion for localisations. ...

master: [peppy] Complete localisation of main menu. ...

master: [peppy] Complete localisation of options screens. ...

master: [peppy] Allow restarting of localisation processing in case of a manual edit. ...

master: [peppy] Allow LocalisationHelper to run on a specified file pattern. ...

master: [peppy] Complete localisation of song select and other constants. ...

master: [peppy] Localise editor tips. ...

master: [peppy] Initial conversion of strings to constants (test run). ...

master: [peppy] Update localisation helper to semi-automate localising the unlocalised portion of osu!. ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix scores not loading after selecting a support-only ranking mode at song select (when not supporter). (fixes /t/138711) ...

master: [peppy] Fix spaces in multiplayer game passwords causing issues with invite links. (fixes /t/129811) ...

Jun 18, 2013

[peppy] Fix clicking the creator link on favourited maps in user profile linking back to own profile. (fixes /t/131498) ...

master: [peppy] Update localisations. (partly fixes) (fixes /t/125148) ...

master: [peppy] Move key overlay downwards during team multiplayer matches so it doesn't overlap the scoreboard. (fixes /t/138291) ...

[peppy] Fix incorrect beatmap info page layout for osu!mania mode listings. (fixes /t/138439) ...

master: [peppy] Don't count key presses during break time.. (fixes /t/138444) ...

[peppy] Change user stats recalculation script to handle new ranked score total. ...

master: [peppy] Improvements to ppv2. ...

[peppy] Remove contest submission size limit. ...

[peppy] Improve turn-around time of ranking lookups in cases replication slaves are not used. ...

[peppy] Fix twitter v1.0 api deprecation causing issues with in-game @osustatus updates. ...

[peppy] Fix flag location being incorrectly cased. ...

[peppy] Add country performance rank to profile. (completes /t/108414) ...

master: [peppy] Force frame limiter (even on unlimited) during beatmap import/processing. (fixes /t/134220) ...

[peppy] Fix contest submission resulting in empty entries. ...

master: [peppy] Better error reporting on in-game update fail. ...

Jun 17, 2013

master: [peppy] Fix possible crash while scrobbling. ...

master: [peppy] Fix weird audio playback speeds on non-standard audio frequency mp3s. (fixes /t/138412) ...

[peppy] Fix size assumption in contest submission causing failures. ...

[peppy] Fix cancel button when assigned changelog entry to forum thread causing an action to be performed. (fixes /t/138323) ...

master: [peppy] Change kiai recognition for taiko sliders to avoid an edge-case. ...

master: [peppy] Show total press counts for each key on the input overlay. (completes /t/138348) ...

master: [peppy] Fix keyboard selection resetting after exiting from a search on song select. (fixes /t/116867) ...

master: [peppy] Use additive blending for menu stars. ...

master: [peppy] Automatically add lead-in time to any beatmaps which start abruptly. (fixes /t/133940) ...

master: [peppy] Fix scrubber bar not being disposed correctly. ...

master: [peppy] Fix drumrolls on taiko missing a kiai multiplier if first tick is hit too early. (fixes /t/137820) ...

master: [peppy] Fix borderless windowed state not being set correctly in a rare condition. ...

master: [peppy] Fix notification popups not clickable during spectating/watching replay. (fixes /t/138268) ...

master: [peppy] Change "snap all notes" to obey the current snap divisor setting. (fixes

/t/134656) ...

Jun 16, 2013

master: [peppy] Fix glitchy mouse behaviour outside the playfield in the editor. (fixes /t/122320) ...

master: [peppy] Fix audio playing at a very slow speed when exiting spectator mode to main menu. (fixes /t/138003) ...

master: [peppy] Change the way update request's responses are handled to stop false positive updates for proxied users. (fixes /t/138064) ...

master: [peppy] Fix dragging mp3 into song select (for mapping) not displaying immediately. (fixes /t/124998) ...

master: [peppy] Add script to check/restore VPN connection up on network failure. ...

master: [peppy] Improve initial fade in of osu!. ...

master: [peppy] Fix quick repeat sliders not reaching their maximum combo. (fixes /t/135909) ...

[peppy] Show all scores on beatmap listing pages again. (fixes /t/137544) ...

[peppy] Show personal best rank on beatmap info pages. (fixes /t/137952) ...

Jun 14, 2013

[peppy] Fallback to replication slave when running queries which are not performant on mysql5.5. ...

master: [peppy] Fix tooltip on "run updater" button. ...

master: [peppy] Better handling of resolution changes. ...

master: [woc2006] Save special style setting to osu file. ...

master: [woc2006] Add a normal note when failed to add hold note.(hold tool adjust) ...

master: [woc2006] Song setup bug fix. ...

master: [peppy] Complete rework of resolution/screen mode changes. Editor menu is not aligned correctly yet. ...

master: [peppy] Allow clicking PM/highlight alert messages. (fixes /t/137651) ...

master: [peppy] Fix chat being hidden when ranking screen appears for no apparent reason. (fixes /t/136114) ...

master: [peppy] Fix editor not being marked as dirty when changes are made to a storyboard. (fixes /t/137658) ...

Jun 13, 2013

[peppy] Linkify skype links in profile. ...

[peppy] Use skype icon from FontAwesome 3.2. ...

master: [woc2006] Beatmap loading bug fix. ...

[peppy] Change avatar display style in forum threads to match profiles. ...

[peppy] Remove last remaining symlink (wiki images). ...

[peppy] Fix FontAwesome include path. (fixes /t/137652) ...

[peppy] Implement SSO for disqus (not yet working; remote error). ...

[peppy] Update FontAwesome to 3.2. ...

Jun 12, 2013

[peppy] Design changes to beatmap display page. ...

[peppy] Only show disqus for ranked/approved maps. ...

[peppy] Fix insecure content being blocked by chrome. ...

[peppy] Add Disqus comments to beatmap pages. Currently testing to see how this works. ...

[peppy] Fix pp graphs not updating properly. ...

Jun 11, 2013

[peppy] Optimise increasingly large lookup query during pp processing. ...

[peppy] Reword gifting of support button to avoid people thinking it will change their username.

...

master: [peppy] Fix missing project compile include required for build configurations. ...

master: [peppy] Fix nullref on threaded processing of beatmaps in some cases. ...

master: [woc2006] Support display catch distance error of CTB in ranking screen. ...

master: [woc2006] Display collection tab in widescreen. ...

Jun 11, 2013

master: [woc2006] Resnap group tab in song selection to fit widescreen. ...

ppprocessor: [peppy] Allow running in a once-off mode rather than continuous. Further improvements to calculations overall. ...

ppprocessor: [peppy] initial stuff ...

[peppy] Remove remaining usage of user_beatmapset index during score submission. ...

[peppy] Remove usage of beatmapset index on scores table when awarding packs achievements. ...

Jun 10, 2013

master: [peppy] Fix build script not resetting internal version on test build deployment. ...

master: [peppy] Fix text size on hitcircles. ...

master: [peppy] Thread initial new files check on osu! startup. ...

[peppy] Change section header in profile beatmap's section to include approved. (fixes /t/137103) ...

master: [woc2006] Hit error:New score meter type. ...

master: [woc2006] Score meter for all modes. ...

master: [woc2006] New score meter, toggle from option>skin, mania only now. ...

Jun 7, 2013

master: [peppy] Add initial implementation of replay scrubber. ...

[peppy] Fix users with no avatar returning a broken image when trying to buy/gift supporter tags. (fixes /t/133766) ...

master: [peppy] Fix highlights linking to LogBot rather than the actual user. (fixes /t/133805) ...

master: [peppy] Fix chat text misaligned after resolution change. (fixes /t/134749) ...

master: [peppy] Fix reverse arrows now showing in editor test mode when starting close to a slider. (fixes /t/135573) ...

master: [peppy] Rate limit how often chain follow notifications are sent to spectators. (fixes /t/132537) ...

[peppy] Automate group population on teams page. (fixes /t/133593) ...

master: [peppy] Fix searches not getting saved when changing modes at song select. (fixes /t/127091) ...

master: [peppy] Fix colour storyboard timeline being misplaced. (fixes /t/94851) ...

[peppy] Change beatmap listing to have an "all" modes search option, which is the new default. (fixes /t/135643) ...

master: [peppy] Fade user panel out with other overlay elements at main menu. ...

master: [peppy] Allow cursor to fade at main menu when idle. ...
master: [peppy] Fix difficulty names not being searchable at song select. (fixes /t/136476) ...
master: [peppy] Remove notifications about localisation updates. Totally unnecessary. ...
master: [peppy] Localisation updates. ...
master: [peppy] Add maintenance option to force run osu! updater. ...
master: [peppy] Change main menu idle handling slightly. ...
master: [peppy] Unlink some unused references from the updater. ...
master: [peppy] Fix client not updating correctly. ...
[peppy] Move patches script. ...
master: [peppy] Adjust menu effect when buttons are visible. ...
master: [peppy] New main menu visualisation. ...
master: [peppy] Change location of patch retrieval. ...
master: [peppy] Adjust bounciness of osu! logo and blurriness when less bouncy. ...
master: [peppy] Fix virtual time breaking main menu vis. ...
master: [peppy] Adjustments to menu effects. Smoother lighting effects. ...
master: [peppy] Add new main menu visualisation. ...
[peppy] Attempt to fix patches not being removed from mirrors. ...
master: [peppy] Change initial scrobble point from 30 to 40s. ...
[peppy] Prefer unicode artist/title where available when scrobbling. ...
master: [peppy] Allow force-updating specific builds. ...
[peppy] Update scripts to point to new location. ...
master: [peppy] Clear any persisting messages at multiplayer start. ...
master: [peppy] Disable GL threading. Again. ...
master: [peppy] Change update source so old builds can be broken. ...
master: [woc2006] Right click on beatmap to open collection in multiplayer. ...
master: [woc2006] Fix crash issue with collection. ...
master: [woc2006] Fix wrong behaviours of mania combo counter when missing. ...

Jun 7, 2013

master: [woc2006] Remove silly mania KIAI effect. ...
master: [peppy] Fix black screen crash in OpenGL. ...
master: [peppy] Update failsafe. ...

Jun 6, 2013

master: [peppy] Fix "waiting for players" message getting stuck when changing visual settings. ...
master: [peppy] Fix excessive join notifications appearing when initially joining a multiplayer room. ...
master: [peppy] Attempt to fix multiplayer never starting when using visual settings. (fixes /t/136021) ...
master: [peppy] Fix multi-threaded loading support on OpenGL. ...
master: [peppy] Fix host's skip not always propagating to spectators (if spectator is still loading). (fixes /t/121475) ...
master: [peppy] Huge performance improvements to song selection with many (>10k) maps. ...
master: [peppy] Fix song select getting bugged when displaying large lists (can't select maps correctly). (fixes /t/105979) ...

master: [peppy] Fix notifications staying on screen even after dismissing them. (fixes /t/129439)

...

master: [peppy] Fix header sprite in song selection not taking up full screen width at all resolutions. (fixes /t/133696) ...

master: [peppy] Fix header sprite in song selection not taking up full screen width at 1024x600. (fixes /t/133696) ...

master: [peppy] Fix cursor trail disappearing after visiting online users (in rare cases). ...

master: [peppy] Reduce idle time before scrobbling stops (10 minutes). ...

[peppy] Fix double-width space characters not being trimmed in profile elements. ...

Jun 5, 2013

[peppy] Add ability to unlink last.fm account. ...

[peppy] Fix profile updates not working correctly. ...

master: [peppy] Add last.fm scrobber support. Link your last.fm account from your osu! profile page! (completes /t/103562) ...

[peppy] Fix time to be more correct on last.fm scrobbles. ...

[peppy] Add last.fm support to profiles. ...

[peppy] Allow feature requests to be linked to changelog entries. ...

master: [peppy] Require confirmation when deleting collections. (completes /t/130670) ...

master: [woc2006] Add back support for old favA/B migration. ...

master: [peppy] Fix alignment of bancho status messages. (fixes /t/136135) ...

[peppy] Add database fallback handling. ...

Jun 4, 2013

[woc2006] Support display mode icons for non-standard diff. (fixes /t/135810) ...

master: [woc2006] Fix possible crash on ranking screen. ...

master: [woc2006] Add visual KIAI effect to mania playing. ...

master: [woc2006] Fix mania HP bar fading issue. ...

master: [peppy] Fix changelog appearing every time. ...

master: [peppy] Update mysql .NET connector. ...

master: [peppy] Update gdata SDK. ...

master: [peppy] Switch back to main bancho on any kind of failure. ...

master: [peppy] Fix slider points possibly increasing combo more than once on bad sound cards (broken rewind logic). (fixes /t/135514) ...

master: [peppy] Localisation updates (english). ...

master: [peppy] Allow forced server switching. ...

[peppy] Allow users to choose which game mode their profile defaults to. (completes /t/108046) ...

[peppy] Don't load google translate toolbar javascript for english languages or small screen sizes. ...

[peppy] Fix new extended versions not being correctly set in builds database. ...

[peppy] Add link in profile to change details. Hide change username link until hover. (completes /t/134975) ...

Jun 3, 2013

[peppy] Don't write useless event information to database when it is not being displayed anywhere. ...

master: [peppy] Catch one case where updating may not complete correctly and fallback to updater. ...

[peppy] Don't cache broken graphs (should they occur) in profile. ...

master: [peppy] Localisation updates. ...

[peppy] Allow resetting a changelog link using id 0. ...

[peppy] Allow support members to change existing changelog assignments in case of a mistake. ...

[peppy] Fix pp history insertion. ...

[peppy] Allow support team to assign threads to changelog entries. ...

master: [peppy] Disable replay fix/hack for now. ...

Jun 3, 2013

master: [peppy] Disable dimming in editor. (fixes /t/135679) ...

master: [peppy] Fix hidden circles on taiko reappearing on miss. (fixes /t/135675) ...

master: [peppy] Fix combo counter counting style. (fixes /t/135604) ...

[peppy] Server-side component to check on @osustatus tweets. ...

master: [peppy] Allow in-game bancho status to show longer messages. Remove Shift-F1 @osustatus view. ...

[peppy] Fix pp graphs. ...

master: [peppy] Fix approach circle fade out. (fixes /t/135763) ...

master: [peppy] Allow public build to connect to test bancho server. ...

[peppy] Fix pp history cleanup script not running correctly. ...

master: [peppy] Fix the possibility of multiplayer mode executing code before completely initialising. ...

master: [peppy] Don't activate notification popup actions during gameplay. (fixes /t/135738) ...

master: [peppy] Fix progress bar not displaying properly. (fixes /t/135741) ...

master: [peppy] Fix possible divbyzero crash. ...

Jun 2, 2013

master: [peppy] Fix possible nullref in tag coop. ...

master: [peppy] Minor updater fix. ...

master: [peppy] Disable slider shaking for now (not working correctly). (fixes /t/135683) ...

master: [peppy] Fix argument exception occurring if game tries to sleep for negative time spans. ...

master: [woc2006] Fix editor crash issue. ...

master: [peppy] Fixes to some hitcircle animation regressions. ...

master: [peppy] Remove progress display from window title (completely unnecessary). ...

master: [peppy] Fix flickering reverse arrows, fadeout of hitcircles. (fixes /t/135476) ...

[peppy] Switch slave database server. ...

master: [peppy] Attempt to fix a possible nullref on the ranking screen. ...

master: [woc2006] Support assign current selected sample in dialog to placing notes. ...

master: [peppy] Fix possible value out of range error in multiplayer lobby. ...

master: [peppy] Improvements to update process robustness and performance. ...

Jun 1, 2013

master: [peppy] Fix possible nullref when calculating osu!mania multipliers. ...

master: [peppy] Improve sub-build version submission during build process. ...

master: [peppy] Fix div by zero on quick join. ...

master: [peppy] Add support for sub-version numbers. ...

master: [peppy] Make update checksum calculation more robust to avoid stale cache. ...

master: [peppy] Fix possible nullref. ...

master: [peppy] Further crash fixes when dragging tabs. ...

master: [peppy] Further fixes to slider snaking latency. (fixes /t/135467) ...

master: [peppy] Handle some remaining updater errors. Send them back for further analysis. ...

master: [peppy] Fix new freemod mods not applying correctly. ...

master: [peppy] Fix backgrounds showing in play mode when they should be ignored due to storyboard presence. ...

master: [peppy] Fix crashes with tab display. ...

master: [peppy] Disable opengl threaded rendering for now (bugs on some systems still). ...

master: [peppy] Fix taiko objects getting dimmed. ...

master: [peppy] Fix lag during slider display. (fixes /t/135467) ...

master: [woc2006] Ignore case in storyboard file checking. ...

master: [woc2006] Double click on reference column to copy note. ...

master: [woc2006] Extend sample copy to reference column.(Select -> Ctrl+C to copy -> Shift+Ctrl+Click to paste) ...

master: [woc2006] Add sample name toggle in editor(View -> show sample name), mania only now. ...

master: [woc2006] extend custom sample range in sample dialog. ...

[peppy] Improve the clarity of messaging during account registration. Add infographic showing that you can't register from phones/tablets. ...

[peppy] Fix stacking of avatar/signature removal kills. ...

May 31, 2013

master: [peppy] Update "last visit" when a user connects to bancho, rather than visits forum. ...

[peppy] Fix "notloggedin" display when downloading many maps at once. ...

May 30, 2013

[peppy] Fix incorrect datetime displays in profile sections. (fixes /t/134958) ...

master: [peppy] Fix marking as not-away causing a disconnect on some clients. (fixes /t/123404) ...

master: [peppy] Fix metadata rendering behind storyboard foreground layer. ...

master: [peppy] Fix memory leak when toggling visual settings options too fast. ...

master: [peppy] Improve cases where loading is aborted mid-load. ...

master: [peppy] Fix a leaky spritemanager in options. ...

May 29, 2013

master: [peppy] Threading fixes to background loading. ...

master: [peppy] Fix buttons not being clickable. ...

master: [peppy] Limit replay time-shifting to non-public releases for now. ...

master: [peppy] Fix fun spoiler triggering map restart when map has already started. ...

master: [peppy] Fix scoreboard ranking type not being initialised correctly in play mode. ...

[peppy] Show contact details to even non-registered users. ...

[peppy] Show more of user websites now that we have the room. ...

[peppy] Remove ability to set/view aim/icq/jabber for now. ...

[peppy] Linkify twitter in profile. ...
[peppy] yim -> twitter. ...
[peppy] Improve style of spoiler boxes. ...
[peppy] Allow for line wrapping in interest/occupation fields. ...
[peppy] Fix relative timestamps in "recent activity". ...
[peppy] Fix relative dates for non-unix timestamp fields. ...
[peppy] Initial design changes to user profiles. ...
[peppy] Replace generic phpbb error with standard osu! error. ...
profile-improvements: [peppy] Initial improvements to profile layout, focussing on the organisation on the left-hand informational areas and avatar. ...
[peppy] Force all dates to be created using the dynamic method (javascript-based relative calculations). ...
master: [peppy] Localisation updates. ...

May 28, 2013

[peppy] Fix '!' commands appearing on front-page chat. ...
[peppy] Fix low-res playstyles icons being blurry. ...
[peppy] Remove deprecated beatmap contest code. ...
[peppy] Change forum index page title. ...
[peppy] Remove "Forum" prefixes from page titles. ...
[peppy] Simply page title of user profiles. ...
[peppy] Remove "osu! - " prefix for all website titles. It's completely unnecessary. ...
master: [woc2006] Memory leak fix. ...
master: [woc2006] Revert "(*) Memory leak fix." ...
[woc2006] Add 3 new mania achievements ...
master: [woc2006] Fix undo repeating issue in mania editor. ...
master: [woc2006] Align buttons in maintenance tab. ...
master: [woc2006] Memory leak fix. ...
master: [woc2006] Fix collection crash after updating beatmaps. ...
master: [peppy] Fix alt+left/right arrows affecting music controller. ...
[peppy] Add graphics for new osu!mania achievements. ...

May 27, 2013

[peppy] Fix typo in support email on dywtap page. ...

May 24, 2013

master: [peppy] Realign maintenance options buttons. ...
master: [peppy] Fix a possible nullref when handling incoming channel information. ...
master: [peppy] Fix tab dragging not always getting priority over other elements behind them. (fixes /t/132031) ...
master: [woc2006] Fix buttons in design mode unclickable issue. (fixes /t/133302) ...
master: [woc2006] Totally get rid of favouritesA/B, backup your cfg file if you still need them. ...
master: [peppy] Change the way hover/click priority works (defaults to sprite draw depth). ...
master: [peppy] Fix hitcircle miss transformations (regression caused by new replay code). ...
master: [peppy] Increase time available to choose visual settings options slightly. ...

May 23, 2013

master: [peppy] Fix beatmap backgrounds not displaying when used in a storyboard and

storyboard is disabled. (fixes /t/91294) ...

master: [peppy] Rewrite cursor loading code to hopefully stop nullrefs occurring. ...

master: [peppy] Fix some possible threading exceptions when loading in background. ...

[peppy] Update os x download link to latest version. ...

master: [peppy] Attempt to allow more control over visual settings during multiplayer games (untested). ...

master: [peppy] Don't allow selection of letterboxing when a storyboard is present. ...

[peppy] Fix incorrect progress display for level bar, especially at higher levels. (fixes /t/114042)

...

master: [peppy] Always draw level bars. ...

[peppy] Keep last n patches, rather than last n days of patches. ...

master: [peppy] Improve clickability of visual settings popup at map start, especially for maps with no lead-in. (fixes /t/133940) ...

master: [peppy] Fix duplicate timestamps. ...

master: [peppy] Tidy up bancho channel configuration file. ...

master: [peppy] Fix long lines exporting multiple times when using /savelog. Add timestamps. (fixes /t/121128) ...

master: [peppy] Fix song selection not stretching correctly at very wide resolutions. ...

master: [peppy] Fix beatmap status messages not correctly appearing after editing a map. (fixes /t/125440) ...

May 22, 2013

[peppy] Add username lookup ability to user API. Change old rank to pp rank. ...

master: [peppy] Fix online scores loading even when local ranking is selected. (fixes /t/127372) ...

master: [peppy] Added new shortcuts for chat tab cycling (Alt-Left/Right and Ctrl-N/P). ...

master: [peppy] Localisation updates. ...

master: [peppy] Change the way lobby search box handles filtering (apply other filters first). (fixes /t/133254) ...

May 21, 2013

master: [peppy] Fix endless loop (causing complete freeze) when changing sort mode during random selection. (fixes /t/129081) ...

master: [peppy] Fix multiplayer matches not getting cleaned up correctly in a rare race condition. (fixes /t/129641) ...

May 20, 2013

master: [peppy] Allow clicking friend online alerts to open a private chat tab. ...

master: [peppy] Open chat logs when clicking export notification popup. ...

master: [peppy] Add support for actions when clicking notification popups. Right click will dismiss without performing the action (old behaviour). ...

[peppy] Add country acronym to user API. ...

[peppy] Improve avatar upload page, and add a note about suitability of avatars. (fixes /t/133503) ...

[woc2006] Mania chart display support ...

master: [woc2006] Sample display fix. ...

master: [RBRat3] Add taiko @2x default sprites. ...

master: [RBRat3] Adjust taiko graphics. ...
master: [RBRat3] Add and fix some @2x taiko sprites. ...
master: [RBRat3] Add @2x taiko hits. ...
master: [peppy] Fix cursor exporting spinning portion incorrectly. ...
[peppy] Fix search highlighting not working. ...
API: [peppy] Add user lookup call. ...
[peppy] Add link to access friends listing. ...
master: [peppy] Soft fail on error parsing channel configuration file. ...
master: [peppy] Fix pause not working. ...
master: [peppy] Fix hp bar dropping to zero at song start. ...

May 19, 2013

master: [peppy] Fixes to repeat arrows not displaying. ...
master: [peppy] More flexibility in replay adjustment. Use number keys 1-9 (0 to reset). ...
master: [woc2006] Show sample file name at reference column. ...
master: [woc2006] Reference column fix(coexist with sample mode) ...
master: [woc2006] Editor drag range fix ...

May 18, 2013

master: [peppy] Fix virtual time breaking after seeking. ...
master: [peppy] Fix hitobject dimming. ...
master: [woc2006] Joystick support fix ...
master: [peppy] Fix masking not correctly updating variables. ...
[peppy] Add mania chart admin support. ...

May 18, 2013

master: [peppy] Fix kiai time effect handling in replays. ...
[peppy] Fix Half Time showing as HF on website. (fixes /t/133115) ...
master: [peppy] F5 during watching replay will test new replay code (test build only). ...
master: [peppy] Reverse directional frame skipping under high load. ...
master: [peppy] Rewindable snaking. ...
master: [peppy] Fix slider disarming. ...
master: [peppy] Fixes to some regressions caused by recent design changes. ...
[peppy] Apply kill automatically when revoking avatar/signature. ...

May 17, 2013

master: [peppy] Allow per-player selection of Relax/Autopilot/SpunOut/ManiaKeys in multiplayer free mod mode. ...
replay-navigation: [peppy] Huge changes to hit animations, audiotime processing, replay playback. Support rewinding time. Hit animations are relatively broken. Non-osu! modes untested. YMMV. ...
replay-navigation: [peppy] Fix replays with broken sliders. ...
replay-navigation: [peppy] Move replay specific stuff to ReplayWatcher. Partially finished. ...
replay-navigation: [peppy] Initial steps towards allowing backwards seeking. Not yet supporting scoring etc. ...

May 16, 2013

master: [peppy] Fix some elements missing at song select when running under OpenGL renderer. (fixes /t/124748) ...

[peppy] Create cache directory if it doesn't exist. ...
[peppy] Remove necessity for cache symlink in phpbb. ...
master: [peppy] Fix threading of gl texture disposal. ...
master: [peppy] Don't dispose of GL textures if parent control is already invalidated. ...
master: [peppy] Fix hitcircles displaying incorrectly on sliders in opengl mode with high dpi textures. ...
master: [peppy] Enable GL background threading. ...
master: [peppy] Fix threaded opengl loading. ...
[peppy] Add script to automatically update geoip country database. ...
master: [peppy] Fix cursor psd/exports. ...
master: [RBRat3] Center cursor elements ...
master: [peppy] Fix cursor psd/exports. ...
RBRat3-gfx: [RBRat3] Return original relax2 asset back into mods. ...
RBRat3-gfx: [RBRat3] Add charts button graphic plus minor edits. ...
RBRat3-gfx: [RBRat3] Add @2x level bars ...
RBRat3-gfx: [RBRat3] Add @2x taiko hits. ...
RBRat3-gfx: [RBRat3] Slight improvement to mod icons. ...
RBRat3-gfx: [RBRat3] Align songselect top curve. ...
RBRat3-gfx: [RBRat3] Center cursor elements ...
RBRat3-gfx: [RBRat3] Adjust taiko graphics. ...
RBRat3-gfx: [RBRat3] Improve small rank letters. ...
RBRat3-gfx: [RBRat3] Add and fix some @2x taiko sprites. ...
RBRat3-gfx: [RBRat3] Fix song select top curvature. ...
[RBRat3] Clean up some achievement graphics. ...

May 15, 2013

master: [woc2006] SongSelection joystick support(Up/Down: change song, Right: select, Left: exit) ...
master: [woc2006] Taiko joystick support. ...
master: [woc2006] CTB joystick support. ...
master: [woc2006] Joystick support update(display in option>input) ...
master: [peppy] Fix local rankings showing up incorrectly on non-ranked maps. (fixes /t/132040)
...
master: [peppy] Fix gaps in notification popups at 1440x900 resolution. (fixes /t/131859) ...
master: [peppy] Localisation updates. ...
[peppy] Remove incorrect timestamp on hovering a topic in forum view. ...
[peppy] Change graveyard archival behaviour (only disable novideo downloads). ...
master: [peppy] Fix remaining replays with broken sliders in replay data. ...
master: [peppy] Revert "(*) Fix background image 1 pixel offset issue." ...
master: [woc2006] Get rid of old ugly weird mania column coloring function. ...
master: [woc2006] AiMod crash fix. (fixes /t/131887) ...

May 15, 2013

master: [woc2006] Fix empty pressing hitsound not working with custom samples issue. ...
master: [woc2006] Fix ignore beatmap hitsounds toggle not working in custom sample issue. ...
master: [woc2006] Support !roll command in #multiplayer(type !help for more details) ...

master: [woc2006] Support half speed replay. ...
master: [woc2006] Add a warning message when using comment colour pick feature under fullscreen. ...
master: [woc2006] Fix background image 1 pixel offset issue. ...
master: [woc2006] Show diff names in osu!direct panel. ...
master: [woc2006] Revert "(*) Speed up group toggle." ...
master: [woc2006] Support sample event editing. press Tab for note/sample toggling, press ctrl+double click for note/sample converting. ...
master: [woc2006] Futher fix to mania editor drag behaviours. ...
master: [woc2006] Fix infinite sample loop issue if names' contain "slider" ...
master: [woc2006] Speed up group toggle. ...

May 12, 2013

master: [peppy] Don't completely disable !faq when a localisation error is found. ...
master: [peppy] Backwards compatibility with sdk fix. ...
master: [peppy] Fix SDK helper communication. ...
master: [peppy] Don't flash playfield on 100% dim (Kyou-kun stop deleting your backgrounds). ...

May 11, 2013

master: [peppy] Provide more detailed error logs when updates fail. ...
master: [peppy] Increase delay before forced update restarts. ...
master: [peppy] Poll for updates every 30 minutes when visiting the main menu. ...
master: [peppy] Fix half speed replay icon. ...
master: [woc2006] Half speed replay playback. ...
master: [woc2006] Add a warning message when using comment colour pick feature under fullscreen. ...
master: [peppy] Update localisations. ...
master: [peppy] Add more automation when adding new localised strings. ...
master: [peppy] Fix default background location being offset by 1,1. ...
master: [peppy] Rename some field types to be more readable. ...
master: [peppy] Add a "LowResolution" config setting for users with incapable graphics cards. (fixes /t/131878) ...

[peppy] If a major changelog entry doesn't exist for the current build, send a generic one in place. ...

May 10, 2013

master: [peppy] Fix map showing as unsubmitted after leaving the editor. (fixes /t/128343) ...
master: [peppy] Fix snapping notes breaking the first timing section. (fixes /t/131774) ...
master: [woc2006] Fix infinite sample loop issue if names' contain "slider" ...
[peppy] Add internal ability to bypass slave db connections. ...
[peppy] Add extra patch file download location. ...
[peppy] Update installer download location. ...

May 9, 2013

master: [peppy] Revert "(*) Fix 1 pixel offset of background image." ...
master: [peppy] Add a forced replay frame when sliding status changes (fix future replay glitching). ...

master: [peppy] Fix spectating self causing strange behaviour. (fixes /t/131613) ...
master: [peppy] Add new backup server for updates. ...
master: [peppy] Fix silly default fall-through on switch. ...
master: [peppy] Handle case where multiple update checks are executed in a single osu!
session. ...
master: [peppy] Don't stack update buttons. ...
master: [peppy] Improve visual clarity when running at native resolution (1024x768 or
1366x768). ...
master: [peppy] Use high resolution sprites with screen resolutions 800px high and over. ...
master: [peppy] Don't show "waiting" window if osu! restarts quickly. ...
master: [peppy] Fix incorrect menu-background resolution being loaded when changing
resolutions (and sprite resolution as a result) in options menu. ...
master: [peppy] Fix issues with multiple patches on the same file. ...
master: [peppy] Don't force restarts when in game modes. ...
master: [peppy] Correctly update cached hashes on non-differential updates. ...
master: [peppy] Major reworking of update system. No longer force restarts unless required. ...
master: [peppy] Change timeout for net requests. ...

May 9, 2013

master: [peppy] Add ability to change text border colour. ...
master: [peppy] Further updater robustness. ...
master: [peppy] Improve robustness of update completion handling. ...

May 8, 2013

[peppy] Don't assign a changelog category for master_* git branches. ...
[peppy] Change relative timestamps to show hours for up to 48 hours ago. ...
master: [peppy] Attempt to fix importing songs as host in a multiplayer game. (fixes
/t/123943) ...
master: [peppy] Fix spectator following not always working. ...
woc: [peppy] Add basic beatmap metadata/difficulty information to SDK. ...
woc: [peppy] Log errors on in-process updating failures (error_update.txt). ...
woc: [woc2006] Fix drag behaviours in different resolution. ...

May 7, 2013

modding-v2: [peppy] Fix possible race condition when receiving item poll updates. ...
master: [peppy] SDK version bump. ...
[peppy] Automatically negotiate longest length possible for supporter tags should the user not
send enough money through. ...
[peppy] Don't allow deleting PMs before they are read. ...
master: [peppy] Support new sdk version, allowing retrieval of HitObject hittable position at
arbitrary time. ...
[peppy] Include geki and katu counts in osu!mania total hit calculations. ...
[peppy] Update forums to use client-size relative datetime calculation. ...
[peppy] Combine timeago include into main js. ...

May 6, 2013

modding-v2: [peppy] Add styling for new/updated items. ...
modding-v2: [peppy] Add default post message when you are the mapper (quick resolving). ...

modding-v2: [peppy] Fix relative timestamps not updating in all cases. ...
modding-v2: [peppy] Fix page scrolling on its own when filtering new items (non-user-requested). ...
mania: [peppy] Revert "(*) Fix title displayed below storyboard issue." ...
mania: [woc2006] Fix crash when entering manage collection dialog issue. ...
mania: [woc2006] Fix title displayed below storyboard issue. ...
mania: [woc2006] Ensure first added timing point is uninherited point in timing dialog. ...
mania: [woc2006] Fix 8keys binding screen display issue(auto adjust for left/right style) ...
master: [peppy] Assign changelog category based on branch name. ...
modding-v2: [peppy] Properly filter incoming new/updated items. ...
modding-v2: [peppy] Don't allow rating of items by everyone for now. ...
modding-v2: [peppy] Temporary message on modding portal conveying the fact it doesn't work.

...

modding-v2: [peppy] Various server-side bug fixes for mod posting behaviour. ...
modding-v2: [peppy] Linkify osu! editor timecodes in text part of feedback. ...
modding-v2: [peppy] Improve toggle behaviour of posting form. ...
modding-v2: [peppy] Fix polling working incorrectly. ...
modding-v2: [peppy] Hide "add feedback" buttons from mapper. ...
modding-v2: [peppy] Link forum threads to new modding system. ...
modding-v2: [peppy] Fix missing icons. ...
modding-v2: [peppy] Don't allow rating own items. ...
modding-v2: [peppy] Handle updates/edit dates more sanely. ...
modding-v2: [peppy] Make polling exponential-backoff. ...
modding-v2: [peppy] Show item scores on mod listing. ...
modding-v2: [peppy] Update item score totals when scoring an item. ...
modding-v2: [peppy] Add basic item rating support. ...
modding-v2: [peppy] Fix text overflow for mod items. ...
modding-v2: [peppy] Simplify al table names (no mod_ prefix). ...
modding-v2: [peppy] Tone down animations. ...
modding-v2: [peppy] mod_session_items -> mod_items ...
modding-v2: [peppy] Correct timezones. ...
modding-v2: [peppy] Notes. ...

May 6, 2013

modding-v2: [peppy] Fix charset being set in a sub-optimal method for database connections. ...
modding-v2: [peppy] Fix counts not updating in filter bar when resolving/unresolving issues. ...
modding-v2: [peppy] Filter/sessions bar is completely handled client-side. Updates in real-time. ...
modding-v2: [peppy] Add new filtering for unresolved (pending) issues. Show per-session resolved counts. ...
modding-v2: [peppy] Remove sessions from UI. Fix editing '-' duplication issues. ...
modding-v2: [peppy] Minor fixes. ...
modding-v2: [peppy] Better display of sessions and stuff. ...
modding-v2: [peppy] Add support for resolving/unresolving issues (realtime updates). ...

modding-v2: [peppy] Fix ending a session updating multiple completion dates. ...
modding-v2: [peppy] Vastly improve behaviour of fixable headers. ...
modding-v2: [peppy] Add icons for item types. ...
modding-v2: [peppy] Don't bother with ipv6 real-ip transfers from cloudflare (breaks ubuntu vm's nginx). ...
modding-v2: [peppy] Huge improvements to new mod system functionality. ...
modding-v2: [peppy] Beginnings of new modding interface (replacing phpbb). ...
modding-v2: [peppy] Updates to migration. ...
modding-v2: [peppy] Note on mod queue saying it won't be here forever. Maybe. ...
modding-v2: [peppy] Modders list now shows all modders with nomination abilities. ...
modding-v2: [peppy] Design improvements for map modding view. ...
modding-v2: [peppy] Add debug output of sql when necessary. ...
modding-v2: [peppy] Add basic modder ranking. ...
modding-v2: [peppy] Add migration script to bring across old kudosu/post stats, not-yet-approved maps etc. ...
modding-v2: [peppy] Further style changes for new forum thread display. ...
modding-v2: [peppy] More basic framework for modding system. ...
modding-v2: [peppy] Basic weighted mod queue implementation. ...
master: [peppy] Follow spectator target if they are spectating someone else. ...
master: [peppy] Fix killer not being recorded correctly in database. ...

May 5, 2013

master: [peppy] Fix crashes due to collection modification (cross-thread). ...

May 4, 2013

master: [peppy] Fix overlap between music control buttons and seek bar. ...
master: [peppy] Fix slider start-point explosions acting weirdly on high AR maps. ...
master: [peppy] Fix broken replays (unexpected misses). ...
master: [woc2006] osu!mania: restore original hit range. ...

May 3, 2013

master: [peppy] Localisation updates. ...

May 2, 2013

[woc2006] Firefox keyword search fix. (fixes /t/130514) ...
[woc2006] Show short mod name in beatmap pages. ...
[woc2006] Add search button for keywords. ...

May 1, 2013

[peppy] Not accepting beatmap mirrors. ...
master: [peppy] Fix disk space leak in BSS service. ...
master: [peppy] Fix bancho release configuration. ...
master: [peppy] Remove spam clearing stuff. ...
master: [woc2006] osu!mania: Hit range adjust(early hitted notes remain until pass judge line) ...
master: [woc2006] Rewrite Resnap all notes function, fix 1ms unsnap issue. ...
master: [woc2006] Fix wrong update status icon show up after submission. ...

Apr 30, 2013

master: [woc2006] Support customize comment colour (supporters only), and switch to nico-

style comment. ...

Apr 29, 2013

[peppy] Fix crash on multiple keywords specified. ...

[woc2006] Improvement to beatmap list searching. ...

master: [woc2006] Fix 1 pixel offset of background image. ...

[peppy] Add new page to view friends (<http://osu.ppy.sh/p/friends>). ...

[peppy] Fix inefficient favourite maps lookup query. ...

Apr 27, 2013

master: [peppy] Fix horrendous crash. woc2006 should test his commits! ...

master: [woc2006] Support unicode searching in song selection. ...

Apr 27, 2013

master: [woc2006] Fix sorting of collection. ...

master: [woc2006] Fix free mods bug. ...

master: [woc2006] Fix sample events still playing after been removed bug. ...

master: [woc2006] Joystick not working in key binding bug fix. ...

master: [woc2006] mania skin config saving bug fix. ...

master: [peppy] Fix display of local ranks. (fixes </t/128388>) ...

master: [peppy] Fix dragging of chat tabs. (fixes </t/128400>) ...

Apr 24, 2013

[peppy] Fix editing of posts not working. ...

[peppy] Remove need for phpbb per-post checksums. ...

[peppy] Allow padding in animated scroll actions. ...

[peppy] Allow custom styling of beatmap panels. ...

[peppy] Fix thumbnail references for group listing. ...

[peppy] Show active charts in dropdown. ...

[peppy] Fix ordering of team listing. ...

Apr 23, 2013

[peppy] Correctly display group name in page title for new group listing. ...

[peppy] Add new group member listing page. ...

[Ephemeral] Update team listing ...

master: [peppy] Change the way bancho responds to !silence. ...

master: [woc2006] osu!mania: Stage light animation fix(support LightFramePerSecond in config) ...

master: [woc2006] Increase metronome to 8/4. ...

master: [woc2006] osu!mania: Increase hit range ...

Apr 21, 2013

master: [peppy] Localisation updates. ...

master: [woc2006] Support auto volume balance in editor(menu->compose), mania specific. ...

master: [woc2006] AiMod file checking bug fix. ...

Apr 19, 2013

master: [peppy] Add notification when adding/removing from collections, and improve behaviour when adding when already present. ...

master: [peppy] Allow adding/removing from collections using double-click / right-click. Alter colours slightly. ...

master: [woc2006] Remove favouritesA/B from group. ...

master: [woc2006] Improvements to collections usability. ...

master: [woc2006] Collection bug fix. ...

master: [peppy] Allow switching game modes at song select using Ctrl+1-4. ...

Apr 18, 2013

master: [peppy] Ensure collection view is reloaded when performing add/remove actions. ...

master: [peppy] Change how collections are displayed (groups rather than individual selection).

...

master: [woc2006] Support opening another diff in editor as reference(access from "Open difficulty", mania specific for now) ...

master: [woc2006] Make multiplayer quick join more wisely(based on average pp) ...

master: [woc2006] Collection bugs fix. ...

master: [peppy] Fix multiplayer ranking screen showing "??" for lowest ranked player. (fixes /t/124441) ...

Apr 16, 2013

master: [peppy] Attempt to fix multiplayer scoreboard rank display. (fixes /t/124441) ...

master: [woc2006] Collection bugs fix. ...

master: [woc2006] Make multiplayer quick join more wisely(based on average pp) ...

[peppy] Update broken installer download link. ...

Apr 15, 2013

[peppy] Add link to mc forum topic on auth page. Fix page title being incorrect. ...

Apr 13, 2013

[peppy] Add badge for OJT 2013 spring. ...

Apr 12, 2013

[peppy] Fix bad english in supporter emails. ...

Apr 9, 2013

master: [peppy] Override "completely unlimited" fps setting when chat is visible. ...

[peppy] Disallow profile changes while silenced. ...

[peppy] Display linked threads in changelog where possible. ...

master: [peppy] Fix rank being displayed incorrectly in cases of non-global ranking. (fixes /t/124745) ...

master: [RBRat3] Fix song select top curvature. ...

[RBRat3] Clean up some achievement graphics. ...

master: [RBRat3] Add selection-mod-random icon to mods.psd. ...

Apr 9, 2013

master: [woc2006] Delete old resource. ...

master: [woc2006] Support replay with random mod ...

master: [woc2006] osu!mania: Add random mod(support spectate and multiplayer) ...

master: [peppy] Fix multiple scrolling views being draggable at the same time when overlapping. ...

master: [peppy] Change user panel highlight colours to make text more legible. ...

master: [woc2006] Ranking criteria link update. ...

master: [woc2006] Display selected note's volume at top right corner ...

master: [woc2006] Sample dialog bug fix. ...

master: [woc2006] Recalculate map's star after saving in editor. ...

master: [woc2006] Fix reset sample history doesn't save bug ...

Apr 8, 2013

[peppy] Fix possible XSS vulnerability on phpbb login page. ...

Apr 5, 2013

master: [peppy] Attempt to fix boss key working incorrectly during break time. ...

master: [woc2006] Editor code clean up. ...

master: [woc2006] Fix rank status label doesn't appear issue. (fixes /t/125440) ...

master: [woc2006] Further adjust collection(migrate favourites A/B) ...

[peppy] Allow thread references in changelog entries (for resolving bugs or feature requests). ...

master: [peppy] Fix scale of hitcircle overlays in sliders when DPI doesn't match (#2). /t/123489

...

Apr 4, 2013

[peppy] Fix ordering of pp graphs. ...

[peppy] Ensure avatars are actually deleted when removed by an admin. ...

[peppy] Update pp history to ignore unique index (no longer present). ...

master: [woc2006] Further free mod bug fixes. ...

master: [peppy] Fix skipping outro working in correctly when spectating someone. ...

master: [peppy] Fix misaligned hitcircle overlays on sliders when 2x and non-2x elements are mixed. ...

[peppy] Fix display issue with recent history in profiles. ...

master: [peppy] Fix some ANSI range characters being allowed in filenames; reduce to ASCII to be safe. ...

master: [peppy] Fix dragging events in editor design mode causing the list to scroll. ...

[peppy] Update play history optimisation script. ...

Apr 3, 2013

[peppy] Change header link to gallery to go straight to forum thread. ...

[peppy] Add ability to change minecraft authentication username. ...

Apr 2, 2013

[peppy] Fix some prefix information missing in web changelog display. ...

master: [woc2006] Add music mute toggle in editor(used for hitsounds check) ...

AiMod: [woc2006] Check missing files. ...

AiMod: [woc2006] Make kiai check more reasonable. ...

[woc2006] Star rate fix. ...

AiMod: [woc2006] Switch position of time and information column ...

master: [woc2006] support place holds in mania living mapping(tips: press esc to pause when space is binding to central key) ...

[woc2006] Match mania editor link in thread. ...

master: [woc2006] Fix missing transformations. ...

master: [woc2006] osu!mania: Draw mania-stage-bottom above mania-stage-left/right ...

master: [woc2006] Switch to all if close collection dialog without choose. ...

master: [woc2006] osu!mania: Allow change speed during watching autoplay. ...

master: [woc2006] Fix beatmap upload to wrong mapset issue in some rare cases. ...

AiMod: [woc2006] Diff check bug fix. ...
AiMod: [woc2006] Check epilepsy ...
master: [woc2006] Make collection more friendly. ...
master: [woc2006] osu!mania: Remove unrank status of HD ...
master: [woc2006] Raise judgement line up in editor. ...
master: [woc2006] Save chat log as a single file. ...
[woc2006] Fix mania star rate bug. ...
master: [woc2006] Display stanza/beat on mania timeline. ...

Apr 2, 2013

master: [woc2006] Sample events list(access from sample import dialog) ...
master: [woc2006] Fix mania star rate bug. ...
AiMod: [woc2006] Check filesize ...
master: [woc2006] bugs fixes. ...
master: [woc2006] Fix timeline remains clickable while chat is visible ...
master: [woc2006] Experimental Collections support (replaces favourites A/B) ...
master: [peppy] Nullref fix while refreshing scorers. ...
master: [peppy] Further nullref fixes. ...
master: [peppy] Localisation updates. ...
master: [peppy] Really fix comments not loading. ...
[peppy] Change bitwise star priority calculations to make more sense. ...

Mar 31, 2013

[peppy] Update contact-peppy page. ...
master: [peppy] Add !k command (alias of !kill). ...
[peppy] Load badges from static server. Add twc3 badge. ...
master: [peppy] Remove unnecessary try-catch (no longer occurring error). ...
master: [peppy] Fix possible nullref when refreshing scores at song select (threading). ...
master: [peppy] Change test mode hotkeys (Tab for autoplay, Ctrl-B for bookmark) to avoid conflicts with bindings. ...

Mar 29, 2013

master: [woc2006] osu!mania: Allow change speed during watching autoplay. ...
master: [peppy] Fix display of discussion overlay dialog. ...
master: [peppy] Fix comments not displaying. ...
master: [peppy] Fix crash when viewing local scores. ...
master: [peppy] Show user avatars in rankings at song select. ...
master: [peppy] Fix width of "play offline" button not resizing correctly. ...
master: [peppy] Fix rankings not loading when quickly switching between beatmaps. ...
master: [peppy] Allow searching using multiple terms at song select (separate with spaces). ...
master: [peppy] Hide ranking loading spinner when starting to play a map. ...
master: [peppy] Fix notification of host switching beatmaps not being displayed in multiplayer. ...
master: [peppy] Fix dragging into a scrolling view causing unexpected drag behaviour. ...

Mar 28, 2013

[peppy] Clean up ranking retrieval database loading. Fix "selected mod" not working at all. ...
[peppy] Fix incorrect update script for country pp rankings. ...

[peppy] Fallback database query complexity when server is behind. ...
master: [peppy] Attempt to cancel old ranking requests to reduce database load. ...
master: [peppy] Don't show "watch replay" button unless looking at top scores ranking. ...
master: [RBRat3] Make osu!mania mode icon more precisely shaped. ...
master: [peppy] Fix "update available" not displaying while at edit mode song select. ...
master: [peppy] Fix colouring of ranking list. ...
master: [peppy] Adjust client-side load delays further. ...
[peppy] Improve caching of ranking lookup queries server-side. ...
[peppy] Update supporter information page to mention new features. ...
master: [peppy] Use smaller resolution sprite for song select current mode display (less aliasing). ...
master: [peppy] Fix personal best score duplicating in friend ranking in some cases. ...
master: [peppy] Ignore client-side ranking cache for now (was broken with new ranking selections). ...
master: [peppy] Load rankings slightly faster for supporters (no client-side delay). Load testing. ...
master: [peppy] Fix crash when playing offline. ...
master: [peppy] Improve layout to show eight scores at song select instead of seven. ...
[peppy] Fix country ranking query performance. ...
[peppy] Update country ranking to be based on pp. ...
master: [peppy] Base localisation additions. ...
master: [peppy] Fix nullref when spectating from ranking screen. ...
master: [peppy] Fix possible nullref when displaying beatmap comments. ...

Mar 28, 2013

master: [peppy] Ignore inability to grab window handle during shutdown. ...
master: [peppy] Don't report bancho IOExceptions to server (useless noise). ...
master: [peppy] Fix possible threading issues when displaying online users (non-fatal crash). ...
master: [peppy] Fix possible nullref. ...
master: [peppy] Added per-beatmap country ranking (supporter only). ...
master: [peppy] Hide statistical information on ranking display (no longer really necessary). ...
master: [peppy] Show personal best in friend ranking if present. ...
[peppy] Add bubble tracking page. ...

Mar 27, 2013

[peppy] Order friends scores correctly. ...
master: [peppy] Fix crash on attempting to random select while viewing local scores. ...
[peppy] Change website "users" stat to be based off total registered users for the time being (including purged accounts). ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix ability to toggle video disable briefly on maps which don't have videos (causing a crash). ...
[peppy] Update web-side components to handle new ranking display. ...
master: [peppy] Change unified ranking into separated ranking choices. Ability to view more than top 50 will be restored soon. ...
master: [peppy] Change wording of new default prefer option. ...

master: [peppy] Change layered position of in-game metadata. ...

Mar 25, 2013

master: [peppy] Don't show unified ranking checkbox in edit song select. ...

master: [peppy] Fix eph's amazing if statement. ...

master: [peppy] Adjustments to colouring and display when not using unified ranking. ...

master: [peppy] Change song select ranking scroll behaviour. ...

[peppy] Shift database load slightly. ...

master: [peppy] Fixes for display of local scores during gameplay. ...

[woc2006] Fix mania star rate bug. ...

master: [woc2006] osu!mania: Remove unrank status of HD ...

master: [woc2006] Raise judgement line up in editor. ...

master: [woc2006] Save chat log as a single file. ...

master: [woc2006] Display stanza/beat on mania timeline. ...

master: [peppy] Add a button to ranking screen to scroll down to online ranking when available. ...

master: [peppy] Remove remaining unused textures from song select. ...

[peppy] Maintenance script for pp performance history cleansing. ...

master: [peppy] Add new unified ranking (top ranks + friends + local + same mods). Currently available for supporters only while I test performance! ...

master: [peppy] Default spinner background fading to old behaviour when not new skin preferred. ...

[peppy] Support unified ranking retrieval at server-side. ...

[peppy] Temporarily(?) disable ranked score rankings. ...

master: [peppy] Adjust hitcircle fade-out transitions (got broken somewhere along the way). ...

Mar 24, 2013

master: [Ephemeral] Fix skin selection next page button positioning ...

master: [Ephemeral] Properly display multi-line skin names in skin selection ...

master: [Ephemeral] Allow editor live-mapping in all play modes except osu!mania ...

master: [Ephemeral] Fix ingame beatmap title displayed lower than intended ...

Mar 23, 2013

master: [peppy] Adjust fade timing of slider scoring points to work better on insanely fast sliders. ...

master: [woc2006] Fix timeline remains clickable while chat is visible ...

master: [peppy] Restore old hit lighting when new default is not in use or preferred. ...

Mar 22, 2013

master: [peppy] Localisation updates. ...

master: [peppy] Fix 1280x1024 native fullscreen resolution not being displayed in options. ...

master: [Ephemeral] Channels are now sorted alphabetically by name in selection dialog ...

AIMod: [woc2006] Description update. ...

AIMod: [woc2006] Check snap of kiai. ...

AIMod: [woc2006] Check spinners' length, ensure auto can get at least 1000 bouns. ...

AIMod: [woc2006] Warning if no breaktime provided. ...

Mar 22, 2013

AIMod: [woc2006] Check at least 1 easy/normal diff. ...

AIMod: [woc2006] Add toggle for ds check. ...

[RBRat3] Add new topic icons. ...

master: [peppy] Fix osu!mania keys displaying for mode-specific maps at song select. ...

master: [peppy] Fix custom beatmap spinners not loading correctly. ...

Mar 21, 2013

master: [peppy] Fix newcombo button in editor. ...

master: [peppy] Fix rotating spinner in two directions causing progress to display incorrectly. ...

master: [peppy] Fix issues with tag coop. ...

master: [peppy] Make editor selection circles more prominent. ...

master: [peppy] Fix free mod button toggling causing endless client-server recursion loops in some cases. ...

master: [peppy] Fix miss sprites looking weird in taiko mode. ...

Mar 20, 2013

master: [peppy] Adjust threshold for black reverse arrows. ...

master: [peppy] Make updater fallback to non-CDN site if cdn download fails. ...

master: [peppy] Only animate misses dropping off-screen when new skin is in use (or preferred). ...

master: [peppy] Change allowed aspect ratio limit to support 1280x1024 (will break some layouts, still). ...

master: [peppy] Fix centre alignment of message on fun spoiler when not running at a wide resolution. ...

master: [peppy] Update installer script to include new dlls. ...

master: [peppy] Restore cursor trail behaviour when cursormiddle is not present. ...

master: [peppy] Revert some spinner behaviour for cases where default skin is not being used. ...

master: [peppy] Don't use additive colour for slider score points when not default skin. ...

master: [peppy] Don't use black reverse arrows in skins that aren't default. ...

master: [peppy] Change depth of bottom-right osu! logo at song select so player rank is still visible (looks a bit broken still). ...

master: [peppy] Fix warning arrows getting tinted even when not using new default skin. ...

master: [peppy] Fix nullref on returning to match setup from playing a multiplayer game. ...

master: [peppy] Don't save last played game mode when watching a replay or playing a specific mode map. ...

master: [peppy] Remove special code paths for modes which don't need to clear the framebuffer. The performance difference here should be so negligible that this isn't worth the effort. ...

Mar 19, 2013

master: [peppy] Fix blurry notification popups at lower resolutions. ...

master: [peppy] Localisation updates. ...

master: [peppy] Add specific option to allow or disallow new default skin overrides. ...

master: [peppy] Make particle effects more mathematically correct. ...

master: [peppy] Fix various issues with hp bar when new skin is in use (or overrides for particular elements are present). ...

master: [peppy] Fix slider reverse arrow dimming applying to non-default skins. ...

master: [peppy] Bring framework to latest version. ...

master: [peppy] Show progress during in-game updating. ...

Mar 18, 2013

master: [peppy] Revert "(*) Ensure notes are movable in gamefield only(editor)" ...

master: [peppy] Complete revamp of osu! UI and default skin (HD support too). Make sure to disable your skin and check it out at least once! ...

master: [peppy] More graphics updates. ...

master: [woc2006] Fix clear all notes not works when saving as new difficulty issue. ...

master: [woc2006] bug fix for t/120586. ...

master: [peppy] Improve/tidy gameplay sprite caching. ...

master: [peppy] Fix not all sprites changing resolution correctly when switching to high res. set after a screen size change. ...

master: [peppy] Further improvements to spinner graphics (spin/clear messages also). ...

master: [peppy] Further tweaking of main menu buttons. ...

master: [peppy] Fix spinner crash on non-default skins. ...

master: [woc2006] Auto convert old style sliders to holds in mania maps. ...

AIMod: [woc2006] Fix time jump bugs. ...

AIMod: [woc2006] bug fixes. ...

master: [woc2006] Editor bugs fix. ...

master: [woc2006] Fix samples importing/playing issues in editor(infinite loop) ...

master: [woc2006] Fix a wrong bug fix :P t/121494 ...

Mar 18, 2013

master: [woc2006] Fix inherited timing points'sv jump to 1.0 in some cases. t/122926 ...

master: [woc2006] Fix shift+number not working properly in mania editor. ...

master: [woc2006] Fix display dropdown in osu!direct not working issue. t/114909 ...

master: [woc2006] Fix free mods bugs.t/121449 ...

master: [woc2006] Fix clear all notes not works when saving as new difficulty issue. ...

master: [woc2006] Fix autoplay can't hit sliders perfectly issues. fix for t/120334. ...

master: [woc2006] Disable "go to map" while playing, fix for t/121802 ...

master: [woc2006] bug fix for t/120586 ...

master: [woc2006] Ensure notes are movable in gamefield only(editor) ...

master: [woc2006] Fix in-game help alignment in editor. ...

master: [woc2006] Fix userlog repeat issues. ...

AIMod: [woc2006] Add skin elements size check(basic) ...

AIMod: [woc2006] Some meta check fix. ...

AIMod: [woc2006] Check uninherited timing points consistency in mapset. ...

[woc2006] Fix wrong star rating for mania maps. ...

AIMod: [woc2006] Add taiko meta check. ...

AIMod: [woc2006] Check video elements. ...

master: [woc2006] Check offscreen notes in AIMod ...

master: [woc2006] Add mapset check to AIMod ...

master: [woc2006] Auto adjust notes' colour for taiko in editor. ...

master: [woc2006] Check breaktime for taiko/mania in AIMod. ...

master: [woc2006] Check audio quality and image size in AIMod ...

master: [woc2006] Fix lots of AIMod bugs. ...
master: [woc2006] AIMod bug fixes. ...
master: [woc2006] AIMod supports mania maps now. ...
master: [woc2006] Turn on notelock,select one note, hold shift+ctrl+click for sample copying. ...
master: [woc2006] osu!mania: Play notes' sound by single click if turn on note lock. ...
master: [woc2006] osu!mania: Display title above columns. ...
master: [woc2006] osu!mania: Fix hpbar appears before song start. ...
master: [woc2006] osu!mania: Fix autoplay error in testing. ...
master: [woc2006] osu!mania: Fix hold judgement issue. ...
master: [woc2006] Display key overlay below notes when playing. ...
master: [woc2006] Fix difficult params label display issue. ...

Mar 16, 2013

master: [RBRat3] Beginning of taiko @2x sprite set. ...
master: [peppy] Beginning of osu!mania @2x sprite set. ...
master: [peppy] Curved main menu buttons (only main menu, not sub-menu) thanks to RBRat3.

...

master: [peppy] Localisation update. ...

Mar 15, 2013

master: [peppy] Refresh of default menu background. ...
master: [peppy] Fix misalignment of scrollbar on song select. ...
master: [peppy] Improve animation of slider score points. ...
master: [peppy] Refresh of user panels. ...
master: [peppy] Reduce threshold for black reverse arrows to be more visible on brightish colours. ...
master: [peppy] Fix glow of spinners when hitting the "cleared" state. ...
master: [peppy] Change high resolution skin usage to be based on height rather than width (>1000px). Can also force by setting HighResolution to 1 in config. ...
master: [peppy] Graphics refresh for remaining song select elements. ...
master: [peppy] Improve animation of slider score points. ...

Mar 14, 2013

master: [peppy] Fix having an incorrect working path causing false detection of new sprite presence. ...
master: [peppy] Minor alignment fix on ranking screen (rank letter glow). ...
master: [peppy] Graphics refresh for spinner and countdown (much simplified). ...
master: [peppy] Realign perfect graphic. ...

Mar 13, 2013

master: [peppy] Graphics refresh of slider ball (RBRat3), song select ranked status sprites. ...
master: [peppy] Move song select mode logos slightly. ...
master: [peppy] Refresh for more editor buttons and main background elements. ...
master: [peppy] Replace more editor button sprites with generic button implementation. ...

Mar 12, 2013

master: [peppy] Replace editor "insert break time" button. ...
master: [peppy] Graphics refresh for section pass/fail, discussion overlay buttons, editor buttons. ...

master: [peppy] Remove background from osu!direct search screen. ...
master: [peppy] Fix alignment issues on ranking screen. ...
master: [peppy] Fixes when new graphics aren't available. ...
master: [peppy] Fix crash on taiko spinners. ...
master: [peppy] Fix HP graph alignment. ...
master: [RBRat3] Graphics refresh of editor buttons, continue gameplay graphic, key overlay. ...
master: [peppy] Fix depth of back button in osu!direct search screen. ...

Mar 11, 2013

master: [peppy] Further ranking screen improvements. ...
master: [peppy] Improve quality of transition from song select to play mode. ...
master: [peppy] Fix pixel alignment issue when bounds recovering on scrollable views. ...
master: [peppy] Fix autopilot tooltip not loading correctly. ...
master: [RBRat3] CtB mode icon update. ...
master: [peppy] Further improvements to ranking screen. ...
master: [peppy] Still report errors in local public builds. ...
master: [peppy] Always save local replays. ...
master: [peppy] Adjust song select mod display string to be slightly more visible. ...
master: [peppy] Fix sizing of text in lobby when no matches are available. ...

Mar 10, 2013

master: [peppy] Modularise back button. ...
master: [peppy] Beginnings of ranking screen tidy-up. ...
master: [peppy] Scrollable areas can be dragged and behave better than before. ...
master: [peppy] Graphics refresh for ranking sprites. ...
master: [peppy] Fix possible crash at song select. ...
master: [peppy] Improvements to scrolling on scrollable areas. Ability to define a header region.

...

master: [peppy] Start seeding dlls to public updater. ...
master: [peppy] Fix crashing. ...
master: [peppy] Improve visibility of centre-screen notifications. ...
master: [peppy] Fix vertical position of osu!mania speed label on song select. ...
master: [peppy] Reduce noise glow on osu!direct button. ...
master: [peppy] Improve bottom-right notification behaviour (and graphical refresh). ...
master: [peppy] Clean up unused assets. ...
master: [peppy] Graphics refresh for mod icons (HUGE thanks to RBRat3). ...
master: [peppy] Fix new texture loading code not assigning an asset name. ...
master: [peppy] Don't show "unranked" graphic when playing in relax/autopilot modes. ...
master: [peppy] Graphics refresh for mode icons, epilepsy warning, loading circles. ...
master: [peppy] Add hit numbering to new main menu buttons. ...

Mar 9, 2013

master: [woc2006] osu!mania: Display title above columns. ...
master: [woc2006] osu!mania: Fix hpbar appears before song start. ...
master: [peppy] Make lobby buttons slightly taller. ...
master: [peppy] Update match setup screen to use new mode selection mechanic. ...

master: [peppy] Remove special select screen from code base. ...
master: [peppy] Re-align main menu options. ...
master: [peppy] Fix crash on entering editor. ...
master: [peppy] Remove "special modes" menu option. Allow choice of mode from song select.
Remember last played mode. ...
master: [peppy] Change initial visual settings display based on map completion status. ...

Mar 9, 2013

master: [peppy] Hide "unknown" field for skins with no .ini file. ...
master: [peppy] Changes to song select panel colours. ...
master: [peppy] Further code changes to support graphics refresh. ...
master: [peppy] Graphics refresh for lobby icons, pause menu, song select screen. ...

Mar 8, 2013

master: [peppy] Fix vertical alignment of circular progress metre with new default skin. ...
master: [peppy] Restore bounciness to hit explosions. ...
master: [peppy] Reduce colour clipping on back button hover effect. ...
master: [peppy] Improve display of health bar. ...
master: [peppy] Draw cursor above notification popups. ...
master: [peppy] Additive mode for slider score points with new default skin. ...
master: [peppy] Fix clarity of slider borders at higher resolutions. ...
master: [peppy] New default skin colour scheme. ...
master: [peppy] Graphics refresh for checkboxes, health bar, slider reverse arrow etc. ...

Mar 7, 2013

master: [peppy] Further tweaks to hit explosions. ...
master: [peppy] Star graphics refresh, more asset movement. ...
master: [peppy] Split resources dll into two parts (ui / gameplay). ...
master: [peppy] Further minor tweaks to hit animation for new skin. ...
master: [peppy] Display splash screen until osu! actually finishes displaying its window. ...
master: [woc2006] osu!mania: Fix hold judgement issue. ...
master: [peppy] Improved hit explosion effect. Updated hit lighting. ...
master: [peppy] Fix flashlight dimming not taking effect to the widescreen border areas. ...
master: [woc2006] Fix difficult params label display issue. ...
master: [peppy] Fix visual settings adjustments not available on ranked beatmaps with modifications. ...
master: [peppy] Graphics refresh for main menu buttons. ...

Mar 6, 2013

master: [peppy] Fix height of new tabs. ...
master: [peppy] Graphics refresh for overlay buttons, seekbar, tabs. ...
master: [peppy] Graphics refresh for main menu buttons/icons, volume control, editor bottom buttons. ...
master: [peppy] Remove old/unused sprites. ...
master: [peppy] Add refresh editor/main menu music control buttons. ...
master: [peppy] Always show osu! default skin at top of skin select dialog. ...
master: [peppy] Change default author for skins which are missing .ini. ...
master: [peppy] Skip / beatmap panel backgrounds / menu template redesign and high

resolution. ...

master: [peppy] Only apply new follow point transformations to default skin. ...

Mar 5, 2013

master: [peppy] Add high resolution approach circles. ...

master: [peppy] Disable combo fire by default. ...

master: [peppy] Don't show slider 10/30 score values on default skin (ugly). ...

master: [peppy] Fix edge cases where cursor is off-screen causing weird trails. ...

master: [peppy] Further cursor trail adjustments (less intense, alpha value restored to default). ...

master: [peppy] Fix particles travelling in wrong time zone. ...

master: [peppy] Support switching to high resolution on the fly without textures breaking. ...

master: [peppy] New followpoint and sliderscorepoint. ...

master: [peppy] Don't draw cursor trail on large jumps. ...

master: [peppy] Fix score spacing on hitobjects. ...

master: [peppy] Change default font overlap values to match new graphics. ...

master: [peppy] Allow default skin to load @2x sprites where available. ...

master: [peppy] Add new osu!direct "searching" graphic to new graphic set. ...

master: [peppy] Fix dll reference issue. ...

master: [peppy] Move new sprite set to satellite dll. Support loading where available, fallback where not. ...

master: [peppy] Slight adjustment to cursor trail smoothness. ...

master: [peppy] Fix missing cursor trail sprite. ...

Mar 5, 2013

master: [peppy] Smooth cursor trails even on lower frame limiter settings. ...

[peppy] Fix game mode displaying in correctly in multiplayer history for osu!mania matches. ...

master: [peppy] Fix depth of selected circle sprite in editor. ...

master: [peppy] Improve bancho status monitoring to account for cases it hard-locks but still accepts connections. ...

master: [peppy] Fix possible bancho deadlock scenario. ...

master: [peppy] Fix PM logging not logging incoming messages. ...

master: [peppy] Remove server-side error reporting. ...

Mar 4, 2013

master: [peppy] @2x hitcircles, explosions, cursor and fonts (and graphical refresh in some cases). ...

master: [peppy] Always show spinner judgement above everything else. ...

master: [peppy] Change default slider draw method to mmslider. ...

master: [peppy] Further animation and blending changes. ...

master: [peppy] Per-explosion particle sprites. ...

master: [peppy] Show beatmap background on ranking screen. ...

master: [peppy] Further transformation tweaks. ...

master: [peppy] Changes to ordering of explosions, addition of particle effect. ...

master: [RBRat3] Graphical improvement to osu!direct "loading" graphic. ...

Mar 3, 2013

master: [peppy] Add option to osu!direct popup to go directly to a map in song select if you

already have it. ...

master: [peppy] Fix volume of osu!mania binding wizard hits not obeying any game volume metric. ...

master: [peppy] Localisation updates. ...

master: [peppy] Ensure default value for osu!mania special mode selection dropdown. ...

master: [woc2006] Show beatmap difficulty params in song selection for edit. ...

master: [woc2006] osu!mania: Fix special column related replay issues. ...

master: [woc2006] osu!mania: HR unrank temporarily, it will be back. ...

master: [woc2006] Show keys' name on custom binding screen. ...

master: [woc2006] Remove save button on skin tab(auto save) ...

master: [peppy] Bancho protocol version bump for free mods. ...

master: [peppy] Fix userlog causing highlights, having no source. ...

master: [peppy] Fix userlog showing incorrect play mode in some cases. ...

master: [peppy] Fix outgoing PMs being logged twice when lines are too long. ...

master: [peppy] Save configuration when exiting options menu (to preserve in case of crash at later point). ...

master: [peppy] Fix rare issue with older new-style sliders forming an incorrect shape. ...

master: [peppy] Fix mods not correctly getting removed server-side in free mod mode. ...

master: [peppy] Further state fixes to free mod mode. ...

Mar 2, 2013

master: [peppy] Fix being able to move notes from outside the playfield. ...

master: [woc2006] osu!mania: Fix combo font not working with 0. ...

master: [woc2006] osu!mania: Fix skin save issue in skin tab. ...

master: [peppy] Further fix for mod display on ranking screen. ...

master: [woc2006] Fix offset jump to previous timing point bug in Timing mode. ...

master: [woc2006] osu!mania: Hold ctrl+click for multi selection in editor. ...

master: [woc2006] Remove confusion skin options. ...

master: [woc2006] osu!mania: Fix graphic issues of HD/FadeIn in DDR style. ...

master: [woc2006] osu!mania: Fix hold judgement bug. ...

master: [woc2006] Fix grid line in design mode. ...

master: [woc2006] osu!mania: Support scroll timeline by holding ctrl and drag mouse(optimize for tablet mappers) ...

master: [peppy] Fix filters area not being high enough in the multiplayer lobby (clipped at bottom). ...

master: [peppy] Fix mods not correctly fading out at mp ranking screen. ...

master: [peppy] Fix some bugs causing incorrect mod states. ...

master: [peppy] Show free mod sprites in ranking, maybe. ...

master: [peppy] Move mod display to a common method so it can be reused. ...

master: [peppy] Fix restoring free mods state after changing beatmaps. ...

Mar 2, 2013

master: [peppy] Don't allow free mod mode in tag coop. ...

master: [peppy] Fix free mods not transferring properly to play mode. ...

master: [peppy] Free mod support. Not yet displayed in gameplay or results screens correctly. ...

master: [peppy] Display the correct mods based on free mod selection. ...
master: [peppy] Initial interface support. Not yet sent/received from server. ...

Mar 1, 2013

master: [RBRat3] Fix curvature on song select header image. ...
master: [woc2006] osu!mania: Fixed issues with some beatmaps not loading correctly. ...
master: [Ephemeral] Fix issue where chat messages would rebound from silenced users on external IRC clients ...

master: [Ephemeral] Fix user report submissions not being logged ...

[peppy] Fix fade in mod not displaying on web score listings. ...

master: [peppy] Remove load-time optimisation for now. ...

[peppy] Fix force-submitting of maps not working; update permissions list. ...

master: [woc2006] osu!mania: Fix hold sample. ...

master: [woc2006] Fix reset all samples not working properly in editor. ...

master: [woc2006] osu!mania: Fix hpbar display issues. ...

master: [woc2006] osu!mania: Support ScorePosition field in key configuration. Default:325 ...

master: [woc2006] osu!mania: Supprt ComboPosition field in key configuration. Default:111 ...

Feb 27, 2013

master: [peppy] Fix updater issues. ...

master: [peppy] Revert "(*) Fix texture load optimisation not actually optimising when a non-default skin is used." ...

master: [peppy] NOTE: If you are stuck updating, please run the "osu! updater" from your Start Menu once. This will fix the issue. ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix changelog to only show once per execution. ...

master: [peppy] Fix texture load optimisation not actually optimising when a non-default skin is used. ...

master: [peppy] Fix some skin elements not displaying correctly initially in skin select. ...

master: [peppy] Improvements to layout of skin tab. ...

master: [peppy] Fix sliders not displaying in skin select preview. ...

master: [peppy] Fix writing osu!mania config when default skin is selected. ...

master: [peppy] Change erroring when skin load fails to in-line messages. ...

master: [peppy] Fix cursor loading incorrectly on retries (where skin is being ignored). ...

master: [peppy] Further fixes for some storyboard elements not loading in play mode. ...

master: [peppy] Fix update bar not appearing when update is available. ...

master: [peppy] Automatically disband multiplayer games which have been inactive for over 30 minutes. ...

master: [peppy] Change/repair skin loading behaviour when changing game modes. ...

Feb 26, 2013

master: [peppy] Fix resolution selection becoming too limited when switching out of full-screen mode. ...

master: [peppy] Correctly limit history of changelog for release builds. ...

master: [peppy] Move changelog to left side of screen. ...

master: [woc2006] Support delete local score by right clicking on score. ...

master: [woc2006] Support delete single local score in ranking. ...

master: [woc2006] osu!mania: Fix shift+click issue in editor. ...
master: [woc2006] Support import chart from bms from editor(Experimental) ...
master: [peppy] Fix scores not loading on roulette end. ...
master: [peppy] Fix wrapping of user panel text in some cases. ...
master: [peppy] Return to skin tab after entering skin selection. ...
[peppy] Hide unique play counts from song select when number is too low to be accurate. ...
master: [woc2006] Bug fix. ...
master: [woc2006] Add new skin tab in options. ...
master: [woc2006] Move skin selection to new skin tab ...
[peppy] Fix thumbnail generation on newer submissions. ...

Feb 24, 2013

[peppy] Fix leaders updates not being run daily. ...
[peppy] Update leaders for osu!mania as well. ...

Feb 24, 2013

[peppy] Fix display logic regression in updater changelog. ...
master: [peppy] Localisation updates. ...
master: [peppy] Add localisation support to in-game updating. ...
master: [peppy] In-game updating and changelog display. ...
[peppy] Fix escaping in raw changelog output. ...
master: [peppy] Fix one case where finalisers are unnecessarily called during exit. ...
master: [peppy] Add a full-screen changelog view during update process. ...
master: [peppy] Move update checking to the earliest possible point in app loading. ...
master: [peppy] Improve render efficiency of some in-game text. ...

Feb 23, 2013

master: [peppy] Fix nullref in changelog display. ...
master: [peppy] Fix scaling of sliders in editor causing weird results. ...
[peppy] Changelog format fixes. ...
master: [peppy] Add in-game changelog display. ...
[peppy] Fix banchobot profile alignment for admins. ...
[peppy] Add raw changelog output for parsing in osu!. ...
master: [peppy] Improvements to update process error handling. ...
master: [peppy] Initial support for inline updating (no need to run the updater). ...

Feb 22, 2013

master: [peppy] Further fixes for @2x graphics (hover area etc.) ...
master: [peppy] Fix few remaining slider issues. ...
master: [peppy] Fix copy + paste of sliders. ...
master: [peppy] Fix editing sliders. ...

Feb 21, 2013

master: [peppy] Allow switching to borderless fullscreen using the maximise button. ...
master: [peppy] Fix spritetext rendering for @2x graphics. ...
master: [peppy] Clear bancho format events form table after reading. ...
master: [peppy] Fix back button alignment in @2x skins. ...
master: [peppy] Forcefully disable touch-and-hold to right-click on tablet PCs (interferes with tap detection). ...

master: [peppy] Allow skinning of new cursor style. ...
master: [peppy] Fix display string for taiko in "allowed modes" dropdown. ...
[peppy] Update FAQ link in updater. ...
master: [peppy] Linkify changelog message contents. ...
master: [peppy] Simplification to slider recalculation logic. ...
master: [peppy] Improve quality of text after scale override is applied. ...

Feb 20, 2013

master: [woc2006] osu!mania: Fix not display silver SS/S with fadein mod ...
master: [peppy] Fix missing tooltips on mod selection. ...
master: [woc2006] osu!mania: Fix press F doesn't active FadeIn mod. ...
master: [peppy] Minor change to skin logic when switching game modes. ...
master: [peppy] Fix cursor disappearing on resolution change. ...
master: [woc2006] osu!mania: Graphic layer fix. ...
master: [peppy] Fix maps with video but missing video not loading properly. ...
master: [peppy] Fix chat jumping to #announce unexpectedly. ...
master: [peppy] Fix nullref when disposing dialog sprites. ...
master: [peppy] Fix crash on loading maps without backgrounds. ...
master: [woc2006] osu!mania: Hold combo fix. ...
master: [woc2006] Support adding sample events in sample dialog. ...
master: [woc2006] osu!mania: Star version 2 ...
master: [woc2006] osu!mania: Support upside-down skins (DDR style). ...
master: [woc2006] Show sample filename on top right of editor. ...
master: [woc2006] Hold shift + click for extending normal note to hold. ...
master: [woc2006] Sample dialog bugs fix. ...
[peppy] Fix incorrect styling for the email input field when registering an account. ...

Feb 20, 2013

[peppy] Show mutual friend status in ucp. ...
[peppy] Show mods used on play history (last 24 hours) in profile. ...
master: [peppy] Minor localisation updates. ...
master: [peppy] Add the option of restarting osu! after changing languages to ensure all elements are localised correctly. ...
master: [peppy] Better handling of slider fallback cases when adding new points in the editor. ...
master: [peppy] Fix user tooltips in lobby sometimes showing "Loading..." permanently. ...
master: [peppy] Correctly save curve types where a fallback case is hit. ...
master: [peppy] Use music volume setting for nightcore additions. ...
master: [peppy] Change the way slider rendering breaks when sliders are made too large (no longer renders corrupt pixels). ...
master: [peppy] Don't recalculate smooth curve sliders' bounding boxes after initial placement. ...
master: [peppy] Fix stray line causing weird scaling effects on user panels overlay. ...
master: [peppy] Fix volume being adjustable in a small 1 pixel gap between user panel area and chat. ...
master: [peppy] Remove duplicate language dropdown entry for Croatian. ...
master: [peppy] Fix taiko background offset not being saved out by editor correctly. ...

master: [peppy] Fix sprite scaling @2x on sliders. ...

master: [peppy] Fix weird arrow selection behaviour in an edge case after triggering song select search. ...

[peppy] Fix some dangling references to the old-style FAQ. ...

master: [peppy] Slightly animate checkboxes on state change. ...

master: [peppy] Fix some weird display issues for untimed sections in editor timing mode. ...

master: [peppy] Fix slider velocity display behaviour in inherited non-1x multiplier sections. ...

master: [peppy] Reduce unnecessary control point resets during seeks. ...

Feb 19, 2013

master: [peppy] Allow player mouse control during break time with Autopilot mod enabled. ...

master: [peppy] Hide music control metadata in options when widescreen is not enabled (avoids overlap with tabs). ...

master: [peppy] Rewrite incoming message handling to avoid messages overflowing into incorrect channels on server-client desync. ...

master: [peppy] Fix hitcircles not reflecting instantly when choosing a new skin in options. ...

master: [peppy] Fix cursor getting stuck in an expanded state when switching to a skin with CursorExpand set to off. ...

master: [peppy] Fix replay import behaviour when during playing/multiplaying. ...

master: [peppy] Fix seekbar being greedy with focus. ...

master: [peppy] Add support for double-resolution skins. See <http://osu.ppy.sh/po/2132044> for implementation details. ...

master: [peppy] Fix case where dragging on editor seekbar doesn't work. ...

master: [peppy] Fix possibly incorrect control points after a seek operation. ...

master: [peppy] Fix players at ranking screen in multiplayer being included in force starts (and breaking the game). ...

master: [peppy] Fix /unignore not working for usernames with spaces. ...

master: [peppy] Fix possibility of HP bar disappearing and never returning on very short breaks.

...

master: [peppy] Limit minimum break length in play mode. ...

master: [peppy] Force a skip check in multiplayer when someone quits during load time of a match. ...

master: [peppy] Allow dragging selections outside the playfield grid in editor. You can also do this in placement mode, and osu! will switch to select mode if you select any objects. ...

master: [peppy] Clean up remnants of old osu!mania editor. ...

master: [peppy] Fix seekbar bounds issue on initialisation. ...

master: [peppy] Fix "force restart" button on error dialog (should read "force quit" in some cases). ...

master: [peppy] Support announcing non-public channels to osu! clients. ...

master: [peppy] Localisation updates (#userlog focus). ...

master: [peppy] Only reload editor when changing to an osu!mania map (or backwards). ...

master: [peppy] Fix a lingering userlog formatting issue. ...

master: [peppy] Allow access user profile options from multiplayer match setup screen. ...

master: [peppy] Fix fruit not bursting outwards into widescreen boundaries correctly. ...

Feb 18, 2013

master: [peppy] Add bancho support for arbitrary user group authenticated channels (useful for osulstream, tourneys etc.) ...

master: [peppy] Localisation Updates. ...

master: [peppy] Internal rewrite of mod selection dialog. ...

master: [peppy] Add helper method for quick scaling/rotation. ...

Feb 18, 2013

master: [peppy] Show correctly formatted play mode in #userlog entries. ...

master: [peppy] Centralise resolution of game mode strings. ...

Feb 17, 2013

master: [peppy] Allow 4+ column user display on all widescreen resolutions. ...

master: [peppy] Adjust width of resolution dropdown to fit wider text. ...

master: [peppy] Add #dev channel to bancho. ...

master: [peppy] Clean-up audio resources better on shutdown. ...

master: [peppy] Ensure replays/spectator don't get stuck when boss key is used. ...

master: [peppy] Fix searches saving too often at song select. ...

master: [peppy] Fix some more weird logic with boss key. ...

master: [peppy] Fix graphics thread locking too often. ...

[peppy] Update to packs admin page. ...

master: [peppy] Reduce client lock-out period slightly. ...

master: [peppy] Fix entering the editor causing hitcircle textures to get cached incorrectly should the same beatmap be played in play mode afterwards. ...

master: [peppy] Don't attempt to pause gameplay when in a multiplayer game and the boss key is pressed. ...

master: [peppy] Attempt to fix threading issues causing failure of loading some storyboard sprites. ...

master: [woc2006] osu!mania: HD and FadeIn rankable, -1.06x benefit. ...

master: [woc2006] New sample import dialog. ...

master: [woc2006] Support v12 in editor. ...

master: [woc2006] osu format v12: support custom sample file and per-note volume. ...

master: [woc2006] osu!mania: Bug fixes and new star system. ...

Feb 16, 2013

[peppy] Show inactive users in a different colour on ranking pages. ...

master: [peppy] Attempt to fix mouse cursor disappearing during multiplayer loading period. ...

Feb 15, 2013

master: [peppy] BanchoBot !help listing update. ...

[peppy] Fix /me display on front-page chat feed. ...

master: [peppy] Add support for new google docs based localised FAQ. ...

master: [peppy] Make seekbar always jump to current location no matter where it is clicked. ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix ranking screen flashing after 5 seconds when watching a reply or manually advancing the ranking progress. ...

master: [peppy] Fix display of user panels filter dropdown. ...

[peppy] Fix completed issues in the "low priority" forum not correctly moving to resolved. ...

master: [peppy] Ensure borderless window resolution is always offered. ...

Feb 14, 2013

[peppy] Make osu!mania pp update in real-time (experimental). ...

master: [peppy] Experimentally support infinitely wide screen resolutions. ...

[peppy] Fix toggling 'resolved' state on issues off not setting sticky status correctly. ...

[peppy] Stop updating unused leader fields. ...

[peppy] Fix mode-specific difficulty icons display incorrectly on the beatmap listing when difficulty rating is negative. ...

[peppy] Fix two possible XSS exploitable request fields. ...

master: [peppy] Fix scaling of hitobjects in design mode. ...

Feb 13, 2013

master: [peppy] Fix ranking screen flash on widescreen resolutions. ...

master: [peppy] Fix alignment of volume control display. ...

[peppy] Fix issue tracking quick-links not displaying in resolved forum topic views. ...

master: [peppy] Always notify clients of banchobot's presence to allow for commands like /bb to work correctly. ...

[peppy] Tidy up arbitrary information on profile pages (zero count stats being displayed pointlessly). ...

master: [peppy] Fix weird sizing when initially adding a background in the editor. ...

master: [peppy] Allow bancho to continue operation even when logging fails. ...

master: [peppy] Fix sort order of in-game scores where achieved scores are equal. ...

Feb 12, 2013

[peppy] Update front page link to merchandise to new osu!market. ...

master: [peppy] Localisation updates. ...

master: [woc2006] osu!mania: Fix hold graphic issue after changing speed. ...

[peppy] Update username change page to reflect more strict username standards. ...

Feb 12, 2013

master: [peppy] Fix osu!mania rank not transferring server->client correctly on a freshly initialised client-side database. ...

[peppy] Update contact emails for ban appeals. ...

Feb 11, 2013

[peppy] Fix padding of pagination region on topic viewing pages. ...

master: [peppy] Fix crash when loading a replay into osu! while already on the results screen. ...

[peppy] Remove the work-around for cloudflare issues with API calls (fixed via configuration override at cloudflare's end). ...

Feb 10, 2013

master: [peppy] Fix sample import dialog displaying when it shouldn't. ...

master: [peppy] Fix taiko background misalignment. ...

Feb 9, 2013

master: [peppy] Revert "(*) CTB: Fix sample issue." ...

[peppy] Update askpeppy page slightly. ...

CTB: [woc2006] Fix sample issue. ...

master: [woc2006] New osu!mania editor. ...

master: [woc2006] osu!mania: star calculation update. ...

master: [Ephemeral] Notify external IRC clients on authentication failure during login process ...
master: [woc2006] osu!mania: Positional sample fix. ...
master: [woc2006] osu!mania: Double click to preview note's sample in editor. ...

Feb 8, 2013

master: [Ephemeral] Notify user when attempting to chat with a silenced user ...
master: [woc2006] Support virtual timeline in editor ...
master: [woc2006] clean-up ...
master: [woc2006] Fix right click behaviour ...
master: [woc2006] Fix hold tool behaviour ...
master: [woc2006] Clear all notes before switch to mania from osu map(with confirm) ...
master: [woc2006] Fix drag behaviour ...
master: [woc2006] disable AR adjust in mania editor. ...
master: [woc2006] Add "move all notes by " ...
master: [woc2006] colour fix. ...
master: [woc2006] mute end sound of hold notes. ...
master: [woc2006] Add hit area indicator. ...
master: [woc2006] sample import implement. ...
master: [woc2006] enlarge sv to 10.0x for mania ...
master: [woc2006] allow sample dialog in normal compose/ shortcut ...
master: [woc2006] multi drag. ...
master: [woc2006] use drag to create hold notes. ...
master: [woc2006] add move notes shortcuts. ...
master: [woc2006] allow low judgement for specific map. ...
master: [woc2006] column color ...
master: [woc2006] key process fix ...
master: [woc2006] sample tools ...
master: [woc2006] 2x faster sample load. ...
master: [woc2006] drag/sample fix ...
master: [woc2006] custom sample dialog. ...
master: [woc2006] live mapping support ...
master: [woc2006] selection link fix. ...
master: [woc2006] cut/copy/pasta/flip/drag ...
master: [woc2006] beat line,selection,sample ...
master: [woc2006] support add note/hold ...
master: [woc2006] remove old implement for mania. ...
master: [peppy] Extending from EditorModeCompose. ...
master: [woc2006] Add key info in beatmap submission. ...
master: [woc2006] osu!mania: Further OD adjust. ...
[woc2006] Display mania key in beatmap page. ...

Feb 8, 2013

master: [woc2006] osu!mania: Improve HD mod graphic. ...
master: [woc2006] osu!mania: Improve HD mods graphic. ...
master: [woc2006] Disable userlog for spectators now. ...
master: [woc2006] Star display related issues clean-up. ...

master: [woc2006] osu!mania: Support OD adjust for specific maps. ...

Feb 7, 2013

[peppy] Remove raw pp display from profiles. ...

master: [Ephemeral] Fix issue where automatic PM logging was not saving full lines properly in certain conditions ...

master: [Ephemeral] Fix boss key not activating through input focus ...

master: [Ephemeral] Update editor tips to reflect new criteria/functionality standards ...

master: [peppy] Localisation updates. ...

master: [peppy] Fix infinite loop when checking for highlights with no username present. ...

[peppy] Add beatmap link formatting to osu!stream forums. ...

Feb 6, 2013

master: [peppy] Base support for widescreen storyboard support. ...

master: [peppy] Fix background position changes not applying in taiko mode. ...

Feb 5, 2013

master: [peppy] Better fit backgrounds in widescreen aspect ratio discrepancy scenarios (16:9 vs 16:10). ...

Feb 4, 2013

master: [peppy] Localisation updates. ...

master: [woc2006] Further userlog fixes. ...

master: [peppy] Fix taiko crash when background cannot be loaded. ...

master: [peppy] Fix background alignment changes consistently throwing an error. ...

Feb 3, 2013

master: [peppy] Fix beatmap elements always overriding animated skin elements even when they should be ignored. ...

master: [peppy] Fix osu!direct pickup links not working when link is https. ...

master: [peppy] Fix taiko barlines not displaying correctly in kiai time. ...

[woc2006] Show mania diff icon in beatmap list page. ...

[peppy] Add owc 2013 winner badge. ...

Feb 2, 2013

master: [woc2006] osu!mania: decrease speed not work bug fix. ...

[woc2006] Add mania diff icons. ...

master: [woc2006] osu!mania: Add diff icons. ...

master: [Ephemeral] Fix conditional issue where automatic pm logging received public messages instead ...

master: [Ephemeral] Fix conditional issue where automatic pm logging received public messages instead ...

master: [woc2006] osu!mania: Fix barline display bug. ...

master: [Ephemeral] AiMod now supports beatmap skin element checking ...

master: [Ephemeral] Fix condition checking issue in nonfriend PM blocking ...

master: [woc2006] Fix mania key not show correctly in standard mode song selection. ...

Jan 31, 2013

master: [peppy] Fix scoreboard being below taiko title bar and widescreen + hd not working. ...

master: [peppy] Remove notification when a beatmap is made for a particular mode (it is already very obvious on song selection now). ...

master: [peppy] Database structure update. ...

master: [peppy] Localisation updates. ...

Jan 29, 2013

master: [peppy] Disable #userlog for now (not ready for public consumption; needs english clean-ups and stuff). ...

master: [peppy] Minor fix for importing maps with '.' in directory name. ...

master: [peppy] Allow custom background offset via x,y parameters after filename in .osu file. ...

master: [peppy] Fix skin fallback when default osu! sprite is animated. ...

master: [peppy] Fix fallback font not being used for taiko metadata display. ...

master: [Ephemeral] Add AiMod support for handling unsnapped slider/spinner ends ...

master: [Ephemeral] Fix /addfriend issue where underscores in names were not processed properly ...

master: [peppy] Allow custom taiko metadata font (taiko.ttf in skin directory). ...

master: [peppy] Further improvements to taiko background alignment. ...

master: [peppy] Remove /names command (no longer necessary; IRC users are displayed on the users list). ...

master: [peppy] Complete implementation of taiko background alignment. Add song metadata display. ...

[peppy] Hide mapper from compact beatmap panels to make them fit better. ...

master: [peppy] Fix crashing when changing some graphical settings. ...

Jan 29, 2013

master: [peppy] Fix precedence of skin element loading in case where skin has animated elements but beatmap doesn't. ...

[peppy] Remove ugly lines beneath headings on wiki. ...

[peppy] Remove ugly lines beneath headings on wiki. ...

[peppy] Remove unnecessary icon next to last post links on forum listing. ...

[peppy] Fix code content in thread posts exceeding width of page. ...

[peppy] Fix invisible buttons on IE (thanks to SilentCipher). ...

[peppy] Pop out wiki navigation on lower resolution screens. ...

Jan 28, 2013

master: [peppy] Change loading behaviour for animations from different sources. ...

master: [peppy] Remove internal access to sprite caches (shouldn't be used outside of SkinManager). ...

master: [peppy] Allow widescreen backgrounds to be imported into editor. ...

master: [peppy] Update taiko background alignment to better support widescreen resolutions. ...

[peppy] Change header options to make wiki more prominent and remove old FAQ/glossary links. ...

master: [peppy] Make kiai colour gradient fade in/out on taiko bar rather than suddenly appear. ...

[peppy] Fix friend add/remove not working with https implementation. ...

Jan 27, 2013

[peppy] Slightly adjust wiki layout. ...

[peppy] Fix wiki drop-down menu alignment. ...

[peppy] Integrate wiki with main site header/footer. ...
[peppy] Add google analytics tracking to wiki pages. ...
[peppy] Fix some remaining non-secure resource references. ...
[peppy] Fix google custom search not working after https switch. ...
[peppy] Update mediawiki to use mysqli connections. ...
master: [peppy] Force editor to "normal" placement mode when live mapping is enabled. ...
master: [peppy] Allow offset changes during breaks. ...
[peppy] Enforce https after initial login (Strict-Transport-Security). ...
[peppy] Force https for registration / password recovery. ...
[peppy] Use https by default. ...
master: [peppy] Fix transition to editor borderless fullscreen mode. ...
master: [Ephemeral] Fix crash on entering song selection in mania mode with no beatmaps ...
master: [woc2006] osu!mania: Fix hold note graphic issue. ...
Jan 25, 2013
master: [peppy] Localisation updates. ...
[peppy] Fix timestamps not displaying on front page chat correctly. ...
master: [peppy] Fix IRC handling of spaces in usernames. ...
[peppy] Don't apply input field formatting to radio buttons. ...
master: [Ephemeral] Fix message lines being saved multiple times in automatic PM logging ...
Jan 24, 2013
master: [peppy] Relax local offset change limitations slightly. ...
[peppy] Fix beatmap submission issues when updating using non-differential upload. ...
Jan 23, 2013
[peppy] Fix icon size on support info page. ...
[peppy] Fix clicking a beatmap panel not causing the play/pause icon to update correctly. ...
[peppy] Fix display of beatmaps in forum header. ...
master: [peppy] Fix allowing older osu! clients to connect to bancho. ...
master: [peppy] Ensure correct bounds checks in slider bar updates. ...
[peppy] Fix some chat commands being visible on the front page chat feed. ...
master: [peppy] Fix possible crash when updating existing map (depending on truncation of http response). ...
master: [peppy] Fixes for regressions during song initialisation. ...
master: [peppy] Localisation updates. ...
master: [peppy] Show a tooltip the first time the boss key is pressed to ensure accidental hiding doesn't occur. ...
Jan 22, 2013
[peppy] Allow quoting from topic review when editing existing posts. ...
master: [peppy] Fix editor test mode getting stuck on maps with lead-ins in specific cases. ...
master: [peppy] Fix possible server-side crash when creating spectator channels. ...
[peppy] Fix weird issue causing uploading maps to fail. ...
Jan 22, 2013
[peppy] Final stages of ssl deployment for main site. ...
master: [peppy] Don't show osu!mania speed change notification when adjustment is not made by end-user. ...

master: [peppy] Move osu!mania multiplier hint at song select. ...
master: [woc2006] Basic support for display unicode title and artist. ...
master: [woc2006] Boss key fix. ...
master: [woc2006] Add boss key support,exit osu! silently and quickly. ...
master: [woc2006] Fix clone bug leads to some undo issues. ...
master: [woc2006] Userlog system, remember how you enjoy osu! ...
master: [woc2006] osu!mania: Allow add hold note in timeline by drag. ...
master: [woc2006] osu!mania: Timeline fix. ...
master: [woc2006] osu!mania: Allow place note in timeline directly. ...
master: [woc2006] osu!mania: Disable custom skin in mania editor timeline. ...
master: [woc2006] osu!mania: Fix selection behaviour in editor. ...
master: [woc2006] Fix potential circle size reference error. ...
master: [woc2006] osu!mania: New hidden and fade visual adjust. ...
master: [woc2006] osu!mania: New mod: FadeIn, click Hidden to toggle. ...
master: [woc2006] osu!mania: New hidden and flashlight is mutually exclusive. ...
master: [woc2006] osu!mania: New Hidden mod ...
master: [woc2006] osu!mania: update song info in test screen ...
master: [woc2006] osu!mania: Show speed in song selection ...
master: [woc2006] Show unstable rate in ranking. ...
master: [woc2006] Show hit error in ranking screen (hover on accuracy) ...
master: [peppy] Allow effect volume adjustment by holding Alt when adjusting volume. ...
master: [Ephemeral] Add option to block private messages from non-friend users ...
[peppy] Disable username fading for the time being. ...

Jan 21, 2013

master: [peppy] Fix weird ranking screen behaviour when switching fullscreen. ...
Config: [peppy] Update nginx config to use self-signed SSL. ...
[peppy] SSL fixes for phpbb redirects. ...
[peppy] Add "site unavailable" page. ...
master: [peppy] Fix boss key toggling pause when already paused. ...
master: [peppy] Fix incorrect exit conditions from test mode when beatmap file is manually deleted. ...
master: [peppy] Fix AiMod crash under certain conditions. ...
master: [peppy] Remove web display from in-game user profiles (causing lag on some configurations). ...
master: [peppy] Fix disabling skin breaking some storyboards. ...
master: [woc2006] Add a "boss key" - minimise osu! to the system tray with one key press (default "Insert"). ...
master: [peppy] Use unicode metadata by default depending on language setting. ...
master: [woc2006] Basic support for displaying unicode title and artist at song select. ...
master: [peppy] Add top-centre field type. ...
master: [peppy] Change CtB catcher dash button behaviour during hyperdash. ...
master: [peppy] Localisation updates. ...
[peppy] Fix thumbnail generation for widescreen backgrounds. ...

Jan 19, 2013

master: [woc2006] osu!mania: update song info in test screen ...
master: [woc2006] osu!mania: Show speed in song selection ...
master: [woc2006] Fix clone bug leads to some undo issues. ...
master: [woc2006] osu!mania: Allow add hold note in timeline by drag. ...
master: [woc2006] osu!mania: Timeline fix. ...
master: [woc2006] osu!mania: Allow place note in timeline directly. ...
master: [woc2006] osu!mania: Disable custom skin in mania editor timeline. ...
[peppy] Fix rounding errors with beatmap ratings after voting. ...
master: [peppy] Add button to reset all bindings. ...

Jan 18, 2013

master: [peppy] Brighten match setup background slightly. ...
master: [peppy] Only allow changes to the local offset / osu!mania speed settings in the first 10 seconds of gameplay. ...
master: [peppy] Add ability to filter users by same country. ...
master: [peppy] Minor localisation updates. ...
master: [peppy] Fix some edge cases most-common bpm display. ...
master: [Ephemeral] Fix Nightcore and Perfect mod not removing parent mods when deselected ...
master: [Ephemeral] Fix issue where system chat messages caused crash on savelog ...
master: [peppy] Fix some lingering issues which may cause presence requests to not be fulfilled correctly. ...
master: [peppy] Reset active presence requests when disconnecting/reconnecting to bancho. ...
master: [peppy] Allow animation of osu!mania notes. ...
[peppy] Fix large version of Malaysian flag not displaying correctly. ...
master: [peppy] Update main menu copyright sprite. ...
master: [peppy] Fix alignment of new combo expanding menu in editor. ...
[peppy] Update font awesome to v3.0.1. ...
master: [peppy] Localisation updates. ...
master: [peppy] Add tag to allow for special mode toggles in multiplayer games. ...

Jan 16, 2013

master: [peppy] Fixes to metadata fly-by alignment. ...
master: [Ephemeral] Multiplayer match set up widescreen fixes ...
master: [Ephemeral] Fix tag combo colour dropdown box not properly setting sprite colour after selection ...
master: [Ephemeral] Fixed widescreen display issue on beatmap title text ...
master: [Ephemeral] Further widescreen support changes ...
master: [Ephemeral] Introduced widescreen support for editor mode ...
master: [Ephemeral] IRC channel dialog usability improvements: double-tapping enter now joins topmost channel and exits dialog for fast channel joining ...
master: [peppy] Fix some fruit droplets ending up off-screen and uncatchable in rare scenarios. ...
[peppy] Allow searching unicode title/artist and difficulty names (osuidirect and beatmap listing). ...

Jan 15, 2013

master: [peppy] Stop reporting errors when users can't be found in a lobby multiplayer game. ...

master: [peppy] Fix timing mode sprites being clickable when not in timing mode. ...

master: [peppy] Fix being impossible to exit multiplayer games. ...

[peppy] Fix pagination display on PM folders not having enough width. ...

[peppy] Fix scores not displaying on new build. ...

[peppy] Only keep 7 days worth of diff patches for non-dll files. ...

master: [peppy] Fix multiplayer matches not being correctly exited during threaded loading time. ...

master: [peppy] Change dash behaviour after reaching destination of hyperdash. ...

Jan 13, 2013

[peppy] Fix beatmap search results not displaying in some cases. ...

[peppy] Fix forum header beatmap panels not displaying full beatmap information. Make it possible to display full information anywhere on the site. ...

master: [peppy] Avoid finalizer texture cleanup when it is obvious the game is shutting down. ...

master: [peppy] Fix game not correctly restarting after detecting no shader support. ...

master: [peppy] Fix incorrect storyboard element offsets in editor design mode. ...

master: [peppy] Fix possible crash when leaving the editor at inappropriate times. ...

Jan 9, 2013

master: [peppy] Fix objects not being selectable by clicks in widescreen editor timeline. ...

master: [peppy] Final hyperdash tweaks. ...

Jan 8, 2013

master: [peppy] Further refinements to where hyperdash exists and what speed it moves at. ...

master: [peppy] Fix default playfield background dim after hyperdash finishes. ...

[peppy] Limit forum PM recipients to six maximum. ...

master: [peppy] Remove cases where error reports may be submitted at alarming rates. ...

[peppy] Fix user id not being stored in error logs. ...

master: [peppy] Sub-frame calculation tweak for edge cases of hyperfruit being made when not necessary. ...

Jan 7, 2013

master: [peppy] Dim playfield background as well as beatmap background in hyperdash.

Further calculation improvements. ...

[peppy] Remove dangling changelog entries on force pushing. ...

master: [peppy] Allow test build to run at the same time as public. ...

Jan 7, 2013

master: [peppy] Don't close sockets which were never opened. ...

master: [peppy] Improvements to consecutive hyperdash and half-frame calculation issues. ...

master: [peppy] Reduce unnecessary exceptions, especially in debug builds. ...

[peppy] Remove xsolla extraneous information (bug was fixed at their end). ...

master: [peppy] Don't display weird down arrow in editor. ...

master: [peppy] Never update on debug builds. ...

master: [peppy] Fix some link formats not being saved when saving chat logs (/savelog). ...

Jan 6, 2013

master: [peppy] Further improvements to CtB hyperdashing (focus on droplets). ...

master: [peppy] Never update for private nouupdate builds. ...

[peppy] Improve error messaging of BSS failures. ...

[peppy] Disable voting for bestof2012. ...

master: [peppy] Improvements to stability of tourney spectator mode. ...

master: [peppy] Fix possible file collisions in spectator clients when trying to access database files at the same time. ...

master: [peppy] Fix spectator labels not correctly updating after presence cache implementation. ...

master: [peppy] Fix IRC clients being able to bypass kills for the first 20 seconds of connection. ...

master: [peppy] Fix possible dangling threads from video decoding. ...

master: [peppy] Allow forcing presences requests when requiring updates for specific users. ...

master: [peppy] Localisation updates. ...

Jan 3, 2013

master: [peppy] Fix osu! processes possibly ghosting when throwing an error during shutdown. ...

master: [peppy] Fix slider bar bounds being exceeded in some cases. ...

master: [peppy] Fixes to Catch the Beat hyperdash to allow all fruit to be catchable on all PCs. ...

master: [peppy] Fix possible hanging when loading player mode in quick succession. ...

master: [peppy] Update assembly information. ...

master: [peppy] Fix some storybaord elements not loading correctly in some cases. ...

master: [peppy] Fix incorrect registry entry causing osu! to associate with extension-less files. ...

master: [peppy] Fix background not displaying correctly initially after disabling video display. ...

master: [peppy] Improve search store behaviour on song select. ...

master: [peppy] Fix no confirmation when attempting to leave a multiplayer match while in a loading state. ...

master: [peppy] Further adjustments to hyperdash calculations. ...

master: [peppy] Fix beat snap warning alignment in editor, amongst other things. ...

master: [peppy] Fix editor being cut off when in borderless fullscreen. Default to borderless fullscreen when entering editor from native fullscreen. Remove option to change resolution from editor (please use options menu). ...

Jan 2, 2013

[peppy] Fix path for screenshot saving (broken with symlink changes). ...

master: [peppy] Improvements to widescreen editor layout. ...

master: [Ephemeral] IRC channel dialog usability improvements: double-tapping enter now joins topmost channel and exits dialog for fast channel joining ...

master: [peppy] Only display "drag to browse" on arcade builds. ...

[peppy] Update date on website footer. ...

master: [peppy] Localisation updates. ...

Jan 1, 2013

[peppy] Fix permissions error on static domain. ...

[peppy] Further fixes for avatar uploading and screenshot viewing. ...

[peppy] Fixes for new symlink configuration. ...

[peppy] Remove all symlinks from git (except one). ...

[peppy] Always display youtube videos on home page, rather than old self-hosted ones. ...

Dec 30, 2012

[peppy] Update messaging for xsolla checkout. ...

master: [peppy] Don't show visual settings if mouse hasn't been moved at all. ...

master: [peppy] Fix volume adjustment on pause screen. ...

Dec 29, 2012

master: [peppy] Further fix for showing most-common bpm. ...

[peppy] Fix escaping of game name on mp history pages. ...

master: [peppy] Further hyperdash calculation refinements. ...

master: [peppy] Display "most common" BPM rather than average. ...

Dec 28, 2012

master: [peppy] Attempt to fix remaining issues with CtB mode not spawning hyperdash fruits when they are required. ...

Dec 28, 2012

master: [peppy] Fix watching replay twice being impossible. ...

master: [peppy] Fix possible nullref when shutting down. ...

master: [peppy] Fix song select "sort" dropdown not handling clicks fully, causing selected beatmap to change. ...

master: [peppy] Fix "ignore skin" not taking effect on hitcircles after entering edit mode. ...

master: [peppy] Fix left/right arrows now working correctly in some filter modes at song selection. ...

master: [peppy] Handle errors while loading beatmaps better. ...

master: [peppy] Slightly increase delay for players to choose visual adjustments in multiplayer matches. ...

master: [peppy] Allow global adjustment of volume (need to hold Ctrl+Shift in some modes). ...

master: [peppy] Fix average BPM display being incorrect on some maps. ...

master: [peppy] Fix AiMod not understanding 1/12 and 1/16 snapping. ...

master: [peppy] Fix black screen at song select in some cases. ...

master: [peppy] Change point of re-throw for exceptions when in debug mode. ...

master: [peppy] Expire presence cache entries after a few days. ...

master: [peppy] Only initialise presence db once. ...

Dec 25, 2012

master: [peppy] Send userIDs in chat messages to allow user discovery. ...

master: [peppy] Improve presence cache query behaviour. ...

Dec 24, 2012

master: [peppy] Remove redundant IRC properties. ...

[peppy] Ensure IRC access tokens are unique. Increase length to 8 characters. ...

master: [peppy] Remove deprecated admin/banlist from bancho codebase. ...

master: [peppy] Don't request presence on user quit. ...

master: [peppy] Further fixes to multiplayer ranking display. ...

master: [peppy] Change all client-side exception handling to use new reporting system. ...

master: [peppy] Send presence information in smaller bundles. ...

master: [peppy] Add option to use old presence packets on client initialisation. ...
master: [peppy] Fix sorting of irc users when using rank sort. ...
Config: [peppy] Remove default nginx entry. ...
master: [peppy] Fix play mode exiting on bancho disconnect. ...
master: [peppy] Fix possible crash on startup when dialog is displayed very early in execution. ...
master: [peppy] Fixes to multiplayer ranking display. ...
master: [peppy] Attempt to improve masking of textures in storyboards. ...
master: [peppy] Fix not being able to exit replays using escape key. ...
master: [peppy] Improve initial appearance of visual settings panel. ...
master: [peppy] No longer discriminate between osu! and irc clients in internal dictionaries. ...
master: [peppy] Don't throw exception in unnecessary taiko slider recalculation case. ...
master: [peppy] Fixes to spectator handling. ...
master: [peppy] Store presence.db per osu! version. ...
master: [peppy] Allow friend requests to irc users. ...
master: [peppy] Add ability to do a full presence request when necessary. Improve request behaviour. ...
master: [peppy] Add support for handling non-fatal errors without hard crashing osu!. ...
master: [peppy] Fix possible nullref when adjusting volume. ...
master: [peppy] Fix non-threadsafe scheduler operation. ...
master: [peppy] Fix possible nullref during loading process. ...
master: [peppy] Handle friend notifications better. ...
master: [peppy] Handle multiple IRC connections in a more sane manner ...
master: [peppy] Fix IRC ghosting issues. ...
master: [woc2006] osu!mania: New mania star. ...
master: [woc2006] Show average bpm in song label. ...

Dec 23, 2012

master: [peppy] Change default user comparison to use userid (more logical sorting). ...
master: [peppy] Fix online users location sort hard-crashing. ...
master: [peppy] Bundle presence requests before sending. ...

Dec 23, 2012

master: [peppy] Initial implementation of local presence cache. Crazy stuff. ...
master: [peppy] Further work on presence bundles and nickname clash handling. ...
master: [peppy] Combine osu! and irc user handling client-side; improve quit handling. ...
[peppy] Show issue tracking flags in new lowprio forum. ...
master: [peppy] Localisation updates. ...
master: [peppy] Adjust skip boundaries to feel a bit better. ...
master: [peppy] Fix transition issues when default playfield is being used. ...
master: [peppy] Improve countdown appearance when widescreen is enabled. ...
master: [peppy] Fix crash on watching osu!mania replays. ...
master: [peppy] Allow dimming backgrounds in taiko mode. ...
master: [peppy] Fixes for storyboards with widescreen resolutions. ...
master: [peppy] Fix mods not displaying when watching replays ...
master: [peppy] Fix seeking issues when skipping too fast on maps with lead-in time. ...

Dec 22, 2012

master: [peppy] Widescreen fixes to ranking screen. ...
master: [peppy] Fix background scale on CtB mode. ...
master: [peppy] Fix osu!mania crashing on retry. ...
master: [peppy] Fix crash in Team VS multiplayer games. ...
master: [peppy] Fix some stats not calculating correctly in editor test mode. ...
master: [peppy] Fix progress metre occasionally not rendering correctly in some configurations.

...

master: [peppy] Don't display visual settings when chat is visible. ...
master: [peppy] Fix background dim not saving to 100%. ...

Dec 21, 2012

master: [peppy] Fix draw depth of taiko spinner finishes. ...
master: [peppy] Attempt to fix slider rendering issues. ...
master: [peppy] Fix key shortcuts working during transition at song select. ...
master: [peppy] Fix incorrect hitsounds getting loaded. ...
master: [peppy] Slightly fix widescreen display on ranking screen. ...
master: [peppy] Fix backgrounds appearing when they should be hidden by the storyboard. ...
master: [peppy] Improve smoothness of spinner transition when widescreen is enabled. ...
master: [peppy] Visual settings localisation updates. ...
master: [peppy] Add filter for hiding in-progress matches. ...
master: [peppy] Add localisation for all of Visual Settings. ...
master: [peppy] Fix visual toggles breaking multiplayer game when toggled. ...
master: [peppy] Fix possible null-reference exception when loading samples. ...
master: [peppy] Fix skip not playing nicely with lead-in time. ...
master: [peppy] Fix visual settings appearing too much when spectating. ...
master: [peppy] Fix fun spoiler appearing too often when spectating. ...
master: [peppy] Fix test play mode in editor not working as expected. ...
master: [peppy] Temporarily remove delay during loading when running opengl on non-supported OSes. ...
master: [peppy] Fix hard crash on older opengl versions. ...
master: [peppy] Make extend radius for visual settings smaller when watching replays/spectating. ...
master: [Ephemeral] Title button no longer triggers from clicks made while the chat window is open ...
master: [peppy] Don't hard-crash when errors happen during timing point selection. ...
master: [peppy] Fix crash on play mode load in some cases. ...
master: [peppy] Fix alignment of mods on mod select screen. ...
master: [peppy] Localisation Updates. ...
master: [peppy] Tint tournament spectator clients based on relative performance. ...
master: [peppy] Fix fun spoiler not fully hiding during streaming buffer times. ...
master: [peppy] Allow setting title screen image link from bancho. Allow non-linking images. ...
master: [peppy] Fixes to background thread handling, multiplayer games. ...
master: [peppy] Fix black flicker when starting game in OpenGL mode. ...

Dec 21, 2012

master: [peppy] Change draw depth of spinner-osu to be behind all hitobjects. ...
master: [peppy] Add support for multi-threaded OpenGL context access. ...
master: [peppy] New play mode loading screen. Better beatmap skin caching. Moved NoVideo mod to visual settings panel. ...

Dec 20, 2012

master: [peppy] Update multiplayer invite links to new link format. ...

Dec 19, 2012

[peppy] Fix voting not working correctly for bestof2012 (approved maps). ...

[peppy] Fix croatian flag. ...

Dec 18, 2012

[peppy] Fix voting for approved maps in bestof2012 not working. ...

master: [peppy] Beginnings of asynchronous beatmap loading. ...

master: [peppy] Add experimental support for custom frame limiter target (CustomFrameLimit=xx in config file, must be more than 120). ...

master: [peppy] Add experimental support for custom refresh rate specification (RefreshRate=xx in config file). ...

master: [peppy] Fix spinners not spinning fast enough when running in fullscreen mode and watching autoplay/replay. ...

master: [peppy] Improve right-click selection behaviour on song select. ...

master: [peppy] Fix dropdown drag selection failing under certain circumstances. ...

Dec 17, 2012

master: [peppy] Fix taiko autoplay not spinning correctly for half/double-time playbacks. ...

master: [peppy] Fix skip button occasionally appearing in a non-clickable state. ...

[peppy] Fix 'split_all' moderator action failing on forums. ...

[peppy] Fix 'jump to' links in forum search results pages. ...

master: [peppy] Fix dropdown menus receiving input from spectate/replays. ...

[peppy] Add "Best of 2012" voting system. ...

master: [peppy] Clean up unused resources. ...

master: [peppy] Minor updates to english localisation. ...

master: [peppy] Force bancho (and shared resources) to .NET 4.5 64bit. ...

master: [woc2006] osu!mania: fix mania map saving bug. ...

master: [woc2006] osu!mania: Fix hold sample issue. ...

master: [woc2006] osu!mania: Fix speed bug when testing mania maps with autoplay. ...

Dec 14, 2012

master: [peppy] Widescreen fixes for default playfield. ...

master: [peppy] Fix login not working correctly when save password is not selected and user is silenced. ...

Dec 13, 2012

master: [peppy] Add beginnings of widescreen background/video support. ...

master: [peppy] Fix channel names not becoming links in #highlight. ...

[peppy] Change layout of registration page to make it 5% more obvious that you need to login to osu! to complete registration. ...

master: [peppy] Restore old bancho initialisation-complete behaviour. ...

master: [peppy] Fixes to /me display. ...

master: [peppy] Lobby layout fixes. ...
master: [peppy] Only linkify #channels that are present server-side. ...
master: [peppy] Fix greedy #channel linking. ...
master: [peppy] Fix transitions not loading textures correctly. ...

Dec 12, 2012

master: [peppy] Require web links to actually contain a url after the protocol. ...
master: [peppy] Fix channels not completely being removed when join fails (due to channel not actually existing). ...
[peppy] Add USAT badge. ...
master: [peppy] Fix incorrect username case being used in in-game chat in some cases. ...
master: [peppy] Fix hard crash when screenshot capture fails. ...
master: [peppy] Fix trying to activate nightcore while not host in multiplayer hard crashing. ...
master: [peppy] Fixes to avatar loading and guest logout. ...
master: [peppy] Lobby interface improvements. ...
master: [peppy] Fix edge case for long /me lines. ...
master: [peppy] Improved chat link style. Thorough fixes for long links, word wrapping issues, /me links. ...
master: [peppy] Process message queue slower (messages per frame decided based on how much catch-up is required). ...
master: [peppy] Fix crash at main menu on playing a song with no timing/control points. ...
master: [peppy] Fix combo fire failing to rendering after graphics context is lost once. ...
[peppy] Correctly trim strings on registration to avoid exploiting short usernames. ...

Dec 12, 2012

[peppy] Rollback ie fix for buttons (breaks other browsers). ...
[peppy] Return old xsolla payment behaviour (bug fixed on their end). ...
[peppy] Fix buttons not appearing in IE7-9. ...
[peppy] Add ability to delete users' signatures from profile controls. ...
[peppy] Change avatar caching behaviour slightly. ...
master: [peppy] Improvements to link parsing. ...
master: [peppy] Allow updater to restart into test build when updating from test build. ...

Dec 11, 2012

master: [peppy] Update build tool to accept new solution structure. ...
master: [peppy] Initial modifications to lobby UI. Not yet complete. ...
master: [peppy] Initial in-game implementation of new link formatting. Missing editor and channel links. ...
master: [peppy] Fix bug with multiple matches of same link format. ...
master: [peppy] Add new LinkFormatter class to handle linkifying chat. ...
[peppy] Image optimisation. ...
[peppy] Remove phpbb search gc (wasn't running properly anyway). ...
[peppy] Fix mode-specific difficulty icons on beatmap listing. ...
master: [peppy] Remove users' chat from history when silenced. ...
[peppy] Switch static resources to https/spdy. ...
[peppy] Fix issue with xsolla payment descriptions. ...
[peppy] Use static domain for difficulty icons. ...

[peppy] Add script to purge old inactive users. ...
master: [peppy] Localisation updates. Add Ukranian. ...
[peppy] Fix download link for .NET framework (was incorrect version). ...
[peppy] Ensure phpbb account activation is never used again. ...
[peppy] Clear failed login attempt count when successfully reactivating account. ...
[peppy] Fix maximum username input length for older long usernames. ...
[peppy] Add support for high dpi screens in a few cases (playstyle / social buttons). ...
[peppy] Complete redesign of forgotten username/password process. ...
[peppy] Allow for special (ie. tournament) multiplayer history links to remain forever. ...
[peppy] Increase speed of login panel display. ...

Dec 10, 2012

[peppy] Change support page layout when not logged in. ...
[peppy] Host paypal logo locally. ...
[peppy] Remove unused formDefaults script. ...
[peppy] Improve login mechanism. ...
[peppy] Combine font css include. ...
[peppy] Fix javascript load order to avoid page hangs when external resources are not available (ie. google.com in china). ...
[peppy] Favour playcount over ranked date in search results. ...
[peppy] Locally host jquery (more reliable and better performance). Clean up unused js. ...
[peppy] Fix search results sorting in default case. ...
master: [peppy] Stop sending (and receiving) lobby user list. ...
[peppy] Change baemap search sorting algorithm slightly. ...
master: [peppy] Fix avatar loading issue. ...
master: [peppy] Fix cross-thread crash with updater. ...
master: [peppy] Remove option to have the updater launch test build to avoid confusion. Please manually run from the executable (make a shortcut if you wish). ...

Dec 9, 2012

master: [peppy] Fix invite spam detection not resetting after first trigger. ...
master: [peppy] Improvements to streaming smoothness. ...

Dec 8, 2012

master: [peppy] Tournament client sync fixes. Force running at 60fps when spectating. ...
master: [peppy] Allow title image updates using chat commands (peppy only). ...
master: [peppy] Cache localisations based off osu! version for now. ...
master: [peppy] Localisation updates. ...
master: [peppy] Allow bypassing all filters (including location) when searching. ...

Dec 8, 2012

master: [woc2006] Bug fixes. ...
master: [woc2006] osu!mania: Allow SV change in mania maps. ...
master: [woc2006] new group type: mode ...
master: [peppy] Fix dragging main menu backgrounds into osu! failing when default skin is selected. ...
master: [peppy] Add new tourney client features: inter-client synchronisation, more automation. ...

[peppy] Fix country changes not working at all. ...

Dec 7, 2012

master: [peppy] Allow special queries to be fulfilled by bancho for tourney extension. ...

[peppy] Fix "change username" link displaying in some cases it shouldn't. ...

[peppy] Fix bancho issue when clients incorrectly prefix IRC PRIVMSGs. ...

[peppy] Add transition on download button glow. ...

[peppy] Automate script/css include file modification updates. ...

Dec 6, 2012

[peppy] Fix overflowing of quotes in signatures. ...

[peppy] Fix list style issue in user control panel. ...

[peppy] Minor fix to mailto link on the new registration page. ...

[peppy] Fixes to google translation footer positioning. ...

[peppy] Minor changes to hyperlink colour to accent links more. ...

[peppy] Design refinements to download page. ...

[peppy] Redirect to login page when trying to download a beatmap while not logged in. ...

[peppy] Disallow autocorrect/autofill on registration form. ...

[peppy] Add arbitrary content to the welcome page. ...

[peppy] Move reg process image references to permanent server. ...

[peppy] IE fixes for new registration pages. ...

master: [peppy] Make in-game chat replacement filters case-insensitive. ...

[peppy] Major redesign to registration page and process. Removed email verification and captcha completely. ...

Dec 5, 2012

[peppy] Allow the "forgot" page to be assigned default values. ...

[peppy] Fix incorrectly configured local user check. ...

master: [peppy] Improve bancho initialisation error handling. ...

[peppy] Improve error page and error handling. ...

[peppy] Ensure google translation toolbar remains hugging the bottom of the page. ...

[peppy] Fix error display when failing to give kudosu. ...

[peppy] Disallow kudosu exchange and BSS uploads when silenced. ...

Dec 4, 2012

[peppy] Simplify per-page header changes. ...

master: [peppy] Bug fixes. ...

[peppy] Highlight own username on forum pages. ...

master: [peppy] Don't try and load profile for banchobot. ...

master: [peppy] Fix force start option in multiplayer not working correctly. ...

master: [peppy] Fix replays not exporting correctly (using F2 key at results screen) when spectating another user. Note that you must have watched from the beginning of the song for this to work. ...

[peppy] Fix audio previews not working on IE9-10. ...

master: [peppy] Remove cursor snapping during spinners. Behaviour can manually be restored by adding SpinnerSnap:1 to config file. ...

[peppy] Fix display title metadata getting mangled on manual update when UTF-8 characters are present. ...

[peppy] Remove unnecessary script from beatmap info pages (already present in main.js). ...
[peppy] Add a confirmation before shooting a kudosu star from profile beatmap listing. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix issues with dropdown menu when used in overlays (fixes new online users filter dropdown). ...
master: [peppy] Fix incorrect ordering of localisation entries after merge. ...
master: [woc2006] Only show hold tool in mania maps. ...
master: [woc2006] Add new user filter (Nearby users) ...
Dec 3, 2012
master: [peppy] Localisation Updates. ...
master: [peppy] Fix editor window title changing incorrectly during BSS submission. ...
master: [peppy] Fix changing usernames on an IRC connection causing incorrect stat update behaviour in osu! clients. ...
Dec 3, 2012
[peppy] Reset invalid login attempts more regularly. ...
[peppy] Remove BAT country change permissions for now (need some kind of structure for when changes can occur. and possibly logging). ...
[peppy] Fix local access permissions to server stats. ...
[mm201] Allow BATs to change country flags. ...
master: [peppy] Add avatar clean-up script. ...
[peppy] Remove fallback condition for avatars. ...
master: [peppy] Streamlining of user presence transmission from bancho to clients. ...
[peppy] Improvements to avatar storage structure. ...
Dec 2, 2012
[peppy] Update beatmap upload limits in the case of ungraveyarding a map. ...
master: [peppy] Add new languages hr and vn. ...
master: [peppy] Simplify localisation processing by removing start/end references. ...
master: [peppy] Localisation updates. ...
master: [peppy] Select next tab rather than previous when using Ctrl+W to close a channel tab. ...
Nov 30, 2012
[peppy] Fix higher rated map in forum header. ...
[peppy] Fix beatmap listing. ...
master: [peppy] Fix rare case where URL is not linkified in in-game chat. ...
master: [peppy] Fix truncation of scores over 100m on results screen. ...
[peppy] Remove old rating scripts. No longer in use. ...
Nov 29, 2012
master: [peppy] Localisation updates. ...
master: [peppy] Fix crashes in tag coop. ...
master: [peppy] Force "ready" when force start is triggered in multiplayer matches. ...
master: [peppy] Fix crash when toggling auto repeatedly in test mode. ...
master: [peppy] Add built-in team labels for spectator client. ...
[peppy] Fix centre alignment not working for signature. ...
Nov 28, 2012

[peppy] Update location of rating script. ...

[peppy] Rewrite of in-game rating handling (bring db access up-to-date). ...

master: [peppy] Fixes to spectator client. ...

master: [peppy] Report beatmap database corruption to server. ...

master: [peppy] Add croatian as a language choice, update existing localisations. ...

Nov 27, 2012

master: [peppy] Attempt to fix timing points being transferred between difficulties on submission. ...

master: [peppy] Add fall-through case when default translation is not present to avoid possible crashes. ...

master: [peppy] Add localisation support for menu tips. ...

master: [peppy] Cache some more sprites before gameplay begins to reduce disk IO. ...

master: [peppy] Wrap long tooltips to a fixed width. ...

master: [peppy] Attempt to fix recovery not working in multiplayer team vs matches. ...

master: [peppy] Allow tournament spectator client to handle beatmap downloads and refreshing. ...

master: [peppy] Fix possible crash when spectating. ...

master: [peppy] Fix crash in build script due to deprecated server-side scripts. ...

Nov 26, 2012

master: [peppy] Disable hold placement mode in editor for now (very awkward to use, needs to be disabled for non-mania modes). ...

master: [peppy] Correctly report errors to osu! on file download failures. ...

master: [peppy] Fall back to local copy when downloaded localisation fails. ...

master: [peppy] Localisation updates. ...

master: [woc2006] Futher localisation (Mod selection) ...

master: [woc2006] Crash bug fix. ...

master: [woc2006] Add gameplay tab in option. ...

master: [woc2006] osu!mania: Save all key press during break time in mania replay. ...

master: [woc2006] Allow quick join match from lobby. ...

master: [woc2006] osu!mania: Add hold note tool in editor(Don't use slider any more) ...

master: [peppy] Add Norwegian language option. ...

master: [peppy] Don't show fps counter or notifications on spectator clients. ...

Nov 26, 2012

[peppy] Improvements to real-time match history reliability. ...

Nov 25, 2012

[peppy] Fix combo scoring type displaying in correctly in mp history. ...

[peppy] Show in-progress matches as they start (real-time feed) in multiplayer history pages. ...

[peppy] Show mods on multiplayer history games. ...

[peppy] Fix firefox overlap issue with new mp history. ...

[peppy] Adjust alignment of multiplayer history. ...

[peppy] Re-style multiplayer history pages. ...

Nov 24, 2012

master: [peppy] Remove localisable constants that don't differ over languages. ...

master: [peppy] Update greek label in dropdown to native language. ...

[peppy] Never allow bbcode flash (was being overridden for some forums). ...
Nov 23, 2012

[peppy] Remove deprecated updater scripts. ...
master: [peppy] Further minor localisation fixes. ...
master: [peppy] Localisation updates. ...
master: [peppy] Fix performance drop when triggering main menu -> options transition many times very fast. ...
master: [peppy] Update active localisation file once per osu! version change. ...
master: [peppy] Fix start/end marker not being read in localisation spreadsheets. ...
master: [peppy] Fix in-game chat links not correctly displaying in some cases. ...
master: [peppy] Fix online user world map misalignment. ...
master: [peppy] Fix empty beatmap samples not correctly being applied. ...

Nov 21, 2012

master: [peppy] Updated localisations, new languages! ...
master: [peppy] Fix encoding of new localisations/importer. ...
master: [peppy] Restore some older more complete versions of localisations. ...
master: [peppy] Fix slider tracks being in the wrong place when running in widescreen modes. ...
master: [peppy] Correctly embed EN localisation defaults. ...
master: [peppy] Fix issues with newlines in localisation conversion. ...
master: [peppy] Improve right-click behaviour at song select, allowing right-clicking non-current beatmap to still display options. ...
master: [peppy] Fix deleting maps not instantly updating internal id cache. ...
master: [peppy] New implementation of localisation. Reads from google doc. ...
master: [peppy] Fix online users list being at incorrect offset when in edit mode (borderless). ...
master: [peppy] Update banned message in-game with more recent contact details. ...
master: [peppy] Fix for loading skin samples. ...
master: [peppy] Reduced memory usage when running under Direct X (~33% less). ...
master: [peppy] Increase performance of shutdown. ...
master: [peppy] Fix plain text links being unclickable when [] characters are present elsewhere on the same line (in-game chat). ...
master: [peppy] Fix pause cursor not being clickable when hugging the left edge of the window.

...

[peppy] Fix inability to click anywhere on beatmap panels (beatmap listing) in firefox. ...
[peppy] Limit difficulties displayed on beatmap listing to 6 maximum. ...
master: [peppy] Fix left/right arrow keys not working correctly at song selection when searching.

...

master: [peppy] Fix "No Map" status resetting when current multiplayer match ends. ...
master: [peppy] Fix /away messages not sending correctly to osu! clients. ...
[peppy] Fix signature images not working for osu!mania mode. ...
master: [peppy] Fix beatmaps with many difficulties eventually appearing off-screen on song select. ...

Nov 20, 2012

master: [woc2006] Allow quick joining a match from lobby. ...

master: [peppy] Fix AiMod selection issues. ...

master: [peppy] Fix cursor offset in editor while using borderless direct x mode. ...

master: [peppy] Attempt to fix lag on last note. ...

[peppy] Change beatmap listing to show all played maps, rather than only maps with mode-specific difficulties (supporters only). ...

Nov 19, 2012

master: [peppy] Fix issues with spectator clients connecting too fast to bancho. ...

master: [woc2006] osu!mania: Combo bug fix(Not affect scoring) ...

Nov 18, 2012

master: [peppy] Fix "/bb" command not working in chat. ...

Nov 18, 2012

master: [peppy] Allow full range fun spoiling when watching replays (regardless of played status). ...

master: [peppy] Stop fun spoiler from showing when watching a replay/spectator in a window and the mouse cursor is left of the window. ...

master: [peppy] Adjust fun spoiler hide animation and fix widescreen bounds issue. ...

master: [peppy] Allow fun spoiling during spectator/replay. ...

master: [peppy] Fix slider texture exceeding maximum dimensions. ...

master: [peppy] Remove non-sane defaults from spectator code. ...

master: [peppy] Add a special control mode for tourney streaming. ...

Nov 17, 2012

master: [peppy] Store osu!mania drop speed on a per-beatmap level. ...

master: [peppy] Show unranked logo when using hidden mod on osu!mania. Hidden mod is not yet ready for ranking. ...

[peppy] Add the ability to filter the beatmap listing by game mode (unoptimised). ...

Nov 16, 2012

[peppy] Add message on changelog page re: weekinosu! posts. ...

[peppy] Limit maximum size of images contained inside quotes on forum. ...

[peppy] Fix forums not displaying when memcache is not loaded. ...

[peppy] Add link to osu!mania pp ranking. ...

[peppy] Populate "screenshots" page with recent user screenshots. ...

master: [peppy] Update bancho connection details. ...

[peppy] Remove need for staging directory. ...

Nov 15, 2012

[peppy] Fix profiles showing CtB as most-played mode when osu!mania should be. ...

master: [peppy] Delay spectator retry after receiving a new map from osu!direct. ...

master: [peppy] Bug fixes to beatmap import process. ...

Nov 14, 2012

master: [peppy] Fix song select clicking issues. ...

master: [woc2006] osu!mania: Add tips for mania mods. ...

master: [woc2006] osu!mania: Add toggle for N+1 style mania maps in editor. ...

master: [peppy] Fix processing issues when using default songs path. ...

master: [peppy] Fix spectating after osu!direct download not always triggering. ...

master: [peppy] Fix fps display offset becoming incorrect in rare cases. ...

[peppy] Fix for slow loading swf previewer. ...
[peppy] More aggressive cache purging. ...
[peppy] Fix pausing of previews not working correctly. ...
[peppy] Allow beatmap display to be used anywhere on the site. Update forum header area to look nicer. ...

[peppy] Hide errors from end-user (php5.4 regression). ...
[peppy] Add automated opcache clear after git pull. ...
[peppy] php config fixes for 5.4 upgrade. ...
[peppy] Allow submission of osu!mania maps. ...
master: [peppy] Allow for a custom songs path. Improve performance when initially loading a large song database. ...

master: [mm201] Fixed the timing tab's slider missing its last tick sometimes. ...
Nov 13, 2012

[peppy] Use correct cookie domain as per database. ...
[peppy] Use database config for server name before doing a server_name protocol lookup. ...
[peppy] Automatically detect live server and use CDN where necessary. ...
[peppy] Tweak nginx file handle cache to work better in test/dev environment. ...
[peppy] Change nginx default vhost setup to be more flexible. ...
[peppy] Switch to using mysqlnd. ...
[peppy] Allow running without memcache loaded. ...
[peppy] Fix some bss errors potentially being thrown when no error occurred. ...
master: [peppy] Show osu!mania barlines by default. ...
master: [peppy] Attempt to fix his sound override in weird case (see <http://osu.py.sh/forum/t/103586>). ...
master: [peppy] Solution clean-up (osu!2010.sln -> osu!.sln, devs will need to rename load .suo / update shortcuts). ...
[peppy] Change profile messaging when getting new high ranks (no more score rank increase messages, top 500 for beatmap records). ...
[peppy] Fix mode name not displaying in ranking page's titles due to caching. ...
master: [peppy] Fix triggering edit mode from taiko special mode causing custom samples to get ignored. ...

Nov 13, 2012

master: [peppy] Fix possible crash when starting a new map. ...
master: [peppy] Remove some unnecessary dependencies. ...

Nov 12, 2012

master: [peppy] Fix ghost clickable sprites in song select after performing a search. ...
master: [peppy] Fix weird tab behaviour when closing tabs without releasing mouse after closing. ...
master: [woc2006] osu!mania: Fix mania key display in match setup. ...
master: [peppy] Fix cursor skin override not working when map is preferring default skin. ...
master: [peppy] NOTE: osu!mania score reset will be performed in the next 24 hours. ...
[peppy] Javascript fix for profiles. ...
[peppy] Fix edge case when loading a page with frozen elements at an already scrolled location. ...

master: [woc2006] osu!mania: Slightly adjust nK mods multiplier. ...

master: [woc2006] osu!mania: Bug fixes. ...

Nov 11, 2012

master: [peppy] Require at least one keyboard or mouse input to submit a score (stop perfect mod abuse). ...

[peppy] Cache total rank submissions per map to reduce database load. ...

master: [peppy] Don't display total ranks on a map if it is less than user rank. ...

Nov 10, 2012

[peppy] Fix header overflow on firefox. ...

Nov 9, 2012

master: [peppy] Fix "no suck nick" when using bancho server-side commands. ...

master: [peppy] Force stop spectating when joining a multiplayer game via an invite. ...

[peppy] Order user search suggestions more appropriately. ...

[peppy] Show real-time username suggestions when searching. ...

[peppy] Fix user id not updating correctly when gifting supporter tags. ...

Nov 8, 2012

[peppy] Increase beatmap upload allowance (supporter: 4~10 / non-supporter 3~6). ...

master: [peppy] Fix input overlay getting stuck when disabling mouse buttons while holding a combination of them. ...

[peppy] Remove multiple source language flag. ...

[peppy] Ensure client-side changes to DOM objects doesn't break supporter tag purchases. ...

[peppy] Fix invalid genre/language links in beatmap listing. ...

[peppy] Move translation drop-down to bottom of site. ...

[peppy] Trial site-wide automated translation. Contact me if you want to help improve translations of certain words/sections! ...

Nov 7, 2012

master: [woc2006] osu!mania: Use special indicator for easy judgement maps. ...

master: [woc2006] osu!mania: Disable speed change for specific maps 3s after first note. ...

Nov 6, 2012

[peppy] Fix typo in footer. ...

master: [peppy] Add new website .psd resources. ...

[peppy] Fix profile weirdness at low screen resolutions. ...

[peppy] New look for social icons, new footer. ...

master: [peppy] Project changes to speed up compile performance marginally. ...

master: [mm201] Fixed circular slider type derping when the chosen points would make a rather large circle. ...

master: [mm201] Adjust circle slider quality to 8px. ...

master: [peppy] Remove unnecessary slider selection stuff. ...

master: [mm201] Use 3 point formula for circular sliders. ...

Nov 5, 2012

master: [peppy] Fixes to left/right arrow select in song select. ...

Editor: [mm201] Add new algorithm for slider curve creation (when using 3 control points). ...

master: [peppy] Only re-adjust scroll buffer position if new chat is appearing in the active channel. ...

master: [peppy] Dispose of song select input handler earlier to stop unexpected input. ...

master: [peppy] Fix spectator list not displaying. ...

master: [peppy] Remove protocol fallback case, add missing argument. ...

Nov 4, 2012

master: [peppy] Improve performance of spectator list. Hide if more than 30 users are spectating. ...

master: [woc2006] osu!mania: Greatly increase hit window time for easy/normal diffs. ...

master: [woc2006] osu!mania: Slightly adjust conversion for easy diff ...

master: [peppy] Fix moderated mode not working on private channels. ...

master: [woc2006] osu!mania: Sliver S/SS for FL and HD. ...

Nov 3, 2012

master: [woc2006] osu!mania: Show mania score icon in multiplayer. ...

Nov 3, 2012

master: [woc2006] osu!mania: Make HD rankable, 1.06x less punish, change HR to 1.08x less punish ...

master: [woc2006] osu!mania: HD mod implement. ...

master: [woc2006] osu!mania: Holds judgement adjust. ...

[peppy] Fix mode-specific chart creation. ...

master: [peppy] Remove osu!.db from installer inclusion list. ...

Nov 2, 2012

master: [woc2006] osu!mania: Adjust judgement of holds ...

[peppy] Fix unicode artist not correctly propagating to server. ...

Nov 1, 2012

[peppy] reduce topic limit to 60 characters (to match back-end limit). ...

[peppy] Realign header fields to fit with longer usernames. ...

[peppy] Improve messaging when visiting a non-existent beatmap page. ...

Oct 31, 2012

master: [peppy] Don't load beatmap video in test mode if it is disabled in the editor. ...

[peppy] Attempt #2 to fix mcp merging topics. ...

master: [peppy] Remove left-behind debug messaging ...

master: [peppy] Fix music not rotating at main menu when idle for too long. ...

master: [peppy] Fix for key overlay display on widescreen resolutions. ...

master: [peppy] Allow skipping between songs (not difficulties) at song select using Left/Right arrows. ...

master: [peppy] Focus difficulty list when opening dialog in editor for quicker difficulty switches (using up/down arrows on keyboard). ...

master: [peppy] Fix slider length issues in editor after seeking backwards. ...

master: [peppy] Fix crash when trying to join #spectator after leaving it. ...

master: [peppy] Add build configuration for public builds which don't update. ...

[peppy] Fix merging topics not working on forums. ...

master: [peppy] Stop the pause screen from handling mouse events when fun spoiler settings are visible. ...

master: [peppy] Fix topic info not getting updated correctly for newly added beatmaps in some cases. ...

master: [woc2006] osu!mania: Clear punishment for every 384 combo. ...
master: [woc2006] Always focus on osu! form when playing. ...
master: [woc2006] osu!mania: Make HR rankable, 1.06x less punish. ...
master: [woc2006] osu!mania: Adjust multiplier for nK mods. ...
master: [woc2006] osu!mania: Fix strange behaviours when spectating. ...
master: [woc2006] New multiplayer win condition: Combo ...
master: [peppy] Fix "Jump To" dialog displaying incorrectly at higher DPI. ...
master: [peppy] Don't automatically scroll forward when reading chat history. ...
master: [peppy] Fix chat scrolling incorrectly when scrolled up in history. ...
master: [peppy] Fix hits registering on input overlay when mouse buttons are disabled locally. ...
master: [peppy] Move input status overlay below the pause screen. ...
master: [peppy] Tentatively move input key overlay to right side of screen. ...
[peppy] Fix scaling of axis on performance history graph. ...

Oct 30, 2012

[peppy] Make forum posting rules for new accounts more stringent. ...
[peppy] Fix width of google custom search field. ...
master: [peppy] Fix random select turning weird when hitting 'escape' very quickly. ...
master: [peppy] The main menu now enters a super-idle (and clean) state when the mouse hasn't been moved for a while. ...
master: [woc2006] osu!mania: Show Key in match setup. ...
master: [woc2006] osu!mania: Use 0.9x for more keys and 0.86 for less keys mod. ...
master: [woc2006] osu!mania: Make FL rankable, 1.06x less punish. ...
master: [woc2006] osu!mania: Make DT rankable, 1.1x less punish. ...
master: [woc2006] osu!mania: Pause audio when changing speed. ...
master: [woc2006] osu!manai: Use recorded speed when watching replays. ...
master: [woc2006] osu!mania: Difficulty increase mods are unrankable until finish. ...
master: [peppy] Adjust multiplier for non-standard osu!mania key mods to 0.9x. ...
[peppy] Formatting fixes for osu!mania ranking. ...
master: [peppy] Fix black bar being visible on song select. ...

Oct 30, 2012

[peppy] Fix CtB accuracy displaying wrong. ...
Supporters: [peppy] Drag any image file into osu! at the main menu to instantly update your menu background. ...
[peppy] profile/beatmap info page provisioning for osu!mania rankings. ...
master: [peppy] osu!mania: Judgement adjusts and fix for hold notes missing on holding too long. ...
[peppy] Remember currently selected mode when choosing a different difficulty on beatmap info pages. ...
[peppy] Don't calculate pp for osu!mania (too young). ...
master: [peppy] Revert "(*) Add silly test for lag fixing." ...
master: [peppy] Client-side preparations for osu!mania rankings. ...
master: [peppy] Make allowances for non-widescreen resolutions for the key overlay. ...
[peppy] Add accuracy calculations for osu!mania rankings. ...

[peppy] Don't allow 'jpeg' file extension avatar uploads (rename to .jpg). ...
master: [peppy] Add silly test for lag fixing. ...
[peppy] Fix zero-play / zero-watch months being omitted from profile graphs. ...
[peppy] Fix forum pruning issue. ...
master: [peppy] Fix windows 2000 compatibility issue. ...
Oct 29, 2012
[peppy] Add display of nK mods to web score listings. ...
master: [peppy] Fix score submission failing when attempting to play flashlight mod on osu!
mania. ...
master: [peppy] Fix cursor disappearing when changing menu backgrounds using drag-drop. ...
master: [peppy] Fix issue with nK mods showing incorrectly on ranking. ...
master: [peppy] Adjust multiplier for non-standard osu!mania key mods to 0.9x. ...
[peppy] Formatting fixes for osu!mania ranking. ...
master: [peppy] Fix black bar being visible on song select. ...
[peppy] Fix CtB accuracy displaying wrong. ...
Supporters: [peppy] For supporters: Drag any image file into osu! at the main menu to instantly
update your menu background. ...
[peppy] profile/beatmap info page provisioning for osu!mania rankings. ...
Oct 28, 2012
master: [peppy] osu!mania: Judgement adjusts and fix for hold notes missing on holding too
long. ...
[peppy] Remember currently selected mode when choosing a different difficulty on beatmap
info pages. ...
[peppy] Don't calculate pp for osu!mania (too young). ...
master: [peppy] osu!mania rankings are live! Please note these are in TESTING and will be
RESET in a week's time! ...
master: [peppy] Make allowances for non-widescreen resolution for the key overlay. ...
[peppy] Add accuracy calculations for osu!mania rankings. ...
master: [woc2006] osu!mania: score mods fix ...
master: [woc2006] osu!mania: Use spectated players' speed when spectating. ...
master: [woc2006] osu!mania: Fix binding error when using special style for 6K. ...
master: [woc2006] osu!mania: Improve performance. ...
master: [woc2006] osu!mania: Fix graphic glitch in some maps. ...
[peppy] Don't allow 'jpeg' file extension avatar uploads (rename to .jpg). ...
[peppy] Fix zero-play / zero-watch months being omitted from profile graphs. ...
master: [peppy] Only show input overlay in osu! mode for now. ...
master: [peppy] Add keyboard/mouse status overlay. Displays keys pressed when watching
replays or spectating. ...
master: [peppy] Re-centre the key bindings list. ...
master: [peppy] Make autoplay (osu! mode) use both mouse buttons. ...
[peppy] Fix issues rendering nested difficulty headers inside quotes in beatmap mod posts. ...
Oct 27, 2012
[peppy] Add profile url fallbacks for ambiguous '_' / '' cases. ...
master: [peppy] Minor all-round optimisations. ...

master: [woc2006] osu!mania: Slightly improve loading speed. ...
master: [woc2006] osu!mania: score multipiler adjust. ...
master: [woc2006] osu!mania: Remove invalid mods when passing. ...
[peppy] Various regression fixes. ...
[peppy] Back-end preparations for osu!mania ranking. ...

Oct 27, 2012

[peppy] Remove old unused scripts. ...
master: [peppy] Fix unnecessary beatmap panels displaying in some sort modes. ...
master: [peppy] Fix crash at song select when matching one search result in a non-default sort mode. ...
master: [peppy] Fix occasional lag spikes experienced by some users. ...
[peppy] Ensure username changes max at 15 characters. ...
master: [peppy] Delay processing/updating of beatmap info while playing. ...
master: [peppy] Huge performance improvement to song selection screen. ...
[peppy] Reduce caching on updater changelog to 60 seconds. ...
master: [woc2006] osu!mania: Disallow bind same key for different button. ...
master: [woc2006] osu!mania: Display progress for virtual audiotime. ...
master: [peppy] Don't remember last search if matching a small number of results. ...
master: [peppy] Show total ranks next to personal best on song selection screen. ...
master: [peppy] Fix mouse clicks being handled by online user list during fade out. ...
master: [peppy] Fix random select not working well when only single difficulties (or single maps) are displayed. ...
master: [peppy] Allow disabling automatic login. You can choose whether to save your username/password on the login screen now. ...
master: [peppy] Select all text in login fields when tabbing to them. ...
master: [peppy] Fix issues with scrolling after viewing online users list in some cases. ...

Oct 26, 2012

[peppy] Add pp rank updates to the automated daily processing. ...
[peppy] Update messaging when visiting an inaccessible user's profile. ...
[peppy] Update creator when receiving updates for existing maps (in the case of a name change). ...
[peppy] Skip achievements and charts for osu!mania ranking. ...
[peppy] Fix signature looking weird in post previews. ...
master: [peppy] Fix MX/MY transformations not working correctly in some storyboards. ...
[peppy] Don't display tech support template when replying to existing threads. ...
master: [peppy] Fix 1px white line visible on some screens when running in widescreen mode. ...
master: [peppy] Take active skin's font into consideration when choosing a height to draw progress (top-right bar mode). ...

Oct 25, 2012

[peppy] Fix tech support posts getting reset to template on preview. ...
master: [peppy] Fix incorrect difficulty being selected when returning to song select with a single beatmap matching previous search. ...
master: [peppy] osu!mania: Fix song select jumping to another map after returning from playing

a map using virtual audio. ...

[peppy] Fix display title getting overwritten on BSS update. ...

[peppy] Fix bug in gifting supporter tag (reference to old page). ...

[peppy] Fix "ignore star priority" checkbox not sticking in some cases. ...

[peppy] Fix adding to favourites from beatmap listing. ...

master: [peppy] Fix being unable to join/leave channels while spectating or watching a replay. ...

[peppy] Only display recent user plays if they have some. ...

[peppy] Visual improvements to play history and replays watched graphs. ...

[peppy] Improve design of play history graph. ...

[peppy] Automatically select subject / post text entry boxes when posting a new thread or reply. ...

[peppy] Minor alignment fix on user profile recent activity. ...

[peppy] Add template for technical support posts. ...

[peppy] Update smarty library version. ...

master: [peppy] Re-fix osu! application icon showing incorrectly at large sizes. ...

Oct 24, 2012

[peppy] Fix perfect mod scores being filter when selecting "no mods" on beatmap info pages. ...

[peppy] Add script to retroactively create rank history based on raw pp. ...

[peppy] Change profile pp graph to show rank instead of raw pp. ...

master: [peppy] Change draw height of top-right bar-style progress bar. ...

[peppy] Fix pp inaccuracy when tied #1 ranks are involved (now correctly awards based on date achieved). ...

Oct 23, 2012

master: [peppy] Fix banchobot showing incorrect accuracy for offline users (in the case they have a pp accuracy). ...

[peppy] Increase margin around kudosu/feature request stars to avoid overlap. ...

[peppy] Fix locked threads having a reply button. ...

Oct 23, 2012

[peppy] Fix inactive users' profiles from not being displayed. ...

master: [peppy] Fix pixel appearing in empty osu!direct download queue display. ...

master: [peppy] Fix custom sampleset 2+ not updating correctly on timing entry dialog. ...

master: [woc2006] osu!mania: Fix failed at end of song in some cases. ...

master: [woc2006] osu!mania: Silly bug fix. ...

master: [woc2006] osu!mania: Slightly change default key. ...

master: [woc2006] osu!mania: Slightly change conversion for 7+1K ...

master: [peppy] Add better client-server messaging on silenced. Inform users they have been silenced. ...

master: [peppy] Allow closing of channel tabs using Ctrl+W. ...

Oct 22, 2012

[peppy] Limit forum posting privileges for silenced users. ...

master: [peppy] Fix chat issues with multiplayer/spectator chat rooms. ...

[peppy] Change front-page irc log to read from database. ...

Database: [peppy] Fix issues with unicode character logging. ...
master: [Ephemeral] Add Bancho support for chat logging to database. ...
Database: [peppy] Add structure for better chat logging. ...
[peppy] Fix bug in top score reconciliation script. ...
[peppy] Incremental pp changes. ...
master: [peppy] Revert "(*) osu!mania: Allow submission." ...
master: [peppy] Revert "(*) Mode icon fix." ...
master: [woc2006] osu!mania: Disable relex mod in mania mode. ...
master: [woc2006] osu!mania: Bug fixes. ...
master: [woc2006] Mode icon fix. ...
master: [woc2006] osu!mania: Fix hpbar stay full when HPRate is 0. ...
master: [woc2006] osu!mania: Disable unfinished mod for scoring. ...
master: [woc2006] osu!mania: Allow submission. ...

Oct 21, 2012

[peppy] Move font resources due to hotlinking. ...
master: [peppy] Stop empty filenames from matching against server-side maps. ...
master: [peppy] Add "my maps" options to web beatmap listing. ...
master: [peppy] Remember last search when returning to song select. ...
master: [peppy] Ensure beatmap ID metadata is cleared when making a new difficulty. ...
master: [peppy] Fix mod selection resulting in incorrectly applied perfect mod. ...
[peppy] Fix "" characters in filenames causing download problems on some browsers. ...
master: [peppy] Fix out-of-range error in editor on some maps. ...
master: [peppy] Fix crashes on some maps in CtB mode. ...

Oct 20, 2012

[peppy] Add note about SMS purchases. ...
master: [peppy] Only show notifications when the osu! window is active. ...
master: [woc2006] osu!mania: Change max score to 1M. ...
master: [woc2006] osu!mania: Hold notes' bug fix. ...
master: [woc2006] osu!mania: Fix mania HPBar draw depth. ...
master: [woc2006] osu!mania: Bug fix. ...
master: [woc2006] osu!mania: Further increase performance of movement calculation. ...
master: [woc2006] osu!mania: Add joystick/gamepad support. ...
master: [woc2006] osu!mania: Use special countdown for mania. ...
master: [woc2006] osu!mania: Fix osu! crash when changing speed at end of song ...
master: [woc2006] osu!mania: Add basic support for joystick/controller ...

Oct 19, 2012

[peppy] Add osu!market link in header (yet to be officially announced). ...
[peppy] Fix phpbbs stability issue when changing user permissions on a massive scale. ...
[peppy] Fix issues for some when adding/revoking friends on user profile pages. ...

Oct 18, 2012

master: [peppy] Attempt to fix noise issues with virtual music mode. ...
master: [woc2006] osu!mania: Show a speed indicator arrow before first note. ...

Oct 18, 2012

master: [woc2006] osu!mania: Barline fix and customise its' colour support ...

master: [woc2006] osu!mania: Add leadin time to scroll. ...

Oct 17, 2012

[peppy] Disable osu!mania beatmap submission for now. ...

[peppy] Fix chart ranking pages showing beatmaps weirdly. ...

Database: [peppy] Add script to export new database structure directly to git. ...

Database: [peppy] Structure update (new charts, remove friends on ban). ...

master: [peppy] Support switching audio devices (will follow windows default device). ...

Oct 16, 2012

[peppy] Fix forum header looking incorrect. ...

master: [woc2006] osu!mania: Score change for HoldBreak ...

master: [woc2006] Fix abnormal failed in some rare cases. ...

master: [peppy] Force accurate load of audio when entering the offset wizard. ...

master: [woc2006] osu!mania: Key binding bug fix. ...

master: [woc2006] osu!mania: Support customise bindings in config. ...

master: [woc2006] osu!mania: Use more friendly key names. ...

master: [peppy] Fix unicode title/artist not applying properly. ...

master: [peppy] Further increase to audio time precision. ...

[peppy] Fix rank offset. ...

master: [peppy] Simplification and improvement of audio time precision. ...

master: [woc2006] Use more friendly key names for display. ...

master: [woc2006] osu!mania: Normal style key colour fix. ...

master: [woc2006] osu!mania: Special style fix. ...

[peppy] Fix "watch replay" button being visible for online records above #40. ...

master: [peppy] Score pagination fix. ...

master: [peppy] Bug fixes. ...

master: [peppy] Fix old beatmaps crashing on loading custom samples. ...

master: [woc2006] osu!mania: Support 5+1K 6K 7+1K 8K and thier key layout. ...

master: [woc2006] osu!mania: Fix osu! crash when selecting mod in mania match. ...

master: [woc2006] osu!mania: Score adjust(10M in total for every map) ...

master: [woc2006] osu!mania: Support mania-stage-bottom element. ...

master: [woc2006] osu!mania: Notes density adjust ...

[peppy] Fix users being able to post without playing osu!. ...

Oct 15, 2012

master: [peppy] Fix incorrect pages displaying on song select rankings. ...

[peppy] Add testing script for osz2 submission issues. ...

master: [peppy] Fix 0 byte files causing issues with beatmap submission. ...

master: [woc2006] osu!mania: Loop bug fix ...

master: [woc2006] osu!mania: Scoring bug fix. ...

master: [woc2006] osu!mania: Support customize stage-light addition colour(in config) ...

master: [woc2006] osu!mania: Score adjust. ...

master: [woc2006] osu!mania: Slider conversion change. ...

master: [woc2006] osu!mania: Autoplay fix. ...

master: [woc2006] osu!mania: Turn barline off as default (Turn on in config) ...

master: [woc2006] osu!mania: Movement calculation version.5 ...

master: [peppy] Fix artist and title not saving properly on the song setup dialog. ...
master: [woc2006] osu!mania: Barline fix(ignore the new ReCalculate for now) ...
master: [woc2006] osu!mania: Allow play 5+1K maps in 6K style(config file) ...
master: [woc2006] osu!mania: Reset column when host change maps in mania mode. ...
master: [woc2006] osu!mania: Autoplay bug fix/spinner conversion fix. ...
master: [woc2006] osu!mania: Customize speed change shortchange support(in option->input) ...
master: [woc2006] osu!mania: Customize combo font support. ...
master: [woc2006] osu!mania: Add *K to /np string. ...

Oct 15, 2012

master: [woc2006] osu!mania: Customize hit position support. ...
master: [woc2006] osu!mania: HP drop rate adjust. ...
master: [woc2006] osu!mania: Sound fix for converted bms map ...
master: [woc2006] osu!mania: Bug fix ...

Oct 12, 2012

master: [peppy] Initial changes to arcade build process. ...
[peppy] Fix not returning all 10 score pages. ...
master: [peppy] Limit upper score page more stringently. ...
master: [peppy] Improve transition to offset wizard. ...
master: [peppy] Allow viewing up to the top 400 scores from song select. ...
master: [peppy] Show mods on song select ranking list. ...
master: [peppy] Hide scrollbars when not in use. ...
master: [peppy] Reduce text size of song select ranking entries. ...
master: [woc2006] osu!mania: Sound fix. ...
master: [woc2006] osu!mania: Sound fix ...
master: [woc2006] osu!mania: bug fix ...
master: [peppy] Remove storyboard pass/fail layer flash for maps without storyboard layer switching. ...
master: [peppy] Attempt to fix personal replays being non-viewable to some users. ...
master: [peppy] Allow choosing a song while in the offset wizard. ...
master: [peppy] Fix incorrect control points being selected after seek (fixes editor kiai, offset wizard, main menu kiai). ...
master: [peppy] Fix incorrect seeking on playing audio. ...
master: [peppy] Fix offset wizard. Add widescreen support. ...

Oct 11, 2012

master: [peppy] Allow beatmaps without an audio track (use "virtual" for AudioFilename). Still in testing. ...
master: [peppy] Make debug stats more readable. ...
master: [woc2006] Reset to beatmaps' mode before enter editor test. ...
master: [woc2006] osu!mania: Support 5+1K. ...
[peppy] Make payment options more clear to avoid confusion. ...
[peppy] Ensure new fulfillment doesn't succeed if purchase value is too low. ...
master: [peppy] Fix issue with auto-joining channels with long names. ...
[peppy] Increase top score limit to 600. ...

master: [woc2006] osu!mania: Set SS for 100% accuracy. ...
master: [peppy] Reduce intensity of special select screen lighting. ...
master: [woc2006] osu!mania: Sound fix. ...
master: [woc2006] osu!mania: Always play sample of next note when pressing at empty column. ...
master: [peppy] Realign osu!mania default skin to allow for scoreboard at left. ...
master: [peppy] Fix fullscreen showing only a small portion of the screen after initially choosing it. ...
master: [peppy] Make updater more resilient when an error occurs downloading a patch file. ...
master: [peppy] Set a minimum music volume during fade-out. ...
master: [peppy] Improve transition from options back to main menu. ...

Oct 10, 2012

master: [peppy] Fix skin hitsounds not working. ...
master: [peppy] Remove options background sprite. ...
master: [peppy] Improvements to transition between menu and options screen. ...
master: [peppy] Fresh main menu background. ...
master: [peppy] Improve visuals of user display on main menu. ...
[peppy] Add missing js include. ...
master: [peppy] Adjust menu music response slightly (more responsive than before). ...
master: [peppy] Add new text border type to make some text more legible on bright backgrounds. ...
master: [peppy] Minor menu animation adjustments. ...
[peppy] Implement xsolla fulfillment for supporter tags. ...
master: [peppy] Optimisations to storyboard sample playback. ...
master: [peppy] Fix import error message not correctly displaying filename. ...

Oct 10, 2012

master: [peppy] Prompt for save after clearing all beats when creating a new difficulty. ...
master: [peppy] Modify appearance of local user panel on menus. ...
master: [peppy] Show current time on main menu. ...
[peppy] Fix osu!direct search not working. ...
master: [peppy] Save last edit time to beamap database rather than .osu files. ...
master: [peppy] Fix outdated BSS graveyard messaging. ...
master: [woc2006] osu!mania: Bug fix ...
master: [woc2006] osu!mania: Small adjust. ...
master: [woc2006] osu!mania: Use new note type for mania long note. ...

Oct 9, 2012

[peppy] Split pp update runs to run per mode in parallel. ...
[peppy] Prioritise higher playcount maps when searching on web listing/osu!direct. ...
master: [peppy] Add lightingN.png to default skin (osu!mania specific lighting). ...
master: [peppy] osu!mania: Change autoplay name to osu!topus. ...
master: [peppy] Add "Most Played" to osu!direct (over last 24 hours). ...
master: [peppy] Hide kill commands from #lounge (only show result). ...
[peppy] Back-end support for most played output in osu!direct. ...
master: [peppy] Fix osu!mania sound effects not being adjusted to sound effect volume. ...

master: [woc2006] osu!mania: Sound fix. ...
master: [woc2006] osu!mania: Hp drop rate adjust. ...
master: [woc2006] osu!mania: Judgement adjust(less strict) ...
master: [woc2006] osu!mania: Enlarge columnstart range up to 0~460 ...
master: [woc2006] osu!mania: Support customize colour for column lines in configuration file. ...
master: [woc2006] osu!mania: Barlines are removable in config file. ...
master: [peppy] Fix osu!mania scores showing on left in multiplayer (will still break for team vs).

...

master: [peppy] Change build script to restore old build number, rather than reset to an arbitrary number. ...

master: [peppy] Use sub-frame audio time update algorithm. Should make gameplay *much* smoother on Vista+ ...

Oct 8, 2012

master: [peppy] Add failsafe for case where per-object hitsounds are present but not the custom flag. ...

master: [woc2006] osu!mania: Fix osu! crashed in some conversion cases. ...

master: [woc2006] Support per-note samples in osu!mania. ...

master: [woc2006] .osu format v11 (add per-object custom sample definitions for unlimited hitsounds) ...

master: [woc2006] osu!mania: Support ogg samples. ...

master: [peppy] Show unranked graphic when playing osu!mania. ...

master: [peppy] Use right mouse button to cycle backwards through osu!mania *K mods. ...

master: [peppy] Fix typo in options. ...

[peppy] Fix new BSS failing if thumbnail image isn't found. ...

master: [peppy] Fix crash when mashing F1/F2 at osu!mania song select. ...

master: [peppy] Fix section pass/fail sprites drawing beneath osu!mania hp bar. ...

master: [peppy] Fix issues with editor saving romanised title/artist. ...

master: [peppy] Fix F1/F2 not working correctly in editor test mode. ...

master: [peppy] Improve performance when loading long (marathon length) maps. ...

[peppy] Fix rank showing as #0 instead of #1 for personal bests. ...

master: [mm201] Add per-object hitsounding to editor. ...

master: [peppy] Beatmap Submission System v2. Simpler and smarter than ever! ...

master: [woc2006] osu!mania: Sound fix. ...

master: [peppy] Place a timestamp in backups of database files to ensure all versions are kept. ...

master: [peppy] Show a message about osu!mania rankings. ...

master: [peppy] Change method for determining osu! database filename. ...

master: [peppy] Further optimisations to beatmap processing. ...

Oct 7, 2012

master: [peppy] Fail back to default culture when specified culture is not available. ...

master: [peppy] Improved efficiency of beatmap processing (full process). ...

Oct 7, 2012

master: [woc2006] Barline fix. ...

master: [woc2006] Conversion bug fix. ...

master: [peppy] Add basic database structure for osu!mania rankings. ...
master: [peppy] Bring database structure up-to-date. ...
master: [peppy] Fix link to custom samples information. ...
[peppy] Attempt to fix php session size issue with command line scripts. ...
master: [peppy] Fix first hit object being clickable even with mouse buttons disabled. ...
master: [peppy] Fix taiko specific samples not resetting correctly when exiting taiko mode. ...
master: [peppy] Fix skin select to a usable level. ...

Oct 6, 2012

master: [peppy] Don't shader-blur screen when switching to options. ...
master: [peppy] Delay UAC prompt slightly to avoid conflicts with stuff. ...
master: [peppy] Decommission spinner approach circle fallback (assume all skins have spinner-approachcircle). ...
master: [peppy] Fix crash on loading an empty animation sequence. ...
master: [woc2006] Animation hit explosion support in ranking. ...
master: [woc2006] Add mania-hit0 to resource. ...
master: [peppy] Add new version of hit explosion graphics for osu!mania. ...
master: [peppy] Allow animations for hit explosions (osu!mania). ...
master: [woc2006] Fix barlines appearing too late in some maps. ...
master: [peppy] Make updater more resilient in cases it is unable to replace a file. ...
master: [peppy] Fix editor test mode not starting from the correct location. ...
master: [peppy] Minor changes to the osu!mania stage sprites. ...
master: [peppy] Add new osu!mania mode icon. ...
master: [peppy] Further minor changes to hit explosion appearance in osu!mania. ...
master: [peppy] Add key 9 default for left-to-right layouts in osu!mania. ...
master: [peppy] Retain alpha value of previous hit score when displaying another soon afer. ...
master: [peppy] Move osu!mania note hit position down a few pixels. ...
master: [peppy] Move osu!mania HP bar to fit more snugly. ...
master: [peppy] Minor adjustments to osu!mania hit explosion animations. ...
master: [peppy] Minor adjustments to osu!mania hit explosion animations. ...
master: [peppy] Show special menu lighting above buttons. ...
master: [peppy] Fix remaining issue with hit lighting. ...
master: [peppy] Completely disable osz2 conversion for now (just in-case it accidentally fires). ...
master: [peppy] Minor graphical change to options menu. ...
master: [mm201] Fixed slider ends turning white sometimes in the editor. ...
master: [mm201] Omitting a barline will omit the corresponding main menu flash. ...
master: [woc2006] Show right max score in editor panel (osu!mania). ...
master: [woc2006] Show right score in editor panel (osu!mania). ...
master: [woc2006] Fix potential long note sound bug. ...
master: [woc2006] Bug fix(speed change during playing, long note sound) ...

Oct 5, 2012

master: [peppy] Attempt to make startup more resilient when UAC overlays are involved. ...
master: [peppy] Fix typo causing unicode artist to not be recognised. ...
master: [woc2006] Change osu!mania max score to 10M ...

master: [woc2006] Slightly change osu!mania conversion ...
master: [peppy] Improve behaviour of osu!mania holds. ...
master: [peppy] Fix incorrect default resolution choice for non-fullscreen mode. ...
master: [peppy] Ensure the login window is only shown once. ...
master: [peppy] Don't display login window while osu! isn't the active window. ...
master: [peppy] Always show hp bar in osu!mania mode (it is basically part of the interface and looks weird disappearing). ...
master: [peppy] Use additive lighting for osu!mania hit lights. ...
master: [peppy] Fix scroll position resetting when changing a key binding. ...

Oct 5, 2012

master: [peppy] Simplify osu!mania key binding options. ...
master: [peppy] Default to fullscreen (borderless mode) on new installs. Choose better default resolution for native fullscreen as well. ...
master: [woc2006] Fix long note sound type not working properly issue. ...
master: [woc2006] Limit max circlesize to 7 in non-mania mode. ...

Oct 4, 2012

master: [peppy] Completely remove traces of Mouse Precision (from config file). It is now always used. Trust me, you never want it off. ...
[peppy] Fix possible issues when updating a map with deleted difficulties. ...
[peppy] Add unicode title/artist to database. ...
[peppy] Add heartbeat endpoint for replication status checking. ...
[peppy] Show count of stars given to map/feature request next to username on hover. ...
master: [peppy] Fix BSS filesize being in bytes instead of kilobytes. ...
master: [peppy] Fix scores corrupting on new test build. ...
[peppy] Fix personal best scores showing as rank #0. ...
master: [peppy] Fixed mixed up file associations for downloads. ...
[peppy] Don't load full include stack in the unnecessary case during new bss submission. ...
master: [peppy] Simplify menu display for special builds. ...
master: [peppy] Remove special case for test build updates. ...
master: [peppy] Fix editor not seeking correctly on first load. ...
master: [peppy] Add an error messaging when setting associations or permissions takes too long. ...
[peppy] Fix adding new difficulties to existing maps not working. ...
master: [peppy] Fix filesize showing incorrectly on new BSS forum posts. ...
[peppy] Fix old BSS not working for new maps. ...

Oct 3, 2012

[peppy] Update messaging pertaining that approved maps don't count to ranked score (they do now). ...
master: [peppy] Disable benchmark mode for now. ...
master: [peppy] Fix score database not reading correctly into new versions. ...
master: [peppy] Add provisioning for public builds which don't check for updates for a certain duration. ...
master: [peppy] Support per-version database files. Migrate databases from public build where possible. ...

master: [peppy] Update osz icon to correctly display at higher resolutions. ...
master: [woc2006] Force mania-stage-light animation start at 0. ...
[peppy] Add osu!mania as a recognised mode to avoid fallback to osu! mode. ...
master: [peppy] Increase local limit of scores saved per beatmap from 12 to 40. ...
master: [peppy] Fix infinite beatmap processing in rare folder naming cases. ...
master: [peppy] Restore editor to exporting as .osz. ...
master: [peppy] Fix case where map packages aren't correctly cleaned up after being closed. ...
master: [peppy] Move BSS submission cache to a more stable and central location. ...
master: [woc2006] Change osu!mania slider conversion slightly. ...
master: [woc2006] Fix perfect mod not working in osu!mania. ...
master: [peppy] Correctly support cancellation of BSS tasks. ...
master: [peppy] Fix crash when aborting file upload requests in some scenarios. ...
master: [peppy] Fix occasional crash when disposing of form objects. ...
[peppy] Rewrite new score retrieval to be more resilient. ...
master: [peppy] Increase maximum beatmap size limit to 26mb (+2mb). ...

Oct 2, 2012

master: [peppy] Fix potentially removing incorrect beatmap IDs on new BSS. ...
[peppy] Fix bbcode tags breaking with new BSS submissions. ...
[peppy] Move favicon to static resources mirror. ...
master: [woc2006] Fix play showing perfect when not actually perfect (osu!mania). ...
master: [peppy] Show more detailed BSS progress when completing upload (server-side processing). ...
master: [peppy] Update BSS faq link to newer wiki resource. ...
master: [peppy] Remove video from beatmap (in editor) if file is not found. ...
[peppy] Add support for backwards-compatible noVideo updates via new BSS. ...
[peppy] Fix profile page title when user is not found. ...

Oct 2, 2012

[peppy] Require login for beatmap audio previews (as per previous behaviour). ...
[peppy] Fix first upload using new BSS for existing maps. ...
master: [peppy] Retry score submission for up to 10 minutes (previously 5). ...
[peppy] Perform osz2 to osz conversion after BSS successful submission. ...
[peppy] Override server filenames when downloading beatmaps. Ignore osz2 availability completely for now. ...

Oct 1, 2012

master: [woc2006] New osu!mania mode icon. ...
master: [peppy] Add ability to convert osz2 to osz (server-side). ...
[peppy] Correctly update last update time when sending beatmap differences via BSS. ...
master: [woc2006] Fix potential crash when saving map as osu!mania-specific. ...
master: [peppy] Add scrolling support to in-game online ranking list. ...
master: [peppy] Reduce delay before fetching scores. ...
master: [peppy] Allow recovery from failing in multiplayer by reaching full HP. ...
master: [peppy] Change method used to grey out notes during multiplayer to allow restoring colour. ...
master: [peppy] Fix overlap on multiplayer lobby filters button. ...

Sep 30, 2012

master: [peppy] Fix possible corruption of beatmap database. ...

master: [peppy] Improve efficiency of hotkey assignment. ...

master: [peppy] Add support for dragging multiple beatmaps into osu! at the same time. ...

master: [peppy] Fix maintenance window popping up on first run (when scores database is not present). ...

master: [peppy] Fix special menu background glow not approaching osu!mania button correctly.

...

master: [woc2006] osu!mania begins! ...

master: [peppy] Fix fade behaviour of announcement overlays. ...

[peppy] Re-enable caching on beatmap listing pages. ...

[peppy] Fix NoFail + SpunOut not submitting correctly. ...

[peppy] Add basic maintenance messaging page. ...

[peppy] Update database access strings to use hosts DNS lookup. ...

Sep 29, 2012

[peppy] Temporarily disable mapper ranking, pending further optimisation/consideration. ...

Sep 28, 2012

master: [peppy] Don't play default transformation effects when hit explosions are animated in the active skin. ...

master: [peppy] Pre-cache hit explosion sprites/animations. ...

master: [peppy] Show spectator list while paused. ...

Sep 27, 2012

master: [mm201] Fixed timing setup behaviour. (It helps to read code before pasting it.) ...

master: [mm201] Removing a taiko barline causes the cymbal to be removed in the nightcore mod. ...

master: [mm201] Added option to disable the first taiko barline in a timing section. ...

master: [mm201] Allow circle size 2. ...

Sep 25, 2012

[peppy] Fix profile level bar not displaying correctly. ...

[peppy] Fix beatmap listing hover display for sets with multiple packs. ...

master: [peppy] Significantly increase maximum timeline magnification in editor. ...

Sep 24, 2012

master: [peppy] Catch the Beat spinners are now bananalicious. ...

master: [peppy] Fix issues with osu!direct queueing. ...

[peppy] Fix beatmap listing previews not playing. ...

[peppy] Javascript fixes. ...

[peppy] Beatmap listing redesign. ...

Sep 23, 2012

master: [peppy] Add banana sprite. ...

[peppy] Update header playcount to count by billions. ...

master: [peppy] Fix possible nullref in bancho message handling. ...

master: [peppy] Show difficulty in /np when editing. Update link to new format. ...

master: [peppy] Fix self displaying on "Other Spectators" list. ...

Sep 22, 2012

master: [peppy] Attempt to fix incorrect scoreboard numbering. ...

[peppy] Fix "Jump to" links in search results having double forum references. ...

Sep 21, 2012

master: [peppy] Fix multiplayer ranking display when winners are tied. ...

master: [peppy] Remove erroneous messaging saying "host has left game" when leaving a multiplayer game. ...

Sep 21, 2012

master: [peppy] Fix hit explosion animation looping. ...

master: [peppy] Fix hard-lock when importing a map while the "Jump To" window is visible. ...

[peppy] Fix beatmap pack download sites not displaying correctly in the case of https links. ...

[peppy] Fix issue with post/topic links from search results breaking pagination. ...

master: [peppy] Fix lobby topic/usercount disappearing from channel listing when entering multiplayer lobby. ...

master: [peppy] Fix incorrectly displaying individual difficulties instead of grouped beatmaps in some cases. ...

master: [peppy] Disallow downloading a beatmap via osu!direct when it is already being downloaded. ...

master: [peppy] Fix clicks travelling through osu!direct overlay. ...

master: [peppy] Fix alignment of beatmap mode-specific icon in multiplayer match setup. ...

master: [peppy] Fix approach circles disappearing in the editor in some rare scenarios. ...

master: [peppy] Fix taiko not ending in test mode when failing. ...

[peppy] Fix images in PM history not correctly being resized/shrunk. ...

master: [peppy] Allow host to use F5 at multiplayer match setup (switches to song select mode, imports any new maps). ...

master: [peppy] Fix possible nullref on joining a multiplayer game too fast (using an invite). ...

master: [peppy] Increase max bancho client buffers (hit 8,192 client limit at least once). ...

Sep 17, 2012

master: [peppy] Fix issues with retrieving profile user stats. ...

master: [peppy] Fix link behaviour on main menu. ...

master: [peppy] Happy 5th Birthday osu! ...

Sep 16, 2012

master: [peppy] Fix #spectator disappearing when a single spectator finishes downloading a map via osu!direct. ...

[peppy] Change link format for remaining #announce links. ...

master: [peppy] Always request user stats updates when displaying a user profile. ...

master: [peppy] Allow skinning of multiplayer/osu!direct backgrounds. (lobby-background, matchsetup-background, search-background) ...

[peppy] Ignore star priority for feature requests by default. ...

[peppy] Increase download limit for supporters to avoid osu!direct failures. ...

master: [peppy] Fix spectator list not fading in multiplayer games. ...

master: [peppy] Allow jumping to millisecond values in the editor using the "goto time" popup. ...

master: [peppy] Reformat the spectators list. ...

master: [peppy] Allow animation of hit explosions. ...

master: [peppy] Delay display of user profiles to reduce lag. ...

Sep 17, 2012

master: [peppy] Allow force-starting a multiplayer game when not all users are ready. ...

Sep 16, 2012

master: [peppy] Menu usability improvements. ...

Sep 15, 2012

[peppy] Fix weird grammar when deleting a beatmaps. ...

Sep 14, 2012

master: [peppy] Fix incorrect hit-lighting time value. ...

[peppy] Add minecraft authentication. ...

master: [peppy] Fix incorrect link detection for [a b] style links. ...

[peppy] Update live streams page to use new twitch api. ...

Sep 13, 2012

master: [peppy] Fix hard-lock on certain chat content. ...

master: [peppy] Fix weird tint colour on CtB fruits during hidden gameplay. ...

[peppy] Add fallback when cookies are not correctly transitioned to subdomains when downloading beatmaps (seems to happen on some ISP/browsers). ...

[peppy] Fix issue with passwords containing special characters. Users which had special characters may need to reset their password as a result. ...

master: [peppy] Fix drops in FPS on marathon CtB plays. ...

Sep 12, 2012

master: [peppy] Fix #multiplayer not properly closing. ...

master: [peppy] Fix /away not working correctly. ...

master: [peppy] Reimplement menu screen notifications to be more flexible. ...

[peppy] Fix remaining issue with replay storage. ...

master: [peppy] Fix #announce not always getting moderated mode set automatically. ...

[peppy] Move replay references to new database. ...

master: [peppy] Fix incorrect hit-lighting tweening during Kiai time. ...

master: [peppy] Don't allow game invites when silenced. ...

master: [peppy] Limit length of multiplayer game names. ...

Sep 11, 2012

master: [peppy] Fix long-standing Catch the Beat hyperdash bug (with DoubleTime mod). ...

master: [peppy] Fix cursor bounds being unnecessarily limited in fullscreen widescreen results screen. ...

master: [peppy] Fix bancho issues when spectators leave a non-existent #spectator. ...

[peppy] Fix beatmap listing favourites filter not including unranked/approved maps. ...

[peppy] Fix default mode always being used for profile pp graphs. ...

Sep 10, 2012

master: [peppy] Don't show extra ignore/report options for BanchoBot. ...

master: [peppy] Don't show spectate options for own profile. ...

master: [peppy] Don't adjust rate of metadata fly-by when in DT/HT modes. ...

master: [peppy] Fix issue with nested '[' characters in [http://link.com link] format links. ...

master: [peppy] Fix crash when changing mods while in random select mode. ...

master: [peppy] Fix crash when attempting to toggle a mod using a hotkey in a mode which doesn't support said mod. ...

master: [peppy] Make installer build script run relative to user profile. ...

Sep 9, 2012

master: [peppy] Fix mod select hotkeys not working with recent changes. ...

master: [peppy] Hide #spectator from users which hide spectator lists. ...

master: [peppy] Fixes to spectator channel behaviour. ...

master: [peppy] Add pause and song-select events to spectator updates. ...

master: [peppy] Add spectator chat channels. ...

master: [peppy] Fix "rotate by" editor shortcut not working. ...

master: [mm201] Made SBE sprite list and editor hints scale to DPI. ...

master: [mm201] Fixed tooltips not scaling to DPI. ...

master: [mm201] Fixed error dialog DPI scaling. ...

master: [peppy] When no beatmaps are present and the user is a supporter, redirect to osu! direct instead of website. ...

Sep 8, 2012

master: [peppy] Make all mod selection screen bindings customisable. Improve extensibility of bindings to allow for different target areas automatically. ...

master: [peppy] Fix multiple clashing mods being selectable via keyboard shortcuts. ...

[peppy] Add support for requesting scores with mod filters. ...

Api: [peppy] Changed to beatmap API requests (allow access to non-ranked maps, drain time). ...

[peppy] Optimisations to daily pp processing. ...

Sep 7, 2012

master: [peppy] Add hotkeys on mod selection screen (q-r/a-g/z-b). ...

[peppy] Show correct mode on beatmap info page when not made for osu! standard. ...

master: [peppy] Improvements to random selection. Doesn't randomise difficulties and only chooses from the open group. ...

master: [peppy] Fix large resolution icons not displaying correctly in Vista/Win7. ...

[peppy] Fix 'supporter tag remaining' bar showing incorrect percentage. ...

[peppy] Add new supporter features to supporter information page. ...

API: [peppy] Allow individual beatmap queries. ...

[peppy] Minor alignment fix to maps with not enough votes to display rating. ...

[peppy] Allow filtering of the beatmap listing based on your favourited maps. ...

Sep 6, 2012

[peppy] Replace SB/Video images with vector icons. ...

[peppy] Stack stars. ...

[peppy] Show favourite totals on beatmap listing. ...

[peppy] Allow un-favouriting a map from the beatmap info page when already favourited. ...

[peppy] Tally favourites totals per map. ...

Sep 5, 2012

[peppy] Stop occasional JOIN/QUITs from appearing on osu! homepage. ...

[peppy] Fix inability to star threads which have no existing. ...

master: [peppy] Fix taiko sprites missing on some occasions (for real). ...

[peppy] Add touch playstyle. Update graphics to RBRat3's contribs. ...

master: [peppy] Improve display behaviour of Taiko + Widescreen + Hidden. ...

[peppy] Fix minor issues with star listing changes. ...
[peppy] Updates to star listing style. ...
[peppy] Show feature request stars in "completed" forum. ...
[peppy] Fix wrong column count when forcing maintenance on scores table. ...

Sep 5, 2012

master: [peppy] Fix taiko circles not correctly flying to the hp bar. ...
master: [peppy] Attempt to fix incorrectly drawing taiko circles. ...
master: [peppy] Fix taiko HD/HR mods when running in widescreen. ...
master: [peppy] Limit widescreen bounds to a sane range. ...

Sep 4, 2012

[peppy] Add "play style" icons to profile. ...
[peppy] Record more general analytics. ...
[peppy] Fix conflict with ranking disable when two builds have the same build number. ...
master: [peppy] Fix taiko flashlight position. ...
master: [peppy] Fix taiko approach speed changing depending on resolution. ...
master: [peppy] Fix incorrect outgoing message usernames being saved to auto-PM logs. ...
master: [peppy] Fix double colon in /savelog output. ...
master: [peppy] Add full taiko widescreen support. ...
master: [peppy] Fix taiko large sprite displaying in incorrect situations. ...

Sep 3, 2012

master: [peppy] Add support for main menu skinning (supporter only). Filename is menu-background.jpg in your skin folder. ...
[peppy] Feature votes will be given with supporter tags at a rate of 2 votes per month. They are always given to the donor in the case of gifted tags. ...
master: [peppy] Fix multiplayer match initialisation. ...
[peppy] Fix creator links not working on front page "Most Played" maps section. ...
master: [peppy] Reduce size of "map rank" to fit better in ranking dialog grid. ...
master: [peppy] Fix remaining case where PM logs were broken. ...
master: [peppy] Reduce duration of fade transitions slightly. ...
master: [peppy] Fix bugs with spectating/testing maps with lead-in time. ...
master: [peppy] Major improvements to editor performance on beatmaps with many objects. ...
master: [peppy] Optimise sortable list add behaviour. ...

Sep 2, 2012

master: [peppy] Fix osz2 asp.net not loading in vs2012. ...
master: [peppy] Reorganise some tool apps out of main solution. Add very basic packet analyser (using wireshark capture). ...
master: [peppy] Use relative user profile path when building. ...

Sep 1, 2012

master: [peppy] Don't allow skipping before all initialisations are complete. ...
[peppy] Switch download mirror order. ...
master: [peppy] Fix autopilot mod not working. ...
master: [peppy] Fix possible issue with spectating. ...
master: [peppy] Cumulative bug fixes. ...
master: [peppy] Fix crash on editor autoplay toggle. ...

master: [peppy] Fix typo in ranking error message. ...

master: [peppy] Stop title progress text flashing when retrying the same map. ...

Aug 31, 2012

[peppy] Allow supporter tags to be any increment of \$1. ...

[peppy] Fix incorrect display of beatmap info in profiles when an artist is not available. ...

[peppy] Fix images not being resized on search results. ...

[peppy] Fix race condition allowing multiple kudosu to be given to a single post. ...

master: [peppy] Fix SV multiplier being considered in slider->stream conversion algorithm. ...

master: [peppy] Fix replay score lingering after watching a replay, causing incorrect indices on scoreboard. ...

[peppy] Remove really old information from profile (included wrong rank). ...

master: [peppy] Remove ability to toggle "Perfect" mod in multiplayer games. ...

[peppy] fix pagination on top ranks profile section. ...

master: [peppy] Fixed incorrect default dim levels on SuddenDeath and DoubleTime mod icons.

...

master: [peppy] Fix beatmap title info displaying during fun spoiler setting selection. ...

master: [peppy] Fix hitObjects drawing under timing panel in certain circumstances. ...

Aug 30, 2012

[peppy] Add new support page design. It's pretty~. ...

[peppy] Update primary download location; add mirror link. ...

Aug 29, 2012

[peppy] Add css prerequisites for new support page. ...

[peppy] Add smooth scroll support to main js file. ...

Aug 29, 2012

[peppy] Force refresh of css to latest version. ...

Aug 28, 2012

[peppy] Update web font version. ...

master: [peppy] Minor restructuring of instance management. ...

master: [peppy] Implement achievement "Jack of All Trades". ...

master: [peppy] Implement achievement "Nonstop". ...

master: [peppy] Implement achievement "Obsessed". ...

Aug 27, 2012

master: [peppy] Restore old background loading behaviour. ...

master: [peppy] Bug fixes ...

master: [peppy] Fix rank appearing too bright on main menu in some cases. ...

Aug 26, 2012

[peppy] Add rules link to header (linking to wiki). ...

Aug 25, 2012

[peppy] Fix error with new users ranking. ...

Aug 24, 2012

[peppy] Fix twitch viewer counts not displaying. ...

Aug 23, 2012

[peppy] Update download link for .NET framework (microsoft pulled the old one). ...

[peppy] Initial commit of high resolution country flags. ...

master: [peppy] Fix chat tabs getting highlighted from ignored users' messages. ...

[peppy] Allow changing avatar by clicking it in your own profile. ...

master: [peppy] Fix chat tabs getting highlighted from ignored users' messages. ...

[peppy] Initial commit of high resolution country flags. ...

[peppy] Allow changing avatar by clicking it in your own profile. ...

Aug 22, 2012

master: [peppy] Fix incorrect display of playfield background when storyboard is disabled. ...

[peppy] Update Libya flag. ...

[peppy] Correctly transfer cached country for new users which rank a score *after* receiving a country allocation. ...

master: [peppy] Trim unnecessary trailing space from osu! titlebar text. ...

[peppy] Optimisations to various caching/scheduled operations. ...

[peppy] Optimisations to various caching/scheduled operations. ...

Config: [peppy] Reschedule cron'd tasks to play better with backup process. ...

[peppy] Don't delay top score INSERTs for now (may be causing race condition with pp calculations). ...

master: [peppy] Add new achievements "Quick Draw" and "Jackpot" (Hush-hush). ...

Aug 21, 2012

[peppy] Add new achievement "Stumbler" (Hush-hush). ...

[peppy] Move some functions into a more common place so they can be shared around. ...

[peppy] Update team listing. ...

[peppy] Add an "expand" option for long user pages. ...

[peppy] Use larger flag graphics for country rankings. ...

master: [peppy] Change approved maps to add to ranked score (no special treatment given to approved anymore). ...

master: [peppy] Always load background images (fallback to loading online versions where deleted). ...

Aug 19, 2012

master: [peppy] Force updater to open non-test build if user tries to connect using a test build (avoid accidental selection). ...

Aug 18, 2012

master: [peppy] Fix #multiplayer being closable. ...

master: [peppy] Update bancho client protocol to support more mods. ...

master: [peppy] Fix issue when killing offline clients with spaces in their name. ...

master: [peppy] Add a delay before rendering browser to a texture (to allow for occasional draws when not fully loaded). ...

master: [peppy] Hide notifications when gameplay starts again. ...

[peppy] Avoid incorrect profile matches for low number IDs. ...

Aug 17, 2012

master: [peppy] Super performance boosts to web views. If this doesn't fix it then they will not be usable. ...

master: [peppy] Fix status overlay sizing. ...

master: [peppy] Fix scaling of web panel in user profile display. ...

master: [peppy] Combine local user profile popup with standard popup. ...

master: [peppy] Update boxart to look crisper at lower (twitch) resolution. ...

[peppy] Fix missing phpbb cache implementation for _exists. ...

master: [peppy] Fix newlines in PM chat logs. ...

master: [peppy] Improve performance of web view. ...

Aug 17, 2012

Config: [peppy] Add crontab (initial commit). ...

[peppy] Add new scripts. ...

Aug 16, 2012

[peppy] Fix missing email field. ...

[peppy] Fix missing email field. ...

Aug 15, 2012

[peppy] Load achievement images from static domain. ...

[peppy] Process all images via ImageOptim (lossless compression/stripping). ...

master: [peppy] Use verbose mode when searching for report matching usernames. ...

master: [peppy] Fix banchobot colour. ...

Aug 14, 2012

master: [peppy] Huge refactoring to Bancho report/kill messaging. ...

[peppy] Change events/announcements to use the new in-game chat link style. ...

master: [peppy] Allow highlights from BanchoBot. ...

master: [peppy] Fix issues with spectator and adding friends from the user profile popup. ...

[peppy] Change email address for notifications to a constant address. ...

master: [peppy] Add carriage return when saving logs. ...

[peppy] Don't show "Become friends" when not logged in. ...

master: [peppy] Default user mode filters to currently active mode (or most played when first loading). ...

master: [peppy] Bypass mode filters when viewing friends or searching users. ...

master: [peppy] Rearrange user profile popup; add view of web profile; add ability to ignore user. ...

[peppy] Add compact layout mode. ...

master: [peppy] Fix nightcore/perfect mod display on results screen. ...

master: [peppy] Perfect mod now automatically retries on fail. ...

master: [peppy] Fix tiny drops in CtB not triggering fail with Perfect mod. ...

master: [peppy] Fix taiko mode + SuddenDeath/Perfect unplayable when first object is a slider/spinner. ...

master: [peppy] Fix some banchobot admin command issues. ...

Aug 13, 2012

master: [peppy] Fix missing newlines in PM logs. ...

master: [peppy] Fix SuddenDeath mod showing when Perfect is enabled. ...

master: [peppy] Fix CtB and Taiko modes with SuddenDeath/Perfect mods. ...

master: [peppy] Switch updater to download all updates from CDN. ...

master: [peppy] Fix fast rejoins to #lobby causing osu! to crash. ...

master: [peppy] Fix bancho typo. ...

Aug 12, 2012

master: [peppy] Align editor better in borderless fullscreen mode. ...

master: [peppy] Allow rating maps in non-standard game modes. ...

[peppy] Remove gmx.de notification on registering an account (seems osu! was unblocked). ...

master: [Ephemeral] Add taiko "live mapping" support in editor (Ctrl+Tab or Compose menu).

Use taiko keys to place notes on taiko maps. ...

Aug 11, 2012

master: [peppy] Tidy up banchobot !report/kill messaging. ...

[peppy] Fix searches with apostrophes breaking pagination on beatmap listing. ...

[peppy] Fix daily pp processing not correctly updating cache. ...

Aug 10, 2012

[peppy] Add ban statistics page (<http://osu.ppy.sh/p/bans>). ...

master: [peppy] Reload FAQ from disk on a manual config reload. ...

[peppy] Move web chat to new server. ...

Aug 9, 2012

master: [peppy] Disallow IRC connections on accounts which have never connected via osu! ...

master: [peppy] Update installer to point to a more stable dependency download location. ...

[peppy] Stop blocking download managers (multiple threads) for supporters. ...

Aug 8, 2012

Config: [peppy] Remove old reference to eaccelerator. ...

[peppy] Complete move of BSS to new server. ...

[peppy] Stop verbose pp performance logging. ...

Aug 7, 2012

master: [peppy] Fix being able to add yourself as a friend. ...

master: [peppy] Added perfect mod (SuddenDeath for 100%/SS). ...

master: [peppy] Add support for borderless fullscreen (set your windowed resolution to the same as your desktop). ...

master: [peppy] Fix F9 mode filters not working for users which have not yet been displayed. ...

Aug 6, 2012

[peppy] Fix incorrect redirect after activating an account (firefox). ...

master: [peppy] Fix user panes exceeding screen width on specific resolution (1024x600). ...

[peppy] Rewrite of fulfilment endpoint code to allow for future additions. ...

Aug 5, 2012

master: [mm201] Fixed Goto Time dialog remaining up under special circumstances. ...

Aug 4, 2012

[peppy] Fix issue with country flags updating. ...

[peppy] Fix "File not Found" issue on firefox when re-activating an account. ...

Aug 3, 2012

master: [peppy] Balance updates to pp calculations. ...

[peppy] Fix issue with some functions not being defined in certain circumstances. ...

Aug 2, 2012

[peppy] Change pp ranking page to no longer show "last update" value. ...

[peppy] Trial real-time pp updates. Rewrite of pp processing code. ...

[peppy] Change custom database api to allow switching from older api on-the-fly. ...

[peppy] Avoid redeclaration errors of core web function when initiating weird dep. trees. ...

Aug 1, 2012

[peppy] Close voting for clothing design. ...

Jul 31, 2012

[peppy] Add a message to profiles about pp changes. ...

pp: [peppy] Fix a bug in beatmap weighting. May cause drops in pp across the board. ...

[peppy] Add support for retrieving a single row as an object. ...

Jul 30, 2012

[peppy] Fix some display issues for profile top ranks for users with no pp. ...

master: [peppy] Add per-mode filters to in-game user list (F9, top right icons). ...

[peppy] Show fallback messages when leader ranks are not available to display in a user's profile. ...

[peppy] Use low priority updates for per-score pp caching. ...

pp: [peppy] Adjust accuracy to include a larger sample of scores. ...

[peppy] Fix loading specific profile pages based on url anchor. ...

[peppy] Add link to performance points wiki from top ranks listing. ...

[peppy] Add ability to see top contributing pp scores from profile (Top Ranks). ...

Jul 29, 2012

master: [peppy] Fix possible bancho crash if database connectivity is lost briefly. ...

master: [peppy] Minor positioning fix for AiMod. ...

master: [mm201] Fixed sampleset list not being tall enough to contain the 3 defaults. ...

master: [mm201] Grow notification balloons to match DPI zoom level. ...

master: [mm201] Fixed list boxes being too tall on high DPI. ...

master: [mm201] Worked around label scaling issue by placing them docked inside panels. ...

master: [mm201] Fixed aimod column headers being too tiny on high DPI. ...

master: [mm201] Fixed listview column sizes not scaling to DPI. ...

master: [mm201] Enabled DPI scaling mode for all relevant dialogs. Has some issues. ...

master: [mm201] Declare high DPI in the manifest. ...

master: [mm201] Fixed timing panel left side being disabled by default under wine. ...

master: [mm201] Fixed timing panel's left side missing on Wine. ...

Jul 28, 2012

master: [mm201] Caught a few exceptions to hopefully stop endless restart insanity. ...

master: [Ephemeral] Fix potential nullref error in metronome slider drawing ...

master: [Ephemeral] Properly fix sprite offset issue in ranking dialog ...

master: [Ephemeral] Added optional automatic private message logging. ...

[peppy] Fix overlaps in error messages. ...

master: [peppy] Add "report user" button to user popups in-game. ...

[peppy] Fix "add to favourites" not working from beatmap listing. ...

[peppy] Fix ranking pages showing incorrect accuracy. ...

[peppy] Add [osu!] tag to email alerts. ...

Jul 27, 2012

master: [peppy] Fix difficulty-specific samples getting transferred to .osb file when saved in editor. ...

[peppy] Disable nicknames that have more than one space in a row. ...

[peppy] Fix accuracy display on profile being incorrect for users with 0pp. ...

[peppy] Improve topic reply email notifications (thread in gmail, shorter subject line, show

username in "from") ...

master: [woc2006] Support in-game IME candidates (fullscreen chat only for now). ...

Jul 27, 2012

master: [Ephemeral] Fixed sprite position display issue on local ranking dialog ...

Jul 26, 2012

master: [peppy] Fix topic saving between joins on auto-created channels. ...

master: [peppy] Fix issues with join rate limiting and channel autojoining. ...

master: [peppy] Remove speed restrictions for joining channels. ...

master: [peppy] Send full channel information (topic / user count) to osu! clients. ...

master: [Ephemeral] New "join channel" dialog implementation ...

master: [Ephemeral] Channel joining dialog stability and functionality improvements ...

master: [Ephemeral] Further cosmetic improvements and extended join/part functionality added to chat channel joining dialog ...

master: [Ephemeral] Chat channel joining interface redesigned ...

Misc: [Ephemeral] Updated in-game IRC channel joining dialog with a scrolling list, online user count and channel description. ...

master: [Ephemeral] Added users and channel description to Channel structure ...

master: [peppy] Increase pp bonus for full combo (Perfect) by 9%. ...

[peppy] Show last pp update based on processing finished, not started. ...

Jul 25, 2012

master: [peppy] Fix typo in mouse precision tooltip. ...

master: [mm201] Added tool to convert a slider to a stream. ...

master: [peppy] Fix issues with vsync + dt + ap. ...

[peppy] Remove "beta" suffix from Performance ranking link. ...

master: [peppy] Fix copy+paste in editor causing invisible hitcircles. ...

master: [peppy] Fix confirmation dialogs being displayed twice, causing weird issues. ...

master: [peppy] Fix single difficulty mode-specific maps having overlapping icons. ...

master: [peppy] Fix level display in tooltip of multiplayer matches being rounded up. ...

master: [peppy] Fix personal best scores showing incorrect accuracy etc. when viewing difficulty-specific beatmaps. ...

[peppy] Remove "beta" from accuracy. Use performance-based accuracy in same cases as in-game. ...

Jul 24, 2012

master: [peppy] Fix height on users area being incorrect when tabs are expanded. ...

master: [peppy] Fix build process creating folders in subprojects. ...

master: [peppy] Miscellaneous bancho fixes. ...

master: [peppy] Use old accuracy if pp is below 100 (subject to change). ...

master: [peppy] Use old score formatting when pp is not being displayed. ...

master: [peppy] Dim displayed ranks for lower ranked users. ...

master: [peppy] Allow client backwards compatibility with older bancho versions. ...

master: [peppy] Fix score pagination not being reset when switching beatmaps. ...

master: [peppy] Disable pp change pop-overs for now. ...

master: [peppy] Fix possible crash when dialogs are closing. ...

master: [peppy] Show mode-specific scores on song select even when not in the correct play

mode. ...

master: [peppy] Fix some more dialog popup issues. ...

master: [peppy] Fix being unable to join multiplayer matches via invites. ...

master: [peppy] Don't allow fullscreen switching at results screen (causes issues with score loading). ...

master: [peppy] Fix crash on !help being typed on test server. ...

master: [peppy] Fix excess space being left blank on extended chat view when multiple rows of tabs are present. ...

Jul 23, 2012

master: [peppy] Add wiki-style url format to in-game chat "[http://google.com google]". ...

master: [peppy] Fix links not working inside user actions in chat. ...

master: [peppy] Remove dialog overlay draw shortcutting for now. ...

master: [peppy] Show icons on song select for mode-specific difficulties. ...

master: [peppy] Confirm exit if there are unread private messages. ...

master: [peppy] Add initial support for in-game pp/ppAccuracy, and per-mode user stats. ...

master: [peppy] Add more descriptive .ToString() overrides for sprites to make debugging easier. ...

master: [peppy] Allow bancho connections based on old version restrictions where defined (useful for test server and local deployments). ...

master: [peppy] Limit connections to bancho based on new automated version tracking. ...

master: [peppy] Fix crashing when disabling skins. ...

master: [peppy] Allow easily removing old clients from bancho on-demand. ...

Jul 23, 2012

master: [peppy] Don't handle alt+modifiers in editor design more. ...

Jul 22, 2012

master: [peppy] Correctly show maximum possible tabs on widescreen arrangements. ...

master: [peppy] Collapse chat tabs when not in use. ...

master: [peppy] Improve draw behaviour of dialog popups. ...

master: [peppy] Fix brightness of play mode icons in extended user view. Only show when user is playing. ...

master: [peppy] Fix being unable to join games in some circumstances. ...

Jul 21, 2012

master: [peppy] Limit BPM multipliers to sane limits. ...

master: [peppy] Fix menu buttons making repeated sounds when dragging chat tabs around. ...

master: [peppy] Ensure an undo state is saved when adding new slider control points. ...

Jul 20, 2012

master: [peppy] Add eph as valid git pull source. ...

master: [Ephemeral] Fix slider bar offset becoming out-of-bounds when fun spoiler is hidden. ...

master: [peppy] Fix skip button appearing over pause menu. ...

master: [peppy] Fix pagination not working on scores after selecting a parent category. ...

master: [peppy] Don't force IRC connections to join #osu by default. ...

Jul 19, 2012

master: [peppy] Further fix to beatmap skin caching when switching fun spoiler settings. ...

master: [peppy] Improve performance of loading replay comments. ...

master: [peppy] Fix some CtB replays not playing back as expected (Data not available error). ...

master: [peppy] Add fixed-time benchmark mode for accurate performance testing. Ensure optimised build is enabled when using this. ...

master: [peppy] Show garbage collection counts in debug overlay. ...

master: [peppy] Fix "ignore skin" option not ignoring custom colour settings. ...

master: [peppy] Fix background being hidden when included in storyboard and storyboard is disabled. ...

master: [peppy] Performance boost to keyboard input handling (around 5% overall cpu time reduction). ...

Jul 18, 2012

master: [peppy] Fix bug with hidden beatmaps not showing the first few notes in multiplayer games when lead-in time is present. ...

master: [peppy] Simplify hitCircle transformation logic. ...

master: [peppy] Fix FAQ not working for admins. ...

master: [peppy] Don't die on possible database failure when recording multiplayer scores. ...

master: [peppy] Fix multiplayer password changes not working on test branch. ...

master: [peppy] Display epilepsy warning below hit objects. ...

[peppy] Fix profile unexpectedly jumping to first anchor on initial display. ...

master: [peppy] Fix rare case allowing #osu tab to be closed. ...

master: [peppy] Fix clicks on chat tabs etc. being sent a second time to song select beatmap panels. ...

master: [peppy] Log bancho error messages to a file instead of spamming peppy. ...

[peppy] Reset profile to "general" tab when switching game modes. ...

Jul 17, 2012

master: [peppy] Fix moderator faq commands executing twice in some cases. ...

master: [peppy] Fix binding clashes when default bindings are switched with each other. ...

[peppy] Fix incorrect relative dates when months are involved. ...

master: [peppy] Fix "pop" sound at end of normal hitnormal. ...

[peppy] Add store art voting page. ...

Jul 16, 2012

master: [peppy] Revert "(*) Fix unpause cursor centre being incorrect when near a screen edge." ...

[peppy] Remove option for "HUGE" fonts in forum posts (they would not previously display anyways). ...

Jul 13, 2012

master: [peppy] Use lower resolution sprites for mode icons on user panes to avoid pixelation. ...

master: [woc2006] Add Colour timeline in design mode. ...

master: [woc2006] Add support for more than 4 timelines in design mode. ...

Jul 12, 2012

master: [woc2006] Show players' play mode in player panel. ...

[peppy] Fix old thumbnails being cached on beatmap info pages. ...

Jul 11, 2012

master: [peppy] Fix defaults not being restored correctly after adjusting fun spoiler settings; affecting editor. ...

master: [peppy] Fix not being able to submit marathon maps with multiple difficulties. ...

master: [peppy] Show wiki when attempting to view BanchoBot's profile. ...

Jul 9, 2012

[mm201] Don't scroll to a post if the user scrolls the page first. ...

Jul 8, 2012

master: [peppy] Fix 48x48 icon misalignment. ...

Jul 8, 2012

master: [peppy] Remove ":" from /me actions. ...

[peppy] Show issue tracking tags in feature requests -> added forum. ...

[peppy] Ensure forum index before displaying header elements. ...

[peppy] Fix forum top beatmaps header not displaying in all cases. ...

master: [peppy] Remove serialization error message from hitting the user's face. ...

[peppy] Fix topic review scrolling area being quite ugly (images not resizing etc.) ...

[peppy] Fix some spaces being ignored when using [code] bbcode. ...

[peppy] Don't bump forum topics on force submit. ...

[peppy] Don't remove mirror entries when force submitting. ...

[peppy] Update mirrors and thumbnails automatically on a force submit. ...

Jul 7, 2012

master: [peppy] Allow disabling storyboard with potentially epileptic content without playing them previously. ...

[peppy] Fix force submission of beatmaps (available to admin-level users only). ...

master: [mm201] Removed obsolete anchor links from forum search. ...

master: [mm201] Timing Setup visual fixes ...

master: [mm201] Fixed song setup sliders having the wrong colour on windows classic. ...

master: [mm201] Fixed spinners losing their sampleset changes when using Undo. ...

[peppy] Fix overflowing text in some profile fields (will be hidden instead). ...

master: [mm201] Fixed delete timing section action not disabling when no timing points are selected. ...

[peppy] Automatically sticky "confirmed" issues. ...

master: [peppy] Don't allow partial nickname matches for IRC clients (always require full username as the prefix). ...

master: [peppy] Fix case where mod selection screen multiplier doesn't update correctly. ...

master: [peppy] Don't share city-specific location of IRC clients by default. ...

Jul 6, 2012

master: [peppy] Set version string back after doing an osu!Builder build (no need to git reset). ...

master: [peppy] Fix slider bars not working during replay mode. ...

master: [peppy] Further adjustments to flashiness of combo bursts. ...

master: [peppy] Propagate FunSpoiler settings to all difficulties of selected set. ...

[peppy] Display only beta accuracy in profiles for users which have it calculated. ...

Jul 5, 2012

master: [peppy] Adjust background flashing to be more acceptable at higher dim levels. ...

master: [peppy] Fix draggong over the DoubleTime icon (without explicitly clicking it) causing it

to reveal Nightcore. ...

master: [peppy] Add a hotkey to toggle mouse button disable. ...

[peppy] Fix BATs not being able to delete maps correctly. ...

[peppy] Add automatic build tracking to remove the need for manual updating. ...

master: [peppy] Bug fixes. ...

master: [woc2006] Fix nightcore icon glow issue. ...

Jul 4, 2012

master: [peppy] Fix unpause cursor centre being incorrect when near a screen edge. ...

master: [peppy] Fix a case where funspoiler does not correctly hide when unpausing. ...

master: [peppy] Fix caching issues when disabling skin or sampleset for the first time. ...

master: [peppy] Fix nightcore replay/spectator issues. ...

master: [peppy] Fix further osu! client issues with quitting IRC users. ...

master: [peppy] Fix clicking HalfTime in mod selection causing DoubleTime to flash. ...

master: [peppy] Allow changing fun spoiler settings during song's intro (handy for multiplayer matches). ...

master: [peppy] Allow adjusting fun spoiler settings for non-ranked maps. ...

master: [peppy] Fix maximum dim being set incorrectly. ...

[peppy] Don't show DoubleTime if map was played with nightcore. ...

[peppy] Don't show DoubleTime if map was played with Nightcore ...

master: [peppy] Further fixes to IRC client handling on osu!'s end. ...

Jul 3, 2012

[peppy] Show nightcore mod on web scores. ...

master: [peppy] Fix skin toggle also toggling hitsounds. ...

master: [peppy] Fix URL links not working in /me and /np links. ...

master: [peppy] Don't allow fun spoiler changes when in replay/spectate modes. ...

Jul 3, 2012

master: [woc2006] Fix skin preference related skin disable issue ...

master: [woc2006] Fix disable skin not work properly in some elements issue. ...

master: [woc2006] Fix nightcore icon display issues. ...

master: [peppy] Fix weird clashes between osu! and IRC clients when sharing usernames. ...

master: [peppy] Fix IRC clients that do not correctly prefix messages with ':' not being able to send messages. ...

master: [peppy] Fix username mapping/matching in cases where IRC and osu! users exist with the same name. ...

[peppy] Remove "|web" suffix from web chat connections. ...

master: [peppy] Limit dim amount before map has been played once. ...

Jul 2, 2012

master: [peppy] Add support for wiki links in in-game chat. ...

master: [peppy] Fix issues with multiplayer passwords; make game joining more robust. ...

master: [peppy] Allow keyboard shortcuts at main menu to instantly activate menu items, rather than exit idle state on first press. ...

master: [peppy] Fix BanchoBot appearing as an osu! client. ...

master: [peppy] Fix editor memory leak. ...

master: [peppy] Allow IRC clients to leave #osu. ...

Jul 1, 2012

[peppy] Fix resetting kudosu giving extra kudosu back to the user. ...

[peppy] Fix cases where some game modes don't correctly get populated for country rankings (for new players). ...

Jun 28, 2012

[peppy] Show date of bubbles. ...

master: [peppy] Fix int overflow in silence lengths. ...

Jun 26, 2012

master: [woc2006] Fix fps display error with chat scroll bar. ...

Jun 25, 2012

master: [peppy] Enforce more stringent selection of IRC usernames. ...

master: [peppy] Revert "(*) Fix fps display issue with chat area scrollbar." ...

Jun 24, 2012

master: [peppy] Allow full user options for IRC users (when clicking their name in chat). ...

master: [woc2006] Fix event list drag issue in design mode. ...

master: [woc2006] Fix beatmap info not shown in players' side. ...

master: [woc2006] Fix fun spoiler dim level mismatch previous setting. ...

master: [woc2006] Fix match not reset issue due to disconnect. ...

master: [woc2006] Press ESC to hide help information in editor. ...

master: [woc2006] Fix fail replay failed too late especially with SuddenDeath mod. ...

[peppy] Fix incorrect removal of scores from cached table when total score was equal (but date wasn't). ...

master: [peppy] Further adjustment to normal-hitwhistle volume. ...

master: [woc2006] Fix fps display issue with chat area scrollbar. ...

master: [woc2006] Support move events continuously by holding WASD in design mode. ...

master: [woc2006] Fix widescreen issue about left hidden panel in design mode. ...

Jun 23, 2012

master: [peppy] Fix slider bar displaying incorrectly in the editor. ...

[peppy] Fix levels on profile page not matching with in-game levels. ...

Jun 22, 2012

master: [woc2006] Disable enlarged miss image in multiplayer with SD mod. ...

master: [woc2006] Fix event list not update issue when pasting events in design mode. ...

master: [woc2006] Fix event list not update issue when pasting events in design mode. ...

master: [peppy] Improve widescreen support in osu!direct listing slightly. ...

master: [peppy] Link online scores to local replays/hp graphs where available (must save local scores). ...

master: [woc2006] Play a sound when you become host of a multiplayer match. ...

master: [woc2006] Display more players' info when hovered on in matchsetup. ...

master: [peppy] Increase the speed at which the score/accuracy counters update. ...

Jun 21, 2012

master: [peppy] Fix sliderbar horizontal offset when running in widescreen. ...

master: [peppy] Further tweaks to 32x 48x 64x icons. ...

[peppy] Only add 5sp bonus for MAT/BAT bubble pops. ...

[peppy] Add 5 SP when a bubble is popped. ...

[peppy] Fix SP not updating from kudosu being awarded (in some places). ...
master: [woc2006] Add more single key shortcuts customize support. ...
master: [woc2006] Fix customize editor shortcuts not working issue. ...
Jun 21, 2012
master: [peppy] Add approach rate to client database. ...
master: [peppy] Updated icon (sharper and more legible at smaller sizes). ...
[peppy] Make beatmap deletion messages less prominent. ...
master: [peppy] Adjust in-game chat colours further. ...
master: [peppy] Add toggles/adjustments for commonly opposed beatmap elements. Access via the pause screen during gameplay (move mouse to left of screen). ...
master: [peppy] Improvements to slider bar handling. ...
master: [peppy] Remove /msg functionality (now works like /chat or /query). ...
Jun 20, 2012
master: [woc2006] Fix bpm and audio time calculation error with HT in song selection. ...
master: [woc2006] Fix new combo issue of polygon tool. ...
master: [peppy] Fix changing password not always working correctly. ...
master: [woc2006] Fix polygon tool crashing when DS is set to zero. ...
master: [peppy] Fix friend's scores on scoreboard displaying incorrectly. ...
[peppy] Change profile mode selection to use (unscaled) pp. Won't be precise, but better than rank. ...
master: [peppy] Fix scrollbar being visible before chat is displayed. ...
master: [peppy] Make red song info (doubletime) less blinding. ...
[peppy] Fix profile default incorrect for users who have never played a certain game mode. ...
master: [peppy] Fix multiplayer passwords not always working correctly. ...
[peppy] Change profile mode selection to be based off performance rank. ...
[peppy] Update posting page to disallow bubble at <12sp. ...
[peppy] Add notification colour bars for kudosu +/- posts. ...
[peppy] Mod posts increase star priority. ...
master: [peppy] Fix !report messages displaying in channels. ...
Jun 19, 2012
Editor: [woc2006] Add support for customizing all single key shortcuts in editor compose mode. ...
master: [woc2006] Not show osu!direct downloading messages during playing. ...
master: [woc2006] Disallow sending message to yourself. ...
master: [woc2006] Add scrollbar to chat area. ...
master: [woc2006] Disallow sending message to server-only channel (#announce). ...
master: [woc2006] Show distance to previous and next notes when placing slider in the editor. ...
Jun 17, 2012
master: [peppy] Performance Points infographic. ...
[peppy] Allow quick reply on portable devices (add 'send' button). ...
[peppy] Show date in x axis of performance graph. ...
[peppy] Fix incorrect colours for users with no posts (BAT/Admin). ...
master: [peppy] Improvements to new accuracy calculation. ...

Jun 16, 2012

[peppy] Display new beta accuracy in profiles. ...

master: [peppy] Add potential new accuracy calculation for testing. ...

master: [woc2006] Allow the host to change password in multiplayer match setup. ...

master: [woc2006] Show more beatmap information in match setup when hovered on. ...

Editor: [woc2006] Show distance to previous and next notes when placing an object in the editor. ...

Editor: [woc2006] Allow slightly changing a sprite's position using W,A,S,D in design mode. ...

master: [woc2006] Fix BPM range display rounding issues. ...

master: [woc2006] Fix not being able to fail on first note in the case of a slider or spinner. ...

master: [woc2006] Fixed some polygon related bugs. ...

master: [peppy] Adjust in-game chat colours to match more closely to web. Make IRC less of a standing-out colour. ...

master: [peppy] Add some text explaining how to use !report on connecting to in-game chat. ...

master: [peppy] Remove the option of having non-tab-based private messages. ...

Config: [peppy] Never display notice/strict errors in php publicly. ...

Jun 15, 2012

[peppy] Fix performance graph scaling when lowest pp is very low. ...

[peppy] Improve readability of performance graph. ...

Jun 14, 2012

[peppy] Don't show difference between players on performance ranking for now. ...

master: [peppy] Add "green" unlimited frame limiter mode. Runs at ~120fps while not actively playing. ...

Jun 14, 2012

[peppy] Fix difficulty icons not matching between the beatmap listing and beatmap info pages. ...

Jun 13, 2012

master: [woc2006] Highlight friends on song select rankings when present. ...

master: [woc2006] Display BPM ranges on song select for beatmaps with more than one BPM. ...

master: [woc2006] Performance improvements to song selection grouping modes. ...

master: [woc2006] Add ability to view your own replay on fail (hit F1). ...

master: [woc2006] Fixes to copy/pasting of events. ...

master: [peppy] Increase friends limit to 250. ...

[peppy] Add country selection to performance points ranking page. Update links elsewhere to point to pp over ranked score. ...

master: [peppy] Fix hit50 not appearing on spinners. ...

master: [peppy] Fix song select rank display not updating after multiplayer matches. ...

[peppy] Fix pp rank offset being incorrect by one in some cases. ...

Jun 12, 2012

master: [woc2006] Fix LoopType reset to loopforever when undoing any change of animation event. ...

Editor: [woc2006] Allow cut/copy/pasting/dragging of events in editor design mode. ...

master: [peppy] Change colour slightly for "changing beatmap" status. ...

master: [peppy] Fix bancho-side issues with creating new matches. ...

[peppy] Add confirmation before removing avatar. ...

master: [woc2006] Improvements to polygon arrangement dialog. ...

master: [woc2006] Show active mods before the active map's name in multiplayer lobby. ...

master: [peppy] Fix closed channels being reopened on next startup. ...

Jun 11, 2012

[peppy] Bring screenshot uploading code up-to-date with newer database backend. ...

master: [woc2006] Fix friends not getting reset when changing accounts. ...

master: [woc2006] Allow changing of fullscreen mode at ranking screen. ...

master: [woc2006] Fix slider bars not cleaning up input handling correctly on options. ...

master: [peppy] Move polygon creation to Compose menu, fix layout etc. ...

Editor: [woc2006] Add polygon arrangement feature (available from the Edit menu). ...

master: [peppy] Update git changelog callback to support attribution. ...

master: [peppy] Fix reports appearing to other users in multiplayer matches. ...

Jun 10, 2012

master: [peppy] Fix weird spinner draw depth issue. ...

master: [peppy] Show when the host is changing the beatmap in a multiplayer match. ...

[peppy] Fix Admin group colours. ...

Jun 9, 2012

[peppy] Make all admin group members get same colour regardless of modding. ...

[peppy] Update team page to not call anyone GMT. ...

Jun 8, 2012

[peppy] Fix some twitch streams not being displayed since the twitch design changes. ...

[peppy] Fix osu-me.com and osu-game.com domains not redirecting correctly since provider change. ...

Jun 7, 2012

[peppy] Show user rank position on beatmap info pages. ...

[peppy] Fix phpbb string cleaning function. ...

[peppy] Fix draft saving. ...

Jun 4, 2012

[peppy] Fix user's position not showing on beatmap info pages. ...

[peppy] Fix PM behaviour. ...

Jun 3, 2012

[peppy] Fix PM buttons not working. ...

Jun 2, 2012

[peppy] Update links to forgotten password pages. ...

[peppy] Adjust height of quick reply area. ...

[peppy] Minor browser-specific quick reply fixes. ...

[peppy] Update styling of quick reply area. ...

[peppy] Fix PM compose page looking weird on some browsers. ...

[peppy] Update PM action buttons. ...

[peppy] Add icons to posting buttons, disable post form after a button is pressed. ...

[peppy] Further IE/button fixes. ...

[peppy] Some IE fixes. ...

[peppy] Fix topic icons for MAT. ...

Jun 2, 2012

[peppy] Add some spacing for some browsers between buttons. ...

[peppy] Fix direction of red buttons' gradients. ...

Config: [peppy] Allow cross-domain font pulls. ...

[peppy] Use new quote button in topic review. ...

[peppy] Improvements to forum buttons and posting page, amongst other small changes. ...

May 30, 2012

[peppy] Update performance ranking page to reflect new update period. ...

[peppy] Add support for incremental PP updates. Updates now happen every 30 minutes. ...

[peppy] Forum style refinements. ...

[peppy] Forum style refinements. ...

master: [peppy] Attempt to fix possible lag when switching to date sort on an old map. ...

May 29, 2012

master: [peppy] Fix stars disappearing. ...

master: [peppy] Fix song selection stars disappearing when using some skin combinations. ...

[peppy] Fix wrong path in patch transmission script. ...

master: [peppy] Update local rank display when receiving new onlines scores. ...

master: [peppy] Further performance improvements and fixes to song select. ...

May 28, 2012

[peppy] Don't include graveyarded/wip maps in "higher than" calculations for kudosu display. ...

master: [peppy] Automate version association of changes when uploading a new public build. ...

master: [peppy] Attempt to fix performance issues with Rank grouping. ...

May 27, 2012

[peppy] Revert pack mirror URL to yas-online. ...

[peppy] Add a limit option to the pack API. ...

May 25, 2012

[peppy] Change link format for news rss feed. ...

master: [peppy] Fix naming of ranks on rank sort. ...

master: [peppy] Fix random selection not doing the final selection (regression). ...

[peppy] Remove extra slash when viewing unread posts in topic. ...

May 24, 2012

master: [peppy] Fixed Relax/AutoPilot being selectable with NoFail/SuddenDeath. ...

master: [peppy] Remove "Absolute Scroll" as an option. Still available by holding right-mouse button. ...

master: [peppy] Maintain the selected beatmap (and position) when changing grouping/sorting modes. ...

master: [peppy] Make closing of folders/groups a bit more sane. ...

master: [peppy] Fix recursive directories to some usable extent. ...

master: [peppy] Fix nullref when maps exist in the root songs folder and folder sort is initiated. ...

master: [peppy] Fix possible nullref exception when the direct x content goes awol. ...

[peppy] Only include changelog entries in public release updater that have an implicit build

associated with them (manual for now). ...

master: [peppy] Fix issues with weird spinner speeds when using SpunOut and triggering a bug. ...

master: [peppy] Fix beatmap info requests never being sent in test builds. ...

[peppy] Add link to wiki with information on streaming. ...

[peppy] Slight style tweaks to the live stream page. ...

May 23, 2012

master: [peppy] Fix issues extracting osz2 files when contained file timestamps aren't valid. ...

[peppy] Create a rough clickable region on the osu! logo in the header. ...

[peppy] Create a rough clickable region on the osu! logo in the header. ...

master: [peppy] Fix incorrect updates occurring to song select ranking display. ...

master: [peppy] Add the ability to group song selection by achieved online ranks. ...

[peppy] Make streams open in new window by default, and correctly allow opening in new tabs by middle-clicking. ...

[peppy] Add a listing of users currently streaming osu! on twitch.tv. ...

May 22, 2012

[peppy] Add API for retrieving pack details. ...

[peppy] Remove info about missing packs. Mediafire is back :). ...

May 21, 2012

master: [peppy] In the case a file is being moved from/to the same location, don't bother performing the file operation. ...

master: [peppy] Fix a possible crash when IPC happens while osu! is exiting. ...

master: [peppy] Update installer build script to be relative to dropbox. ...

[peppy] Fix unread post behaviour getting weird when refreshing the page. ...

[peppy] Add a temporary message on the beatmap packs download page regarding unavailable packs. ...

May 21, 2012

master: [peppy] Warn when trying to PM an offline user. ...

master: [peppy] Fix multiplayer invite links not working correctly. ...

master: [peppy] Adjust multipliers for newly rankable modes. Don't show ranking dialog for relax/autopilot. ...

master: [peppy] Fix possible crash when processing incoming chat messages. ...

master: [peppy] Reduce visible chat tabs on widescreen modes by one. ...

master: [peppy] Only update ranked songs' ranking letters on song select, not pending/wip. ...

master: [peppy] Fix relax mode crashing. ...

[peppy] Correctly handle Relax/AutoPilot mods server-side. ...

[peppy] Fix removing favourites being impossible. ...

master: [peppy] Allow using alt-0 to access the tenth chat channel tab (previously only worked to alt-9). ...

master: [peppy] Make osu! updater changelog display results in smarter order. ...

master: [peppy] Add support for public build configuration without uploading the build to the server. ...

master: [peppy] Change chat hotkey spam protection to be aware of which game mode the user is playing (and limit hotkeys blocked to that game mode). ...

master: [peppy] Fix status text not fitting in new BSS dialog. ...

May 20, 2012

[peppy] Fix broken forum login. ...

[peppy] Further osz2 fixes. ...

[peppy] Don't force strict standard errors display (PHP 5.4+). ...

[peppy] Add ability to display Relax/AutoPilot/SpunOut on beatmap info page rankings. ...

master: [peppy] Remove the concept of "unranked" play modes. Add new multipliers for SpunOut, Relax and Autopilot. ...

master: [peppy] [osz2] Only check beatmap quota when submitting a new map (not when updating an existing). ...

master: [peppy] Update forum URLs to match new formatting. ...

master: [peppy] Never cache the local user's avatar (to give them a sense that it is updating faster than it really is). ...

master: [peppy] Fix ranking letters not always updated on the song select screen. ...

May 19, 2012

[peppy] Fixed ability to force users to favourite beatmaps by linking them directly. ...

[peppy] Add base support for per-country performance ranking. ...

May 18, 2012

[peppy] Fix issue causing scores not to submit for some users. ...

master: [peppy] Fix full-width spaces being included in URLs in in-game chat. ...

master: [peppy] Add toggle in editor to show/hide video. ...

master: [peppy] Fix issue with friend limiting at bancho's end. ...

May 17, 2012

[peppy] Fix per-mode caching of performance history. ...

[peppy] Fix support for non-osu! modes in performance history graph. ...

[peppy] Fix rounding issues on peak/low display on performance history. ...

[peppy] Improve visual quality of pp history graph, and include in prominent position on profile pages. ...

[peppy] Reduce ttl of performance graph during testing phases. ...

[peppy] Add arbitrary fonts for graphing. ...

[peppy] Add initial version of performance history graph. ...

May 16, 2012

[peppy] Update installer download mirror domain. ...

May 13, 2012

[peppy] Improve styling of video preview section. ...

[peppy] Attempt to fix issues with wiki login (related to first-character case differences). ...

May 12, 2012

[peppy] Send scores' ranks in API response. ...

[peppy] Increase height of youtube previews by 10px to better fit widescreen. ...

master: [peppy] Disable new timing algorithm for now (it is too inaccurate while seeking, and throws off the UO). ...

May 11, 2012

[peppy] Allow removal of youtube preview videos by specifying a blank ID. ...

[peppy] CSS version bump. ...

[peppy] Add beatmap video preview functionality to beatmap pages. ...
May 10, 2012

[peppy] Fix users with permanent supporter status seeing an incorrect expiry date of "0". ...
master: [peppy] Add maximum friends limit to bancho. Increase limit from 2 to 200 (oops). ...
master: [peppy] Fix editor video toggle affecting play mode. ...
[peppy] Add a hard limit for adding friend (currently 200). ...
[peppy] Add an admin page for adding youtube preview records for beatmaps. ...

May 10, 2012

[peppy] Fix login attempt counts not being reset (ever). Not sure how this happened! ...
May 8, 2012

[peppy] Click topic "unread" icons will take you to the first unread post. ...
[peppy] Allow 'since-date' queries on beatmaps. Improve efficiency of retrieval. ...
[peppy] Very early version of web beatmap/score api (for osustats.x10.mx). ...
[peppy] Hide previous username from profile if it is the same as current username (rollback'd). ...
[peppy] Start storing historic per-user performance points. ...

May 7, 2012

master: [peppy] Bancho status overlay fades during play time. ...
master: [peppy] Fix draw depth of volume metre to be above other stuff that doesn't matter so much. ...
master: [peppy] Fix AiMod crashing in many cases. ...
[peppy] Reset pass count along with playcount when updating an unranked map. ...
[peppy] Fix issues with archiving of help&support and feature request threads. ...

May 6, 2012

[peppy] Fix beatmap thread headers on the first line of a post not being correctly converted to a header type. ...

May 5, 2012

[peppy] css version bump. ...
[peppy] New style for header supporter/twitter buttons. ...
[peppy] Add script to purge very old screenshots (that haven't been accessed in over two months). ...
master: [peppy] Add boxart image. ...
master: [peppy] Update installer to track dll changes. ...

May 4, 2012

[peppy] Change graveyarding behaviour to stop posts getting bumped by other users. ...

May 3, 2012

[peppy] Fix webchat being available to anonymous users. ...

May 2, 2012

master: [peppy] Fix some not-working hotkeys due to enum changes. ...

May 1, 2012

[peppy] Fix stat images not creating temp dir if not existing. ...
master: [peppy] Fix issues with score submission not working on test server. ...
master: [peppy] Change the point at which song select cached ranks are updated to ensure they actually did increase. ...

master: [peppy] Attempt to fix latency/UO changes with new timing code. ...

Apr 30, 2012

master: [peppy] Fix a scenario where editor links could highlight the "wrong" object after changes have been made to the map prior to the time linked. ...

[peppy] Fix forum-editor links not working when nested inside bbcode elements. ...

[peppy] Change clickable area on forum left panels to username and avatar only. ...

[peppy] Revert thread access behaviour to how it was before (no longer jumps to last-unread). ...

Apr 29, 2012

[peppy] Fix bug preventing forgot password page from working correctly when no email address provided. ...

[peppy] Change mirror location for installer download. ...

Config: [peppy] Always stat for apc (required for certain static caching). ...

[peppy] Fix some relative paths causing issues with cron jobs. ...

Apr 27, 2012

[peppy] Increase efficiency of pp calculation. ...

[peppy] Change caching conditions for beatmap listing to be more restrictive. ...

master: [peppy] Update osu! client references to point to new static resources domain. ...

[peppy] Update legacy database code to use socket connection. ...

[peppy] Change smarty template cache writing behaviour to avoid unnecessary duplicate opcode cache entries. ...

Apr 26, 2012

[peppy] Fix expires header getting overwritten for forum pages. ...

Config: [peppy] Change buffer behaviour for fpm clients. ...

[peppy] Fix beatmap previews on beatmap info page. oops. ...

[peppy] Fix potentially broken symlink for rss feeds. ...

[peppy] Fix beatmap audio previews not working. ...

Config: [peppy] Fix mp3 playback swf being inaccessible. ...

[peppy] Store last performance points update date to database rather than requiring manual updates. ...

[peppy] Defer some loading and connections in common includes. ...

[peppy] Allow cdn caching of update files. ...

[peppy] Fix some php warnings that were being displayed publicly. ...

Apr 25, 2012

[peppy] Minor cache optimisations. ...

[peppy] Fix chat log display logic to only use one cache level. ...

[peppy] Integrate mobile css into main css. Save one request. ...

Apr 25, 2012

Config: [peppy] Update APC to have more sane memory limits. Enabled lazy loading optimisations. ...

Apr 24, 2012

[peppy] Don't open web chat in new window now that it is integrated. ...

[peppy] Mass moving of references to static domain where possible. ...

[peppy] Update web IRC handling to require no symlinks. ...

[peppy] Update web IRC handling to require no symlinks. ...

[peppy] Update includes to be portable to web root. ...

[peppy] Update includes to be portable to web root. ...

Apr 23, 2012

[peppy] Add ability to repopulate per-beatmap scores in cases they are not integral. ...

[peppy] Fix some absolute include paths. ...

[peppy] Fix SuddenDeath plays not appearing in "no mod" filtered scoreboards. ...

[peppy] Add text about test build to supporter benefits list. ...

Config: [peppy] Link nginx sites more liberally. ...

[peppy] Restore symlink method for linking up cache directories (more reliable). ...

[peppy] Add wiki to version control. ...

[peppy] Update new version distribution scripts. ...

[peppy] Limit all scripted web locations in the same zone. ...

[peppy] Add symlinks required to deploy to live server. ...

Config: [peppy] Limit requests per php worker again (more memory efficient). ...

[peppy] Further reorganising of web files. ...

[peppy] Remove version controlled fanart gallery content. ...

[peppy] Bring repo up-to-date with server-side changes and missing files. ...

[peppy] Version control missing forum icons. ...

[peppy] Limit how old changelog data can be (just as a fallback in weird cases). ...

[peppy] Update country flag style. ...

Config: [peppy] Update all config files and allow linking on live servers. ...

Apr 22, 2012

master: [peppy] Fix frame inaccuracies in lead-in to normal audio time shifts. ...

Database: [peppy] Reduce priority of Performance Point updates. ...

Database: [peppy] Add script to purge low user playcounts. ...

[peppy] Optimise playcount handling on score submission. ...

Database: [peppy] Change behaviour of top score cache handling to be more efficient (store-always purge-later). ...

[peppy] Update supporter text to be more current. ...

[peppy] Link "pp" information to wiki rather than including on ranking page. ...

[peppy] Restore per-user top-played beatmaps functionality. ...

Database: [peppy] Remove unused user stats indexes. ...

master: [peppy] Clean up database script, remove auto-increments. ...

[peppy] Remove ability to sort by accuracy and total score in player rankings (useless). ...

Apr 20, 2012

[peppy] Give '???' a name (pp; Performance Points). Update website header. ...

[peppy] Move caches to /tmp/ rather than /dev/shm/ (which isn't guaranteed available). ...

master: [peppy] Attempt to fix timing inconsistencies on Vista/Win7 (especially noticeable in taiko). ...

Database: [peppy] Fix scores not being deleted from charts when purging a user. ...

master: [peppy] Update database generation script. ...

Apr 19, 2012

[peppy] Don't truncate leader tables when resyncing (causes permission changes). ...

[peppy] Add raw PSD for 50k playcount achievement. ...
[peppy] Updates to '???' metric calculations and clarifications. ...
[peppy] Add '???' metric rank display in user profiles. ...
[peppy] Add iOS home-screen icon. ...
[peppy] Update static content location to newly created subdomain. ...
[peppy] Fix beatmap listing no-mod scores not showing no-video plays. ...

Apr 18, 2012

[peppy] Change new osu! playcount achievement to 50k and activate. ...

Apr 17, 2012

[peppy] Adjust "challenge accepted" difficulty slightly. Stop achievement unlocks displaying on #announce. ...

Apr 17, 2012

[peppy] Update '???' metric description text. ...
[peppy] Add new achievement graphics. ...
[peppy] Fix top scores update script not actually updating in some cases. ...
[peppy] Add two new hush-hush achievements. ...
[peppy] Fix issue with bbcodes breaking in BSS window. ...
[peppy] Fix incorrect transparency settings for video game vol.4 achievement image. ...

Apr 16, 2012

master: [peppy] Tidying of calculation code for '???'', and slight changes to weighting of lower difficulties. ...

[peppy] Increase display of '???' ranking to 10,000 users and add further explanatory text. ...
[peppy] Allow admins to edit user pages. ...
[peppy] Fix some phpbb caches never being properly cleared. ...

Apr 14, 2012

[peppy] Fix accidental deletion of pack achievements (vol.3). ...
[peppy] Fix broken layout when page content only contains a single header (profile "not found" page). ...
[peppy] Modifications to ??? metric. ...
[peppy] Add new achievement art. ...
[peppy] Fix achievements optimisation using beatmapId instead of beatmapSetId. ...
[peppy] Add new pack achievements (vol. 4) and increase efficiency of achievements overall. ...

master: [peppy] Fix draw depth and alignment of benchmark button. ...

[peppy] Ensure socket connection is used for database connections. ...
[peppy] Temporarily disable user top-played songs. ...
[peppy] Change profile kudosu info link to point to the wiki. ...
[peppy] Move header clickability to larger div. ...
[peppy] Initial implementation of ??? metric. ...
[peppy] Move static content to cookie-free domain. ...
[peppy] Query optimisation for finding last read post in arbitrary forum threads. ...
[peppy] Switch phpbb engine to use APC for caching. ...
[peppy] Fix forum breadcrumbs being hidden underneath header osu! logo. ...
[peppy] Fix incorrect spacing on supporter tag graphic (profiles). ...

[peppy] Tidy the taiko dedication achievements psd so it can be used as a template for future achievements. ...

[peppy] Allow filtering of mod-enabled scores on the website score ...

master: [peppy] Fixed alignment and depth of benchmark button. ...

Apr 12, 2012

master: [mm201] When deselecting objects, reset the sampleset pickers to auto. ...

Apr 11, 2012

[peppy] Update website to be more compatible with smartphones and screens with less screen width. Fix page being off-centre due to osu! logo protruding. ...

[peppy] Replace CtB difficulty icons with new designed by Bittersweet. ...

[peppy] Allow clicking anywhere in forum posts user/avatar cell to arrive at a user's profile. ...

master: [peppy] Add initial version of in-game benchmark mode. Still needs tweaking (especially on CPU portions). ...

[peppy] Add CtB difficulty icons to beatmap listing. ...

[peppy] Fix BSS issues with maps containing asterisk and other special characters. ...

[peppy] Ensure the offset wizard is never graveyard purged. ...

[peppy] Restore bold styling to username in website header. ...

[peppy] Huge profile and userpage redesign. More to come. ...

Apr 9, 2012

[peppy] Profile design improvements. Also allow linking to specific profile tabs. ...

[peppy] Add taiko dedication achievements. ...

[peppy] Update 'achievement locked' art, and hide empty spaces on the achievement page rather than listing as TBA. ...

[peppy] OWC #2 badge added. ...

Apr 8, 2012

master: [peppy] Add osu!framework build support to osu!Builder. ...

master: [peppy] Added recovery mode for graphics settings. Holding the Shift key while starting osu! will let you choose renderer/vsync/fullscreen modes now. ...

master: [peppy] Only load .dll files from the AiMod plugins directory. ...

master: [peppy] Add support for AiMod plugins (create a new directory Plugins\AiMod\ and put your plugins in there). See <http://peppy.github.com/osu-sdk/> for more information. ...

Apr 7, 2012

master: [peppy] Make Microsoft Ink API tablet support disabled by default. ...

[peppy] Fix breadcrumbs not allowing returning to posts from the posting page. ...

Apr 7, 2012

master: [peppy] Fix UAC causing new URL handler to never be correctly installed. ...

Apr 6, 2012

master: [peppy] Fix sudden death not replaying correctly when spectating. ...

[peppy] Fix some filenames causing errors with no-video file updates. ...

Apr 5, 2012

master: [peppy] Fix incorrect format of ACTION commands when viewed on some IRC clients. ...

master: [mm201] Fixed hardcoded mainsite URLs in chat beatmap link pickup. ...

Bancho: [mm201] Fixed hardcoded mainsite url in mod request scrape. ...

Bancho: [mm201] !request list command links to mainsite's mod request listing. ...

Bancho: [mm201] Fixed !faq pop mention missing from !help command. ...

[mm201] Added mod requests option to the beatmaps listing. ...

Apr 4, 2012

[peppy] Fix error being thrown when no matching user is found during account retrieval. ...

[peppy] Automated username/channel selection for web chat. ...

[peppy] Change menu drop shadows to CSS3 rather than image-based. ...

Apr 3, 2012

[peppy] Automate authentication process for web chat. ...

[peppy] Fix issue assigner not appearing on /p/ link pages. ...

Apr 2, 2012

master: [peppy] Fix missing label for new low-latency vsync mode. ...

[peppy] Commit profile badges. ...

[peppy] Add issue tracker tag assignment panel to quick reply area. ...

[peppy] Make breadcumb topic link always link to start of thread. ...

[peppy] Fix web chat header being incorrect. ...

master: [peppy] [Web] Add formatting for mod post headers. ...

Apr 1, 2012

[peppy] Fix some admin actions not working for certain profile link types. ...

Mar 29, 2012

[peppy] Fix link to last post on cell area incorrectly linking to user page. ...

[peppy] Allow users with zero playcount but previous posts to continue posting (in case of a ban/score reset). ...

[peppy] Update homepage to use VideosuTV youtube playlist for logged in users. ...

master: [peppy] Bring focus to osu! window on handling a web link. ...

[peppy] Fix header menu having too much bottom margin, causing overlaps with the form elements below it. ...

[peppy] Properly fix username case changes. ...

[peppy] Fix search pagination. ...

[peppy] Add basic parsing/formatting support for editor timecode URLs. ...

master: [peppy] Fix compilation issues for test/public build configurations. ...

master: [peppy] Add handling for edit timestamp URLs. ...

master: [peppy] Streamline osu! startup operation order. ...

[peppy] Allow changing case of usernames. ...

[peppy] Better template for PM email notifications. ...

[peppy] Update poll bar graphics. ...

[peppy] Fix account query email address. ...

Mar 28, 2012

master: [mm201] Fixed fuzzy luminiferous sliders when using a skin with SliderTrackOverride. ...

master: [mm201] Fixed bug with Hidden + slider velocity (HS) increases becoming completely unplayable in Taiko. ...

master: [mm201] Editor fixes (especially timing window) ...

Mar 27, 2012

[peppy] Inline web chat interface. ...

[peppy] Slightly fade the view count numbers on forum threads. ...

[peppy] Javascript refinements, fix default values in forms, jquery version bump. ...

[peppy] Fix poll end time displaying incorrectly. ...

[peppy] Fix trailing '?' in some URLs. ...

[peppy] Add row hover effects to forum listing. ...

[peppy] Don't show issue assigner until hover. ...

Mar 26, 2012

[peppy] Header style changes, menu rearranging, post hover shadows. ...

[peppy] Format post/view counts with comma separators. ...

[peppy] Don't scroll when the target thread has never been viewed before. ...

[peppy] Fix pagination to page zero not behaving correctly in all cases. ...

Mar 26, 2012

[peppy] Issue tracking tag improvements (mostly visual). ...

[peppy] Add a fixed header while viewing topics in the forum. Other minor design changes. ...

[peppy] Fix cron script not running correctly with new web URLs. ...

[peppy] Always jump to last unread post when available. ...

[peppy] Avoid changing scroll position when calling loadUrl(). ...

master: [peppy] Shuffling AiMod out to SDK classes. ...

[peppy] Improve post link scrolling behaviour on threads with large images. ...

[peppy] Disable .gif images in signatures (too much abuse and really not necessary). ...

Mar 25, 2012

[peppy] Fix front-page news links (new format). ...

master: [peppy] SDK version update (more abstraction). ...

[peppy] Fix misplaced pipe symbols in forum listing footer. ...

[peppy] Animate scrolling to post when using post-specific links. ...

[peppy] Remove unnecessary anchor targets in forum post urls. ...

[peppy] New "forgotten password/username" page implementation. ...

[peppy] Fix incorrect handling of "ignore star priority" arguments in forum threads. ...

[peppy] Add glow to selected text fields. ...

Mar 24, 2012

master: [peppy] Add support for extra versioning metadata fields to map packages. ...

Mar 23, 2012

[peppy] Cache images for longer. ...

[peppy] Fix issues with BSS after forum changes. ...

Mar 22, 2012

[peppy] Fix forum download links not working. ...

[peppy] Fix smilies not working after URL changes. ...

[peppy] Major tidy-up on forum url style + more. ...

master: [peppy] Move version string into a new file to avoid versioning. ...

master: [peppy] Move version string into a new file to avoid versioning. ...

master: [peppy] Extract HitObject into open-source framework. Add new submodule. ...

[peppy] Update web chat information. ...

[peppy] Updates to twitter logo. ...

Mar 18, 2012

master: [mm201] Fixed bugs when initializing the game with GL low latency vsync set. ...

Mar 16, 2012

master: [mm201] Made low-latency vsync its own mode. (Brings back classic vsync.) ...

master: [mm201] Low latency vsync can detect refresh rate on opengl. ...

master: [mm201] Fixed really silly issue with slider tracks having the wrong colours on GL. ...

Mar 15, 2012

[peppy] Add support for more efficient bulk supporter tag gifting (enquire if you need this pe@ppy.sh). ...

Mar 13, 2012

master: [mm201] Naively fixed out of range when deleting a single difficulty. ...

master: [peppy] Attempt to fix issues with loading beatmaps via double-click. ...

[peppy] Fix posts losing icons in some cases. ...

master: [peppy] Bug fixes. ...

[peppy] Force utf8 encoding throughout the system. ...

[peppy] Initial layout for team display pages. ...

Mar 12, 2012

[peppy] Cache graphs and pages more wisely. ...

master: [peppy] Fix 1 pixel of non-widescreen areas showing at some resolutions. ...

master: [peppy] Decrease bandwidth consumption and processing when checking for available exe updates. ...

master: [peppy] Fix saving changes to a beatmap package without manual extraction causing hard crashes. ...

master: [peppy] Reduce volume of whistle sample. ...

[peppy] Update community videos link. ...

master: [peppy] Fix crashes when trying to view .osu / .osb from a packaged beatmap. ...

master: [peppy] Fix sprite import dialog not working for packaged maps. ...

master: [peppy] Fix unjoined channels getting removed from autojoin list. ...

Mar 11, 2012

master: [peppy] Fix user tiles sometimes getting stuck in a dirty state when changing view modes between world map. ...

master: [peppy] Fix online user panels not displaying temporarily after a server reconnect. ...

master: [peppy] Ensure #osu is present in the channel order list (else it gets lost towards the end on first update). ...

Mar 11, 2012

master: [peppy] Fix bugged song display when hitting escape during roulette mode. ...

master: [peppy] Fix race condition when holding up and down arrows on song select. ...

master: [peppy] Fix a possible crash in osu!direct. ...

master: [peppy] Add support for rearranging chat tabs. ...

Mar 10, 2012

master: [peppy] Remove new BSS submission warning. ...

[peppy] Add a better syncing mechanism for BSS pending maps #2 (even better!). ...

[peppy] Add a better syncing mechanism for BSS pending maps. ...

[peppy] change "account banned" message to be more... friendly. ...

master: [peppy] Make BanchoBot privileged. ...

Mar 9, 2012

master: [peppy] Refresh bancho replacements/filters on reload command. ...

master: [peppy] Add bancho PM filter/ban engine. ...

Mar 8, 2012

master: [peppy] Compiled osz2 fixes (client-only cherry picked). ...

master: [peppy] Just for fun. ...

master: [peppy] Just for fun. ...

Mar 7, 2012

[peppy] Improve efficiency of title image production. ...

master: [peppy] Update test build menu tip text. ...

[peppy] Make post links relative rather than absolute. ...

[peppy] Add hit tracking to screenshots to aid in purging unused uploads. ...

master: [peppy] Store a separate osu! database per version of osu!. ...

[peppy] Fix approval flag being sent to clients on set rather than map basis. ...

master: [peppy] Fix mouse speed not displaying when initially entering the options screen. ...

Mar 6, 2012

master: [peppy] Make osu! update source constant (always live site). ...

master: [peppy] Make bancho support variable website domains. ...

master: [peppy] Change test build web references to point to test server. Make everything easily switchable. ...

master: [peppy] Move test build to completely isolated server (bancho). ...

[peppy] Update missing/outdated forum theme elements. ...

[peppy] Fix call-time pass-by-reference instances (php5 deprecation). ...

[peppy] Fix cookie retrieval when \$_REQUEST is not set to contain cookie contents. ...

[peppy] Add favicon psd. ...

[peppy] Add twitter osustatus avatar psd. ...

[peppy] Fix adding favourites from the website still limiting to 20 max (increased to allow 50). ...

[peppy] Flag cancelled donations in database to make tracking easier. ...

[peppy] Update favicon to a more legible version. ...

[peppy] Use short post links in threads. ...

[peppy] Fix icon permissions. ...

Mar 4, 2012

[peppy] Increased online favourites to 50. ...

[peppy] Disallow browsing memberlist when it would cause huge database queries. ...

master: [peppy] Fix issues with new bancho permissions system. ...

master: [peppy] Disallow IRC separator characters in nicknames. ...

[peppy] Add comma separator for post display on forum threads. ...

Mar 1, 2012

master: [peppy] Change channel names to constants. Rework permissions in bancho to allow multiple levels. ...

master: [peppy] Fix incorrect behaviour when using an invite to join a full match. ...

master: [peppy] Tidy up difficulty selection dialog. ...

master: [peppy] Hide difficulty switch window when entering test mode. ...

master: [peppy] Fix wrapping of massive messages. ...
master: [peppy] Fix in-game chat https:// links not fulfilling correctly. ...
master: [peppy] Focus difficulty selection when Ctrl-O is pressed while it is already open. ...
master: [peppy] Added ability to switch difficulties rapidly via the old "open difficulties" dialog.
Option to automatically save changes on switch. ...

Feb 29, 2012

[peppy] Trim new username on username change to avoid misplaced spaces. ...

Feb 28, 2012

master: [peppy] Allow setting sampleset/samplesetAddition when placing objects (when no object is selected). ...

Feb 28, 2012

[peppy] Cache changelog for a shorter period of time. ...

master: [peppy] Fix notifications being off-centre for widescreen resolutions. ...

master: [peppy] Fix server-side invite issues. Add limit of 10 invites per 5 minutes. ...

master: [peppy] Don't allow watching replays from multiplayer song select. ...

master: [peppy] Change bookmark delete hotkey to ctrl-shift-b to avoid conflict. ...

master: [peppy] Add editor hotkeys for sampleset changing (set: shift-q~r addition: ctrl-q~r).

Move reverse selection to ctrl-g. ...

Feb 27, 2012

master: [peppy] Update main menu 2011 -> 2012. ...

master: [peppy] Show some error dialogs above the splash screen (were being hidden). ...

master: [peppy] Implement invite sending at the bancho end. ...

master: [peppy] Allow multiplayer invite links in ()[] format. ...

master: [peppy] Slight changes to massive notification animation style (especially when multiple notifications are queued). ...

master: [peppy] Allow inviting of users to multiplayer games. Allow toggling incoming invites to friends only. ...

master: [peppy] Handle multiplayer invite links (chat). ...

master: [peppy] Ensure userstats requests are cached on connect, so they can be used before changing game modes. ...

master: [peppy] Add the ability to send invites to friends for multiplayer games. ...

Feb 24, 2012

[peppy] Fix changelog display in updater. ...

Feb 22, 2012

master: [peppy] Sanitise handling of away messages, and ensure they are only sent once. ...

[peppy] Fix country aggregate stats not being updated recently. ...

master: [peppy] Interim bug fixes for public build. ...

[peppy] Remove older patch files when uploading a new one (2 weeks or older). ...

master: [peppy] Improve user map performance ~5x. ...

Feb 20, 2012

[peppy] Add joyfulmari back to mirror rotation. ...

[peppy] Fix admin shore deleting not working correctly. ...

[peppy] Fix country flags not displaying for players without osu! statistics. ...

Feb 28, 2012

master: [mm201] Fixed bug with Hidden + slider velocity (HS) increases becoming completely unplayable in Taiko. ...

Feb 19, 2012

master: [mm201] Fixed i529: osz2: Replace File dialog will not focus ...

Feb 13, 2012

master: [peppy] Add new storyboard trigger type 'HitObjectHit'. Will only trigger when a hitobject is first clicked, and gives a score above a miss. For sliders, this will trigger at the *end* of the slider. ...

Feb 7, 2012

[peppy] Fixed issue with really old graveyarded maps not deleting. ...

Feb 6, 2012

[peppy] Add the ability for the creator to delete graveyarded maps. ...

Feb 4, 2012

master: [mm201] Fixed nullref when osz2 extraction folder doesn't exist. ...

master: [mm201] Added a safeguard to prevent converting a map to osz2 if it doesn't have a known beatmapset ID. ...

Feb 1, 2012

[peppy] Ignore errors when updating leaders. ...

[peppy] Don't require deleting old top score rows before inserting new ones. ...

[peppy] Mirror maps back further. ...

Jan 30, 2012

[peppy] Always use current browser domain as cookie domain (rather than database value). ...

[peppy] Avoid showing unnecessary (non-master) items in the changelog. Map authors better to their commits (manual mapping). ...

master: [peppy] Version bump. ...

[peppy] Don't require more than one top rank to display top rank tab (for future expansion). ...

[peppy] Add jgraph dependency to version control. ...

Jan 28, 2012

master: [peppy] Database structure mass updates. ...

[peppy] Add smarty to version control. ...

[peppy] Use stored procedure for country updates. ...

Jan 27, 2012

[peppy] Ensure country acronym is correctly updated in non-osu! modes. ...

[peppy] Fix typo, limit payer ranking to top 1,000 for now. ...

master: [peppy] Fix incorrect #multiplayer silence blocking behaviour in #bat. ...

[peppy] Bring back a much more optimised country rankings. ...

[peppy] Only display "Top Ranks" in profiles if the user has at least one #1 rank. ...

[peppy] Fix bug with new score tables causing disappearing high scores. ...

[peppy] Fix osu!direct pickup links not fulfilling correctly in some cases. ...

master: [peppy] Fix typo in url constant. ...

Jan 26, 2012

master: [peppy] Fix approved maps causing issues with beatmap packs. They can now be added and scored successfully. ...

master: [peppy] Don't output #multiplayer silence alerts to #bat. They are spammy. ...

[peppy] Fix bugged score recording in a rare case. ...

master: [peppy] Add a new table structure to cache top 50 scores per beatmap. Move select query load to this table to reduce table locking. Should allow for future expansion and heavy querying on top scores (as people seem to want). ...

master: [peppy] Tentatively delay score retrieval requests a bit to reduce unnecessary requests to the server. ...

master: [peppy] Fix clash cases where both osz2 and non-osz2 copies of the same beatmaps exist. This will probably need to be expanded upon, but at least they all show up now. ...

master: [peppy] Ensure the extraction folder always exists (prevents cases where it may have disappeared during osu! execution). ...

Jan 25, 2012

[peppy] Only show 'kudosu' section in profile if the user has earned kudosu. ...

[peppy] Add "tops ranks" section to profile, showing all #1 ranks. ...

master: [peppy] Change unplayed filter to filter by the set rather than difficulty. Should be a bit more useful. ...

master: [peppy] Allow volume adjustments in multiplayer match setup screen. ...

[peppy] Update mirrors list. ...

Jan 23, 2012

master: [peppy] Remove google translation/detection API support for the time being (no longer free to use). ...

[peppy] Change caching mechanism on graph images. ...

[peppy] Change wording on forum ban message. ...

[peppy] Update last visit less aggressively for bots. ...

master: [peppy] Allow Bancho to auth clients without a database for testing purposes. ...

master: [peppy] Fix IRC connection support for clients using libpurple. ...

Jan 22, 2012

master: [peppy] Tentatively delay score retrieval requests a bit to reduce unnecessary requests to the server. ...

master: [peppy] Fix a typo in a score submission error message. ...

master: [peppy] Fix an issue with loading some very old (v3/v4) beatmaps. ...

[peppy] Improve efficiency of score submission when bettering an old score. ...

Jan 19, 2012

[peppy] Fix "Previous Announcements" section displaying incomplete entries. ...

Jan 18, 2012

[peppy] Fix announcement subjects not appearing correctly on the home page in some cases. ...

Jan 16, 2012

[peppy] Update footer copyright to 2012. ...

[peppy] Fix quick reply to not obliterate existing thread subscriptions under some circumstances. ...

Jan 10, 2012

[peppy] Make beatmap event entrie links aware of the game mode where possible. (not sure if this is working correctly). ...

Jan 7, 2012

[peppy] Fix replay watched history being back-to-front. ...

[peppy] Fix some kudosu exchange issues. ...

[peppy] Make old post thread rows more less black. ...

Jan 6, 2012

master: [mm201] Slightly less dumb names for object sampleset pickers. ...

master: [mm201] Fixed nullref when opening Song Setup for a non-osz2 beatmap. ...

master: [mm201] Slider speed display precision is always 2 decimal places instead of being locale dependent. ...

Jan 1, 2012

[peppy] Add a maximum time limit for awarding kudosu. ...

[peppy] Change homepage video sources. ...

Dec 28, 2011

master: [peppy] Add history of replays watched/month. Might change to daily if there is demand. ...

master: [peppy] Add support for https links in in-game chat. ...

Dec 21, 2011

master: [peppy] Fix !remchan command not working correctly. ...

[peppy] Add 'best of 2011' voting process pages. ...

[peppy] Move osu! installer download location. ...

[peppy] Limit upper number of results returned by beatmap listing pages (was causing some issues with huge pagination). ...

master: [peppy] Slightly realign "drop files here" graphic on song select. ...

master: [peppy] Make path to beatmaps more constant. ...

Dec 8, 2011

[peppy] Fix some profile links pointing to old memberlist format urls. ...

master: [peppy] Force PM'd "!kill" commands to display in #bat. ...

[peppy] Fix profile links from the mapper ranking causing further user functions to not work correctly. ...

[peppy] Add a link to the new wiki in the main page header. ...

Nov 29, 2011

master: [mm201] Added sampleset overrides to individual hit objects. ...

master: [mm201] Major Drum sampleset improvements ...

master: [mm201] Revert "(+) Allow the sampleset used for hitnormals to be specified separately from the others." ...

Nov 29, 2011

master: [peppy] Change beatmap processing behaviour to stop complete failure. ...

[peppy] Show failed players as FAIL on multiplayer record pages. ...

[peppy] Move front page videos to different mirror. ...

[peppy] Fix failed players' scores being added to team totals in multiplayer records pages. ...

Nov 15, 2011

master: [peppy] Fix xnb creation not working with new solution layout. ...

master: [peppy] Remove ogg support for new maps. ...

[peppy] Make username change code a touch saner. ...

master: [peppy] Fix '50' hitbursts not appearing for spinners. ...

master: [Intermezzo] [osz2] Restrict modders to change multiple options of an existing osz2 difficulty which could potentially change the filename. ...

master: [Intermezzo] [osz2] Fixed the songselection selecting a temporary beatmap when the editor exits. ...

master: [Intermezzo] [osz2] Fixed fileoverrides not working correctly. ...

Nov 14, 2011

[peppy] Fix bubble popping for osz2 submissions. ...

master: [peppy] Don't show osz2 warning for debug builds. ...

master: [peppy] Remove "bumping" support from BSS interface (automatically occurs). ...

master: [peppy] Correctly handle bubble popping on submission. ...

master: [peppy] Fix last submission package not being closed correctly. ...

master: [peppy] Only show "bubble pop" warning when there is a bubble to be popped. ...

master: [peppy] Fix sprites offset from the bottom of the screen in an incorrect location when in the editor (bancho status display). ...

[peppy] Fix chart admin page not displaying correctly under some circumstances. ...

[peppy] Fix server-side map writing to respect line endings. ...

master: [peppy] Minor text change. ...

master: [peppy] Simplify previous submission file op logic. ...

master: [peppy] Fix line endings on forum post display in BSS. ...

master: [peppy] Bancho runs language filtering on multiplayer match names. ...

master: [peppy] Server-side osz2 code cleanup/minor fixes. ...

master: [peppy] BSS interface text changes. ...

master: [peppy] Change all webservice projects to use 32bit compilation. Minor osz2 server-side fixes. ...

master: [peppy] Fix server-side osz2 patching method having incorrect signature. ...

master: [peppy] Fix osz2 existing maps never being treated as osz2 maps. ...

master: [peppy] Fix unsubmitted osz2 maps showing as having an update. ...

master: [peppy] Make BSS submit button a different shade of grey to the background in windows classic mode. ...

master: [peppy] Change song select labels' width to fit better in windows classic mode. ...

[peppy] Don't show signatures in the announce forum. ...

[peppy] Improvements to PM folder/view layouts. ...

master: [Intermezzo] Fixed deleting osz2 beatmaps not working correctly. ...

master: [Intermezzo] Prevent the user from importing a osz2 version of a beatmap when the directory-version is already present. ...

master: [Intermezzo] Fixed osu! changing modes on a failed file pickup. ...

master: [Intermezzo] Fixed multiple cases where a full refresh beatmapimport was initiated unnecessarily. ...

master: [Intermezzo] [osz2] Fixed the new submission system giving wrong pre-submission info in some cases. ...

Nov 5, 2011

master: [peppy] Project file update (remove unneeded file references). ...

[peppy] Add more informative error output for osz2 submission process. ...

[peppy] Fix score repairing to work with charts. ...

[peppy] Don't allow PMs for users which haven't logged in to the game. ...
master: [peppy] Fix rare hard crash on bancho. ...
[peppy] Design updates. ...
Oct 31, 2011
[peppy] Fix previewing existing post edits throwing an error. ...
Oct 28, 2011
[peppy] More minor site updates. ...
Oct 27, 2011
[peppy] Forum restyling. ...
Oct 24, 2011
master: [peppy] Add toggle in editor to show/hide video. ...
[peppy] Update link to beatmap pack mirror. ...
Oct 23, 2011
master: [peppy] Improve messaging to #bat and target user when triggering silences. ...
master: [peppy] Make #multiplayer automatic spam detection a touch more lenient. ...
master: [peppy] Allow alumni user group to access #bat. ...
master: [peppy] Completely changed chat moderation system. Tidy-up of BanchoBot command functionality. ...
[peppy] Show account standing on public profiles. ...
[peppy] Better messaging on profiles of users which have never played. ...
Oct 20, 2011
master: [peppy] Change cloaked host IPs to "cho". ...
master: [peppy] Fix osu! friends lists failing when over 500 friends are registered. ...
master: [peppy] Change auth message format to display more universally, not allow channel connects before complete. ...
master: [peppy] Fix IRC users appearing to have user panels. ...
master: [peppy] Update BanchoBot ban handling methods. ...
master: [peppy] Don't reload bancho configuration more than once a second. ...
[peppy] Change IRC auth wording to not imply connection time is limited. ...
master: [peppy] Add authenticated IRC support to bancho. Remove all synchronous net IO. ...
master: [peppy] Make config writes more reliable (bancho). ...
master: [peppy] Make bancho retry port bindings on failure. ...
Oct 18, 2011
[peppy] Allow beatmapsets to be removed from packs using the admin page. ...
[peppy] Fix sorting of events on /mp/ multiplayer log pages. ...
Oct 15, 2011
master: [mm201] Fixed #507 - Tab order issue again. ...
Oct 14, 2011
master: [peppy] Change ip-country lookups to use PHP native solution rather than include. ...
[peppy] Add twitter links page. ...
master: [Intermezzo] Fixed a neverending beatmap-processing loop when an osz2 package was linked in the database but was removed externally. ...
master: [Intermezzo] Fixed corrupt or osustream osz2 beatmaps showing up in the songselection ...

Oct 12, 2011

master: [peppy] Update external auth to allow chat mods a level of authentication. ...

[peppy] Fix invalid flag images being displayed on chart ranking. ...

Oct 11, 2011

master: [peppy] Minor changes to key change handling to ensure file handles are released quickly. ...

master: [peppy] Force some settings when using wine to avoid hard crashes. ...

master: [peppy] Make bancho support on wine a tad more reliable. ...

master: [peppy] Don't display splash screen when running under wine. ...

master: [peppy] Add wine detection. ...

master: [peppy] Make osu! build process more portable. ...

master: [peppy] Save current edit time to beatmap files (editor metadata). ...

Oct 8, 2011

master: [peppy] Remove "mouse precision" toggle. Force to always on (can override using IncreaseMouseAccuracy = 0). ...

master: [peppy] Fix compilation issue when compiling with mono. ...

master: [peppy] Allow mac clients to connect to bancho. ...

master: [peppy] Fix reliability issues when using MX/MY transformations together. ...

master: [peppy] Fix editor behaviour when not internally dirty (saves without confirming). ...

[peppy] Add support for mode-specific chart beatmap selections. ...

[peppy] Fix under-performant user profile query. ...

[peppy] Increase pending map download speed limit to 200kb/s. ...

Sep 28, 2011

master: [Intermezzo] Removed invalid space chars which made some of the submission features not work properly. ...

master: [Intermezzo] Fixed success code conflicting with an error code in the submission handshake. ...

master: [Intermezzo] Cumulative fixes to the beatmap submission system. ...

Sep 23, 2011

master: [Intermezzo] Osz2 webrequests relocated to n.osu. ...

master: [Intermezzo] Fixed osz2 downloads not working in some cases. ...

Sep 21, 2011

master: [peppy] Fix drum hitclap/hitfinish blasting. ...

Sep 20, 2011

master: [peppy] Add a checkbox to allow for automatically moving preview point + bookmarks when changing the offset. ...

Sep 19, 2011

[peppy] Move installer mirror to less saturated server. ...

[peppy] Add a clause for forum colour changes to avoid changing some users' colours. ...

[peppy] Separate inclusion of login code from db code for API calls. ...

Sep 16, 2011

[peppy] Dynamic colour handling changes to allow for one less index. ...

[peppy] Added cleanup script for multiplayer games/events. Retention currently set to 1 month.

...

[peppy] Add remote auth script for irc logger access. ...

master: [peppy] When using Ctrl-ArrowKeys in editor to seek to bookmarks, don't repeat action on key hold (<http://osu.ppy.sh/forum/viewtopic.php?f=4&p=1029284>). ...

[peppy] Database connectivity updates (use local sockets) and general server migration changes. ...

master: [Intermezzo] Cumalitive mappackage fixes. ...

master: [Intermezzo] Fixed the osz2 export dialog unnecessarily adding an extra osz2 extension. ...

master: [Intermezzo] Fixed the export to osz2 tool not able to overwrite existing packages. ...

master: [Intermezzo] Fixed the extraction folder not being created when the osz2 package has no beatmapsetid available. ...

Sep 13, 2011

master: [peppy] Allow for more stringent checks on usernames. ...

master: [peppy] Make bancho config file updates instant (FileSystemWatcher). ...

Aug 23, 2011

master: [peppy] Force updater to x86 due to arch issues with dependencies. ...

Aug 21, 2011

[peppy] Fixes for i404 (Denying/Resetting Kudosu Issues). ...

[peppy] Increased download allowances. ...

Aug 20, 2011

[peppy] Allow BAT members to remove avatars from profiles directly. ...

Aug 19, 2011

[peppy] Fix accuracy for personal best not displaying at all. ...

[peppy] Fix feature request stars disappearing. ...

[peppy] Handle graveyarding timestamps better (all at an sql level). ...

[peppy] MATs can moderate kudosu. ...

[peppy] Implement "bubble pop" icon. ...

[peppy] Update time on beatmap forum thread when updating maps (no matter if BSS submit button is pressed or not). ...

[peppy] Show last update date on beatmap info page. ...

[peppy] Update cost of kudosu stars (to 1). ...

[peppy] Change star colours (kudosu stars are now blue). ...

[peppy] Allow more fields to be edited on pack admin page. ...

[peppy] Allow users to resurrect their own maps. ...

[peppy] Provide a full static link for css, since '?' was causing caching misses. ...

[peppy] Show personal best on beatmap info pages. ...

[peppy] Remove starring of maps. ...

master: [peppy] Configuration updates. ...

Aug 15, 2011

master: [peppy] Version bump. ...

Aug 12, 2011

master: [mm201] Allow the sampleset used for hitnormals to be specified separately from the others. ...

master: [mm201] LayeredHitSounds restructuring to help future improvements. ...

master: [mm201] Added a new Drum sampleset. (sound choices are not final) ...
Aug 9, 2011
master: [peppy] Server relocation (bancho). ...
master: [peppy] Server relocation (bancho). ...
Aug 1, 2011
master: [mm201] Fixed sliders drawing out of place when selected on GL. ...
Jul 31, 2011
master: [mm201] Pressing Enter on the move offsets by field moves the offsets instead of closing the dialog. ...
Jul 30, 2011
master: [mm201] Fixed overflow error causing possible hang with new vsync when recovering from minimize/standby. ...
Jul 29, 2011
master: [mm201] Added single-axis scaling option. ...
master: [peppy] Version bump. ...
Jul 27, 2011
master: [mm201] Experimental method to reduce input lag with vsync ...
master: [mm201] Increased sharpness of mm sliders slightly. ...
master: [mm201] Automatically revert custom endpoints of red breaks. ...
Jul 21, 2011
master: [mm201] Added AiMod warning if sliders score (tick) less frequently than once per second. ...
Jul 20, 2011
[peppy] Update beatmap mirror link. ...
[peppy] Change colour of BAT/GMT to be based off all forum posts. ...
[peppy] Change forum online users display to be more... colourful. ...
master: [mm201] Fixed kia checkbox becoming disabled when more than one control point is selected. ...
Jul 17, 2011
master: [mm201] Added AiMod check for a spinner which appears after objects which follow it. ...
Jul 17, 2011
master: [mm201] Fixed hang when grid size is set to 0. ...
master: [mm201] Fixed half of #358 (window loses glass when returning from fullscreen), icon is still missing, and hopefully fixed #511 (distorted window dimensions) in the process. ...
master: [mm201] Removed AiMod check for missing new combo after spinner since it's forced on save anyway now. ...
Jul 9, 2011
master: [mm201] Fixed a crash when opening an untimed mp3 related to previous order of execution issue. ...
Jul 5, 2011
master: [mm201] Fixed exporting osz2 not releasing the file handle. ...
master: [mm201] Fixed #498, #501, and any other examples of beatmap editor settings not being used. ...

master: [mm201] Ignore list treats spaces and underscores as equivalent. ...

Jul 4, 2011

master: [mm201] Fixed breaks flickering from the timeline under odd circumstances. ...

Jul 3, 2011

[peppy] Add a note on the download page referring os x users to the test thread. ...

[peppy] Add nanashiRei's beatmap pack mirror as a link on the pack download page. ...

[peppy] Update in-game title image. ...

[peppy] Fix country flags not being assigned to new players. ...

[peppy] Totally disable google ads for anonymous forum browsers (even though noone sees them, it was making me feel dirty). ...

[peppy] Allow people who have not played online yet to post to General Development and iPhone forums. ...

Jun 28, 2011

master: [mm201] Reduced slider length snap leeway to 1 pixel. (The new Bezier algorithm renders anything more than this unnecessary.) ...

master: [mm201] When reversing, don't fidget with the endpoint of a slider if it's within a pixel of where it should be. ...

master: [mm201] If song select is open, beatmap /s/ and /b/ links will jump to that map instead of taking you to osuldirect or the download page. ...

Jun 25, 2011

master: [mm201] Fixed crash when right clicking a timing point and the clipboard contains specific sorts of contents. ...

master: [mm201] Fixed BPM/offset not correctly selecting when opening Timing Setup from the timing tab sometimes. ...

Jun 22, 2011

master: [mm201] Fixed timing points list deselecting when using keyboard shortcuts. ...

master: [mm201] Potentially improved stability after restoring from minimize and watching a replay or spectating. ...

master: [mm201] Allow windowed resolutions with the same width (but not height) as the desktop to be set. ...

master: [mm201] Fixed left pane in Timing Setup not refreshing when enabling/disabling inherit.

...

Jun 20, 2011

master: [mm201] Fixed changing background colour not marking that changes have been made. ...

Jun 18, 2011

master: [peppy] Further fixes for frameDelay / sprite library. ...

Jun 17, 2011

[peppy] Update analytics to use async calls. ...

[peppy] Stop using google API cache for jquery. ...

[peppy] Remove unnecessary single-colour background image usage. ...

Jun 16, 2011

master: [peppy] Use BPM for frameDelay calculations when importing animations in the sprite library. ...

[peppy] Fix userames with '_' characters causing huge database queries. ...
Jun 15, 2011
master: [mm201] Fixed odd tab order in Song Setup. ...
Jun 11, 2011
master: [mm201] Fixed nullref in timing setup caused by winforms event stupidity. ...
Jun 6, 2011
master: [peppy] Fix sliders being 1/50 shorter than they should be (only affects new beatmaps).
...
Jun 2, 2011
master: [mm201] Fixed offset for inheriting points showing as 0 in the up/down control. ...
master: [mm201] Added a right click menu for the timing points list. ...
master: [mm201] Implemented copying & pasting of timing points. ...
master: [mm201] Ctrl+A can be used to select all timing points. ...
May 31, 2011
master: [Intermezzo] [osz2] Fixed updates not working when a container file contains a comma.
...
May 28, 2011
[peppy] Regenerate 0-byte thumbnails. ...
[peppy] Delete old thumbnails before creating new copies to avoid corruption. ...
[peppy] Remove dead mirror from rotation for now. ...
May 27, 2011
master: [Intermezzo] [osz2] cumulative fixes to the osz2submissionservice ...
master: [peppy] Reenable score submission/BSS (limited) in test builds. ...
May 21, 2011
master: [mm201] Fixed timing setup crash when BPM/offset are NaN. ...
May 19, 2011
master: [Intermezzo] [osz2] Replaced the export to osz feature in the editor by export to osz2. ...
master: [Intermezzo] [osz2] Fixed score submission being disabled for osz beatmaps even when the server has no osz2 version available ...
master: [Intermezzo] [osz2] Fixed no-video mappackages crashing when updating. ...
May 18, 2011
master: [Intermezzo] [osz2] Added safeguards for the beatmap submission for overwriting old osz beatmaps. ...
May 17, 2011
master: [mm201] Fixed #499: Approach rate regression in Song Setup. ...
master: [mm201] Fixed #500: Pink fringes at edges of mmsliders. ...
May 17, 2011
master: [peppy] Disable score submission and BSS in preparation for osz2 testing. ...
May 16, 2011
master: [mm201] More defensive mmslider coding which should solve/spot some possible issues. ...
May 13, 2011
master: [Intermezzo] [osz2] Fixed error messages not appearing in some cases ...

master: [Intermezzo] [osz2] Fixed the previous forum message not appearing on the submission when updating a beatmap. ...

master: [peppy] Fix error when cancelling BSS submission. ...

master: [peppy] Fix incorrect BSS time estimation when exactly one minute remaining. ...

May 11, 2011

master: [peppy] Fix i492 (Shift+F1 misaligned and throwing script errors). ...

May 10, 2011

[peppy] Updates to script which handles full regeneration of thumbnails. ...

[peppy] Added brief text to fan art page. ...

[peppy] Increased username change cutoff to 400 playcount. ...

[peppy] Added SS/S/A ranks to user profiles. ...

May 7, 2011

[peppy] Update website screenshots. ...

May 3, 2011

[peppy] Change installation download file mirror. ...

[peppy] Fix tutorial getting graveyard purged. ...

[peppy] Add an informative message about gmx.de blacklisting osu! on registration page. ...

master: [Intermezzo] [osz2] Fixed the override directory not being created when trying to save a beatmap when editing a mappackage. ...

master: [Intermezzo] [osz2] Fixed the beatmap processor trying to process deleted osz2 mappackages. ...

master: [Intermezzo] [osz2] Cumulative fixes to the osz2 updater. ...

Apr 27, 2011

master: [mm201] Increased combo colour limit to 8. ...

master: [mm201] Song Setup doesn't ask to save changes on initial load or Save As New Difficulty. ...

master: [mm201] Fixed #482 - Slider reverse arrows facing the wrong directions. ...

master: [mm201] Fixed #361 - Doubled metronome stuck and possibly related issues. ...

master: [mm201] Fixed totally evil Esc from dialog exiting editor issue and related. ...

master: [mm201] AiMod fixes ...

master: [mm201] When the timing tab is open, always open Timing Setup on the section shown. ...

Apr 21, 2011

[peppy] doyoureallywanttoaskpeppy? ...

Apr 20, 2011

master: [peppy] Make automatic silencing for PMs slightly more lenient. ...

master: [Intermezzo] [osz2] Improved score retrieval speed in the songselection. ...

master: [peppy] MySQL connector version bump. ...

master: [peppy] Initial commit of server configuration and scripts (way too late, yes). ...

[peppy] Fixes to make website independent of server. ...

master: [mm201] Changed slider multiplier step increment from 1 to 0.1. ...

master: [mm201] Fixed bulk custom slider multiplier adjustments not working. ...

master: [mm201] Fixed timing points list scrolling up when changing offsets, adding, or removing control points. ...

master: [mm201] Prevent kiai from being set on the first timing point. ...

Apr 19, 2011

master: [Intermezzo] [osz2] Added a status dialog for updating osz2 packages. ...

master: [Intermezzo] Migrated the status HUD from BeatmapImport to pStatusDialog. ...

master: [Intermezzo] [osz2] Osz2 maps can now be removed from the songselection. ...

[peppy] Fix i424 - (Ranked beatmaps no longer show BSS/Kudosu/Star priority). ...

[peppy] Fix i425 (BAT Ranking doesn't include approved maps). ...

[peppy] Fix player ranking page occasionally showing wrong order direction. ...

[peppy] Add security to osu!direct features. ...

[peppy] Fix mp3 previews not being generated. ...

[peppy] Update forum online users list less often. ...

[peppy] Update location of static file serving. ...

[peppy] Beatmap location changes. ...

master: [peppy] [osz2] Prettify osu!direct filenames at client-side. ...

master: [peppy] [osz2] Only create beatmap override folder when required. ...

master: [Intermezzo] [osz2] Temporary fix for updating beatmaps, may result lag when updating. ...

master: [peppy] Enable "Open beatmap folder" editor option with osz2 maps that contain override files. ...

Apr 19, 2011

master: [peppy] Correctly migrate database when upgrading to osz2 beatmap metadata. ...

master: [peppy] Update locations of static file accesses. ...

master: [Intermezzo] [osz2] cumulative fixes to the mappackage update functionality. ...

master: [Intermezzo] [osz2] Fixed a crash where the audiostream was trying to read a disposed mapstream. ...

Apr 18, 2011

master: [Intermezzo] [osz2] Fixed mapstreams not disposing resources correctly causing beatmap submission updates to fail in some cases. ...

Apr 16, 2011

master: [peppy] Fix multiplayer crashes, and many more bugs. ...

master: [peppy] Limit minimum volume in timing panel to 5%. ...

master: [peppy] Fix i475 (Search Filter does not overwrite friends-only anymore). ...

Apr 15, 2011

[Echo] Fixed overall ranking displaying pages above 100. ...

Apr 14, 2011

master: [Intermezzo] [osz2] Temporary gc fix for patching. ...

master: [Intermezzo] [osz2] Changed osz2 patching to use gzip. ...

master: [Intermezzo] Added compression parameters to BSDiffer. ...

[peppy] Beatmap listing compatibility fixes. ...

[peppy] Path/IP updates for new server configuration. ...

master: [Intermezzo] [osz2] Fixed Osz2 patching not working correctly. ...

master: [peppy] Don't trigger channel changing hotkeys when ctrl/shift is held. ...

master: [peppy] Update installer bootstrap download locations. ...

master: [peppy] Fix threading issues with MD5 algorithm. ...

master: [peppy] Disable GC black magic to see if it fixes lag. ...
master: [peppy] Fix editor memory leaks. ...
master: [peppy] Fix crash after download osu!direct maps in some rare file permissions scenarios. ...
master: [peppy] Fix i478 (Crashes during gameplay). ...
master: [peppy] Clear bancho database connection pools when changing connection string. ...
Apr 12, 2011
master: [Intermezzo] [osz2] Fixed the 'export to osz package' functionality being available for osz2 mappackages. ...
master: [Intermezzo] [osz2] Cumulative fixes to the save and save as functionality of mappackages/overrides. ...
Apr 9, 2011
[peppy] Fix firefox incompatibility with IE hack. ...
Apr 8, 2011
[peppy] Fix i429 (Backslashes are erased in forum posts). ...
[peppy] Fixed i422 (Unused ranking score hyperlink). ...
[peppy] CSS improvements. ...
[peppy] Fix return-to-page redirects not working for IE. ...
[peppy] Fix home page caching incorrectly in rare scenarios. ...
[peppy] Fix i472 (Updater doesn't group changelog entries). ...
master: [peppy] Updating a ban updates the reason as well as length. ...
[peppy] Make username change restrictions for existing usernames more lenient. ...
Apr 7, 2011
master: [mm201] Tentatively fixed minor taiko scoring issue involving kiai time. ...
Apr 6, 2011
master: [peppy] Cache fonts to reduce object allocations. ...
master: [peppy] Offload chat text rendering during gameplay to reduce lag. ...
master: [peppy] Reduce memory allocations in sprite text display. ...
Apr 5, 2011
master: [mm201] Fixed #469: GotoTime text label is too small. ...
master: [mm201] Fixed i471: editor timing tab applying offset changes to the wrong section or crashing. ...
master: [peppy] Lots of bug fixes! ...
master: [peppy] Fix i373 (Pause cursor not resizing correctly with window). ...
master: [peppy] User server-side username locally after a successful bancho connection. ...
master: [peppy] Fix i450 (Editor keys triggering while chat is open). ...
master: [peppy] Fix i454 (Issues with multiplayer game ready state after completing/failing a match). ...
master: [peppy] Fix i460 (Bancho commands don't work in #multiplayer). ...
master: [peppy] Fix i432 (allow negative offsets with a more lenient range). ...
Apr 4, 2011
master: [peppy] Provide more verbose messaging when a beatmap import fails. ...
master: [peppy] Fix i259 (Exiting editor on a non-submitted map causes the internal beatmap id to get read from filename). ...

master: [peppy] Fix i465 (Multiplayer doesn't work). ...

Apr 4, 2011

master: [peppy] Fix i466 and a few hard crash issues when creating a new beatmap. ...

master: [peppy] Fix beatmap import issues when the folder containing a song changes. ...

master: [peppy] Fix PM tabs generating with underscores replacing spaces when they shouldn't. ...

[peppy] Improve caching for key website elements. ...

master: [peppy] More fixes for names with spaces/underscores (IRC client handling this time). ...

[peppy] Add osu!status header image. ...

master: [peppy] Fix kv!IRC causing errors during connection. ...

master: [peppy] Fix underscore/space mix-ups. ...

Apr 3, 2011

[peppy] Fix non-ranked mirrored maps containing stale files after a resubmission. ...

[peppy] Reduce pagination limits for player ranking. ...

[peppy] Allow any file site-wide to be mirrored to other locations. ...

[peppy] Add verbose output when beatmap creator doesn't match. ...

[peppy] Fix country flags being displayed when no country is set for a user. ...

[peppy] Reduce resolution of front-page video thumbnail. ...

master: [peppy] Bancho client registration and clean-up process improvements. ...

master: [peppy] Bancho-side fixes for usernames with spaces. ...

Apr 1, 2011

master: [peppy] Fix IRC displaying incorrectly in Chatzilla. ...

master: [peppy] Fix i323 (Ctrl-X/Ctrl-V triggers song controls while in chat). ...

master: [peppy] America -> US. ...

master: [peppy] Protect against nullrefs in test mode. ...

master: [peppy] Attempt to fix nullrefs when placing sliders. ...

master: [peppy] Attempt fix i396 (On-screen scoreboard unintentionally cuts off player names). ...

master: [peppy] Fix i449 (Custom resolution looks wierd in main menu). ...

master: [peppy] Fix i204 (Play date/time do not match up in different game modes). ...

master: [peppy] Add a better error message when osu!direct download fails. ...

master: [peppy] Handle date formatting in a way that will never fail (ranking dialog). ...

master: [peppy] Add support for osu! client load testing. ...

Mar 31, 2011

master: [Intermezzo] [osz2] Added a save feature and basic save as feature to the fileoverride folder. ...

master: [Intermezzo] [osz2] Fixed osu! crashing when trying to update osz2 beatmaps in a multiplayer room. ...

master: [Intermezzo] [osz2] Fixed submission error dialog not being shown in some cases. ...

master: [Intermezzo] [osz2] Fileoverrides are now updated along with mappackages. ...

master: [Intermezzo] [osz2] Made the filedate difference for skipping unchanged files more lenient as fat32 is inaccurate. ...

master: [Intermezzo] [osz2] Increased the size of the file replace dialog to show longer

filepaths. ...

master: [peppy] Add safe limits to exit authentication loops. ...

master: [peppy] Cut back on some buffer optimisations. ...

master: [peppy] Fix channel join dialog typo. ...

master: [peppy] Slightly reduce number of beatmap info requests per packet. ...

master: [peppy] Buffer logic fixes. ...

master: [peppy] Don't use StreamReaders during bancho client authentication. They eat our streams! ...

master: [mm201] Attempt #2 fixing big dialog font on Chinese setups. ...

master: [mm201] Fixed ignore list help overflowing the chat window. ...

master: [peppy] Fix threading issue with hoverable sprites. ...

master: [peppy] Fix .net datetime parsing bug. ...

master: [peppy] Fix potential nullref when exiting play mode. ...

master: [peppy] Restore cursor trail behaviour. ...

master: [peppy] Handle skin import failures gracefully. ...

Mar 30, 2011

master: [peppy] Fix audio load failure causing hard crash when returning to main menu from song select. ...

master: [peppy] Fix overflow exception when removing tabs from a collection. ...

master: [peppy] Fix nullref in SkinManager when a cursor isn't correctly loaded. ...

master: [peppy] Fix i462 (Overflow exception in timing setup window). ...

Mar 30, 2011

master: [peppy] Fix hitObjects nullref error. ...

master: [peppy] Fix cast fail in exit process. ...

master: [peppy] Output errors in english where possible. ...

master: [peppy] Increase osu! send buffer size. ...

master: [peppy] Improve strength of incoming buffer handling code. Allow for synchronous completions. ...

master: [peppy] Increased performance for bancho buffer reads when incomplete packets are present. ...

master: [peppy] Reduce bancho object creation by infinity. ...

master: [peppy] Handle case where .NET version installed is not SP2. ...

master: [peppy] Overly defensive null checking in problematic areas. ...

master: [peppy] Bug and performance fixes. ...

master: [peppy] Skip audio calculations while importing beatmaps. ...

master: [peppy] Beatmap import process bug fixes. ...

master: [peppy] Fix parsing error on score submission responses. ...

master: [peppy] Gracefully handle audio load failures in multiplayer games. ...

master: [peppy] Fix thread race condition when making a new multiplayer match. ...

master: [peppy] Don't show splash screen when opening .osz files and osu! is already running. ...

master: [peppy] Add debug output (debug-import.txt) when beatmap import fails. ...

master: [peppy] Fix /away crashing osu! client. ...

master: [peppy] Fix lag issues at the beginning of breaks. Improve GC performance. ...

master: [peppy] Fix song select freezes. ...

master: [peppy] Handle version to old to submit scores gracefully at osu! client end. ...

master: [peppy] Fix bancho disposing of buffers it shouldn't be. ...

master: [peppy] Fix osu! client not requesting beatmap info updates. ...

master: [peppy] Safer bancho database operations. ...

master: [peppy] First implementation of non-fragmenting buffer for bancho. ...

master: [peppy] Read friends list in multiple bursts. ...

master: [Intermezzo] [osz2] The 'Extract Mappackage' option in the editor now skips file replace dialogs for files with equal contents. ...

master: [Intermezzo] [osz2] fixed filedate and filesize being swapped in the file-replace dialog. ...

master: [Intermezzo] [osz2] Fixed latest merge to osz2final being uncompileable. ...

Mar 29, 2011

master: [mm201] Prevent the user from removing all timing points from a map. ...

master: [mm201] Fixed combo colours reverting to 4 in some cases. ...

master: [peppy] Fix some weirdly formed IRC commands causing problems on join. ...

master: [peppy] Catch some database exceptions in bancho. ...

master: [peppy] Handle missing lines in config file better. ...

master: [peppy] Huge bancho memory optimisations. ...

master: [peppy] Split friends list packets up to avoid single requests being too large. ...

master: [peppy] Use a fixed buffer size for each bancho worker. ...

master: [peppy] Byte-cache more messages. ...

master: [peppy] Handle bancho debug builds in a more sane way. ...

master: [mm201] Reduced flicker when adding timing points. ...

master: [mm201] Fixed add/remove timing point buttons having the wrong background colour under Luna Silver theme. ...

master: [mm201] Override the big font size set by some regional versions of Windows. ...

master: [mm201] Fixed Countdown Speed label overlapping radio buttons on XP. ...

master: [mm201] Automatically enable custom colours when using add/remove colours. ...

master: [mm201] Hopefully fixed timing panel columns being cut off on high DPI configurations. ...

...

master: [mm201] Fixed editor hang with insanely high BPMs. ...

master: [peppy] Change handling of new cursor to be dependent on the default cursor, not trail. ...

...

master: [Intermezzo] [osz2] Added editor-only file overrides for mappackages for easy modding. ...

master: [Intermezzo] [osz2] Added file dates to the osz2 container. ...

Mar 28, 2011

master: [peppy] Fix mp crashes try #2. ...

Mar 28, 2011

master: [peppy] Fix spinners crashing. ...

master: [peppy] Added a confirmation dialog when triggering a full process of beatmaps. ...

master: [peppy] Fix another possible nullref when loading beatmap backgrounds. ...

master: [peppy] Fix parsing error on ranking dialog when approval date is not returned

master: [peppy] Fix possible crash when changing host in a multiplayer game. ...
master: [peppy] Fix possible nullref while loading dynamic sprites. ...
master: [peppy] Fix hard crash in match setup when audio for a beatmap cannot be loaded successfully. ...
master: [peppy] Fixed possible crash when initialising a multiplayer game. ...
master: [peppy] Fix possible nullref when displaying backgrounds on song select. ...
master: [peppy] Fix possible nullref when receiving beatmap info. ...
master: [peppy] Fix crash when failing to set permissions even after becoming admin. ...
master: [peppy] Fix possible nullrefs when dealing with control points. ...
master: [peppy] Update bancho default config file. ...
master: [peppy] Allow updater to continue to operate even when the IE install on the host computer is corrupt. ...
master: [peppy] Minor rank display fixes. ...
master: [peppy] Bump bancho ports by one. ...
master: [peppy] Fix bounds crash in editor. ...
master: [peppy] Fix new users being unable to connect to new bancho. ...
master: [peppy] Add rank sort back. ...
master: [peppy] Fix username not displaying when a user is silenced. ...
master: [peppy] Block while retrieving friends list, so they are sent in the correct timing. ...
master: [mm201] Changed default behaviour for adding a timing point when unfiltered to inherited. ...
master: [mm201] Added header text for time signature column. ...
master: [mm201] Newly added inheriting points from timing setup keep existing slider multipliers. ...
master: [mm201] Fixed selected points not updating when filtering timing points. ...
master: [mm201] Fixed left panel not refreshing when arrow keying through timing points. ...
master: [peppy] Fix some IRC clients not being able to connect. ...
[peppy] Changelog display and cache logic update. ...
master: [peppy] Remove "View Ranking" option from profile popup (useless now). ...
master: [peppy] Hue shift splash/title screen logo back to old pink. ...

Mar 27, 2011

[peppy] Escape html characters correctly in changelog entries. ...
master: [peppy] Fix i434 (Unhandled exception when opening timing setup for a beatmap without timing sections). ...
master: [peppy] Fix i427 (Joining a multiplayer game just as the game starts can cause weird results). ...
master: [peppy] Fix kiai fountains not activating in all cases on main menu. ...
master: [peppy] Reduce garbage collection latency further. ...
master: [peppy] Fix remaining multiplayer match display issues with new bancho version. ...
master: [peppy] Increased maximum concurrent multiplayer games from 255 to 65k. ...
master: [peppy] Handle ping timeouts correctly at the osu! client end. ...
master: [peppy] Fix own avatar occasionally not loading if user list is displayed too quickly after opening osu!. ...
master: [peppy] Change bancho error output to be more concise. Set timeouts in a more sane

fashion. ...

master: [peppy] Change the way presence is distributed. Presence stores location in a more efficient manner. ...

master: [peppy] Fallback user panel sort mode (when config file is incorrect) changed to Name. ...

master: [peppy] Fix chat from users with underscores not displaying correctly. ...

master: [peppy] Change default user sort mode to "Name". ...

[Echo] Fixed issue with topic links in Chrome 10. ...

[peppy] Disallow account creation where an existing account exists with similar name but different space/underscore combination. ...

[peppy] Add information about changing username to an existing one. ...

master: [peppy] Version bump. ...

master: [peppy] Fix non-cloaked user info being sent to IRC clients on quit. ...

master: [peppy] Show quits which are a result of automated updates. ...

Mar 27, 2011

master: [peppy] Vastly improve reliability of Bancho connections under unstable network conditions. ...

master: [peppy] Shorten long country names to display better in osu!. ...

master: [peppy] Better location display. New sort options for user list. ...

master: [peppy] Better bancho status display state handling (on server restarts). ...

master: [peppy] Change garbage collection scheduling mechanism. ...

Mar 26, 2011

[peppy] Make back button work correctly on beatmap unavailable page. ...

[peppy] Fix beatmap listing displaying wrong current selection in drop-down filter. ...

[peppy] Added automated support for graveyard purging. ...

master: [peppy] Add support for both !kill <user> <period> <reason> or !kill <user> <reason>. ...

master: [peppy] Fix send timeouts occurring unnecessarily. ...

master: [peppy] Change fade behaviour of notifications in-game. ...

master: [peppy] Move GC on breaks forward by 1.5 seconds to allow for the last note. ...

master: [peppy] User interface element additions. ...

master: [peppy] Fix user panels occasionally not updating. ...

master: [peppy] Fix underscores displaying in chat where spaces should be. ...

master: [peppy] Better default display for user panels while loading data. ...

master: [peppy] Fix version distribution display failing on latest Bancho. ...

master: [peppy] Increase send timeout to double the maximum ping interval. ...

master: [peppy] Reduce bList overhead by 2 bytes. ...

master: [peppy] Fix #multiplayer getting stuck on disconnect during a multi game. ...

master: [peppy] Fix IRC clients not getting admin rights. ...

master: [peppy] Fix IRC clients crashing out on connect. ...

master: [peppy] Fix avatars not loading. ...

master: [peppy] Force updates. ...

Mar 25, 2011

master: [peppy] Fix bancho mishandling bundled requests from osu!. ...

master: [peppy] Smarter handling of updates at osu!'s end. ...

master: [peppy] Bancho refactor part 10 (osu! requests status updates). ...
master: [peppy] Monitor idle time game-wide. ...
master: [peppy] Use presence packets for IRC clients too. ...
master: [peppy] Fix osu! user list filtering intervals. ...
master: [peppy] Fix inconsistent user list update rate in osu! client. ...
master: [peppy] Implement osu! <-> Bancho stats and presence communication for current user. ...
master: [peppy] Return an error code to osu! on server-side errors. ...
master: [mm201] Fixed slow performance when selecting many timing points at the same time. ...
master: [mm201] Fixed #433 Crashing when trying to delete multiple timing sections ...
master: [mm201] Fixed #432 Crashing when "Use current time" is negative value ...

Mar 24, 2011

master: [peppy] Send and receive new presence packet. Handle stream reading more logically.

...

master: [peppy] Stop osu! client timing out client-side. ...
master: [peppy] Restructure of thread pooling behaviour in Bancho. ...
master: [peppy] Bancho formatting. ...
master: [peppy] Streamline osu! clients. ...

Mar 23, 2011

master: [peppy] Fix clients getting stuck on receiving when gracefully closing connections. ...
master: [peppy] Bancho refactor part 9 (osu! connects and works, mostly). ...
master: [peppy] Remove connection rate limiters on bancho (wise? we'll see). ...
master: [peppy] Bancho refactor part 8 (osu! compiles again). ...
master: [peppy] Bancho release build compile-time fixes. ...
master: [peppy] Bancho refactor part 7 (unified join/quits for osu! and irc). ...
master: [peppy] Cache bancho requests per-client independently on demand. ...
master: [peppy] Actually fill request byte-caches (oops). ...
master: [peppy] Handle errors better in location lookup service. ...

Mar 23, 2011

master: [peppy] Centralise more NetClient handling code. ...
master: [peppy] Add a totally unnecessary icon for Bancho. ...
master: [peppy] Enable server GC mode for Bancho. ...
master: [peppy] Bancho refactor part awesome (fully cached requests, combined all osu/irc queues into a single implementation, async receives). ...
master: [peppy] Silence behaviour changed to always show in #bat, even for automated. ...
master: [peppy] Bancho refactor part 5 (make requests support irc and osu! simultaneously). ...
master: [peppy] Decrease Bancho IRC locking when receiving data. ...

Mar 22, 2011

master: [peppy] Increasing send efficiency for IRC clients. Throw away clients which have massive queues. ...
master: [peppy] Change the way central lists are accessed (less locking, less storing). ...
master: [peppy] Reduce locking caused by IRC clients connecting to Bancho. ...
master: [peppy] Fix possible threading issue when <4 users are connected to bancho. ...

master: [peppy] Bancho refactor part 4 (use partitioning for worker client selection). ...
master: [peppy] Reduce string format calls for IRC clients. ...
master: [peppy] Fix some cases where timeout doesn't occur out on client not reading data. ...
master: [peppy] Make Bancho target .net 4.0. ...
master: [peppy] Added reasons for bans, save correct remaining time for bans when restarting Bancho. ...
master: [peppy] Reimplement Bancho dynamic worker allocation. ...
master: [peppy] Extrapolate Bancho's UserManager functionality. Minor debug build fixes. ...

Mar 21, 2011

master: [peppy] Disabling highlight popups doesn't affect #highlight logging. ...
master: [peppy] Bancho IRC fixes and more data reduction. ...
master: [peppy] Make IRC connections to Bancho much quieter. ...
master: [peppy] Bancho refactor part 3 (client send queue rewrite). ...
master: [peppy] Rewrite of Bancho worker implementation. ...
master: [peppy] Bancho ping responses are no longer considered any different from receiving any data. ...
master: [peppy] Reduce data sent to IRC non-admin clients. ...
master: [peppy] Give Bancho more faith in TCP timeouts. ...
master: [peppy] Increase initial listeners on bancho startup. ...
master: [peppy] Bancho refactor part 2 (refactor client join process/presence distribution, reduce memory overhead). ...
master: [peppy] Bancho refactor part 1 (separate presence from statistics + more). ...
master: [peppy] ChatEngine send more smart information about what updates to receive. ...
master: [peppy] Bancho requests byte-cache at a generic request level. ...
master: [peppy] Remove unused user sort modes from osu!. Increase delay between re-sorts. ...

Mar 19, 2011

master: [mm201] Fixed osu! main window losing glass border when going from fullscreen to windowed. ...
master: [mm201] osu! automatically goes windowed when attempting to jump in the jukebox. ...
master: [mm201] Fixed discard local changes warning being invisible from fullscreen. ...

Mar 18, 2011

master: [mm201] Fixed bulk slider multiplier / time signature adjustment behaviour with mixed inherit/timing points. ...
master: [mm201] Fixed timing points list losing focus when arrowing up/down. ...
master: [mm201] Fixed alternating item colours being wrong when deleting a timing section. ...
master: [mm201] Moved slider multipliers to BPM column. ...
master: [mm201] Restored 50ms behaviour for opening Timing Setup. ...
master: [mm201] Reduced ActiveTimingPoint pre-emption to 5ms to be inline with other audio effects. ...
master: [mm201] Timing point deletion improvements ...

Mar 17, 2011

[peppy] Added online user graph back to home page. ...
[peppy] Fix thread tooltips containing html tags visible to users. ...

[peppy] Replace /forum/index.php references with /forum/. ...

[peppy] New home page design. ...

master: [peppy] Remove splash screen fade in non-DWM cases (causes ugly white background). ...

master: [mm201] Ignore a user completely (not just chat) when ignoring without a scope limiter.

...

master: [mm201] Gave chat highlight list a few extra lines of room because I am too lazy for a proper fix atm. ...

master: [mm201] Fixed Song Setup's sample previews not obeying green lines correctly. ...

Mar 17, 2011

master: [mm201] Fixed i414's three issues re: Song Setup not saving everything. ...

master: [mm201] Reliable glass on/off behaviour ...

master: [mm201] AiMod glassy region is draggable. ...

Mar 16, 2011

master: [peppy] Fix opengl background loading support. ...

Mar 15, 2011

master: [peppy] Fix i419 (Dragging osu! windows across monitors while in song select crashes). ...

master: [peppy] Fix path not being assigned when setting registry associations. ...

master: [peppy] Fix i418 (osu!test crashing restarts as regular osu! after clicking restart). ...

master: [peppy] Far improved handling of multiple instances of osu! being opened at once. ...

master: [peppy] Add a small version of the loading spinner for bancho status display. ...

Mar 14, 2011

master: [peppy] Force garbage collection at the beginning of breaks. ...

master: [peppy] Tidy channel messaging code to hopefully fix i415. ...

master: [peppy] Remove tester flag completely. ...

master: [peppy] Changes to BanchoBot targetting during IRC disable/enable and system restart. ...

Mar 13, 2011

master: [peppy] Fixed i412 sprite sorting regression. ...

master: [peppy] Improve image loading behaviour for song select, increase reliability. ...

master: [peppy] Fix i413 (Hitting random with only one beatmap breaks selection). ...

master: [peppy] Fix i410 (Cursor stays invisible after breaks end). ...

master: [peppy] Fix i194 (Offset wizard auto-download of tutorial endless loop). ...

master: [peppy] Strip out useless code from splash screen. ...

master: [mm201] Added glass and summary to AiMod window. ...

master: [mm201] Fixed crash when opening timing setup when there are no control points. ...

master: [peppy] Default skin refresh (cursor, stars etc.) ...

master: [peppy] Fix draw depth of dialog windows vs splash screen. ...

master: [peppy] Fix UAC breaking DirectX on separate threads. ...

master: [peppy] Fix osu! shortcuts not loading correctly. ...

master: [peppy] Reduce menu flashiness. ...

master: [peppy] Startup time improvements. ...

master: [peppy] Backwards compatibility for menu background display. ...

master: [peppy] Add in-game @osustatus display. ...
master: [peppy] Change test build criteria on bancho's end. ...
master: [peppy] Disable backup bancho support for now. ...
master: [peppy] Add bancho status overlay. ...
master: [peppy] Correct text offset for notification popups. ...
master: [peppy] Correct centering of main menu background. ...
master: [peppy] Fix i397 (Private messages shouldn't count as "channels"). ...

Mar 12, 2011

master: [Intermezzo] [osz2] Fixed another seeking problem in mapstreams. ...

Mar 11, 2011

master: [Intermezzo] [osz2] Made the "open osb in notepad" compatible with osz2. ...
master: [Intermezzo] [osz2] Fixed the extraction tool only extracting .osu files. ...
master: [peppy] Fixed i406 (Opening PM tabs after having disconnected closes them). ...
master: [peppy] Make file move operations more reliable in updater. ...
master: [peppy] Switch RNG back to System.Random. There seems to be some problem with the xor-shift algorithm. ...
master: [peppy] Minor improvements to startup initialisation order. ...
master: [peppy] Thread off splash screen, add a fade. ...
master: [peppy] Make updater more graceful at closing programs. No longer corrupts databases. ...
master: [peppy] Ensure corruption doesn't occur if osu! is forced to quit while still saving osu!.db. ...
master: [peppy] Minor splash screen fixes. ...
master: [peppy] Minor optimisations to scores.db saving. ...

Mar 10, 2011

master: [peppy] Fixed possible crash while processing beatmaps. ...
master: [peppy] Huge cursor sprite/implementation changes once again. ...
master: [peppy] Render splash screen at correct aspect ratio. ...

Mar 10, 2011

master: [Intermezzo] [osz2] Added key-encryption, and known-plain matching. ...
master: [peppy] Change audio buffering method to try and improve seek inaccuracy issues. ...
master: [peppy] Fix new cursor sticking in editor. ...
master: [peppy] Fix cursor not moving to correct location after switching skins. ...
master: [peppy] Minor hitObject sprite refresh. ...
master: [peppy] Make auto spinning more sane. ...
master: [peppy] Main menu graphics refresh. ...
master: [peppy] New cursor implementation (default skin only). ...
master: [peppy] Fix osu! calling itself incorrectly where executable name is not osu!.exe. ...
master: [peppy] Display a splash image while osu! is starting. ...
master: [peppy] Remove unnecessary registry access call. ...
master: [peppy] Make updater test build downloading more intuitive. ...

Mar 9, 2011

master: [Intermezzo] [osz2] Improved loading speed with beatmaps which contain video files. ...
master: [Intermezzo] [osz2] Mapstreams no longer require to load the complete file at

initialisation. ...

master: [peppy] Update installer dependency download locations. ...

master: [peppy] osu!Builder shows build errors on failure. ...

master: [peppy] Fix UAC elevation causing potential infinite loop of osu! hell. ...

master: [peppy] Re-implemented CBR mp3 optimisation (thanks to echo). ...

master: [peppy] Installer opens updater after running, correctly handles removing shortcuts on uninstall. ...

master: [peppy] Minor installation text changes. ...

[peppy] Automatically move [Duplicate] feature requests. ...

[peppy] Remove "user warning" icon from forum threads. ...

master: [peppy] Fix users only being clickable once. ...

master: [peppy] Correctly limit test build to supporters. ...

master: [peppy] Hitting 'esc' in updater opens osu!, rather than doing nothing. ...

master: [peppy] Added support for ctrl-backspace in text fields. ...

master: [peppy] Fix consistent chat causing some channels to not be rejoined. ...

master: [peppy] Fixed possible crash when toggling test build in updater. ...

master: [peppy] Updater shows new changelog display format. ...

[peppy] Added compact changelog display format. ...

master: [peppy] Fix /me not echoing locally. ...

master: [peppy] Temporarily disable non-vbr optimisations. ...

[peppy] Change public test build title screen link destination. ...

Mar 8, 2011

master: [peppy] Fix editor build process in osu!Builder. ...

master: [peppy] Fix two updater hard crashes. ...

master: [peppy] Fix osu! test builds not checking updates correctly. ...

master: [peppy] Change update metadata ordering to make it more sensible. ...

master: [peppy] Change test build text to clearly state that only supporters can use it. ...

master: [peppy] Minor updater metadata changes. ...

[peppy] Added confirmation before using kudosu/votes. ...

[peppy] Added prioritised feature requests. Improved kudosu topic display and security. ...

master: [peppy] Moderate #osu during final seconds of bancho restart countdown. ...

master: [peppy] Fix irc clients displaying |osu suffixes. ...

master: [peppy] Automatically apply moderated mode to #announce at startup. ...

master: [peppy] Add arbitrary delay before bancho allows connections. ...

master: [peppy] Updater icon re-render, looks more correct on vista+. ...

master: [peppy] Fixed form threading bug in updater. ...

master: [peppy] Updater window layout improvements. ...

master: [peppy] New updater icon. ...

[peppy] Fixed typo in beatmap submission code causing incorrect icons to be set. ...

Mar 8, 2011

[peppy] Hide account standing section of profile page when it is of no use to the user. ...

master: [peppy] osu!Builder: reliable build process to make happiness and new builds everywhere. ...

master: [peppy] Remove all pre-build and post-build operations. ...

master: [peppy] BSDiffer should use bzip2. ...

master: [peppy] Improvements to update process. ...

master: [peppy] Correctly open URLs from changelog page. ...

master: [peppy] By popular demand, allow hiding of the scoreboard in multiplayer matches. ...

Mar 7, 2011

master: [peppy] Always send admin actions to #bat, not the channel they are typed in. ...

Mar 4, 2011

[peppy] Fix pagination/sorting when filtering by played or unplayed on beatmap listing. ...

Mar 3, 2011

[peppy] Add mode selection on beatmap listing when filtering by played/unplayed. ...

master: [Intermezzo] [osz2] Fixed seeking in encrypted mapstreams not working properly. ...

Mar 2, 2011

master: [peppy] Restore basic profile viewing functionality. ...

master: [peppy] Fixed some more VBR playback issues. ...

master: [mm201] Dialog refresh (support for Windows 7 Aero). ...

master: [mm201] Fixed crash when selecting an object whose combo colour index is vastly out of range. ...

Mar 1, 2011

master: [mm201] Timing Setup dialog refresh. ...

Feb 28, 2011

[peppy] Contest results refactoring part 2. ...

[peppy] Contest results touch-ups and huge refactoring. ...

master: [Intermezzo] Fixed osz beatmaps not always detecting changes. ...

master: [Intermezzo] [osz2] Better seeking support in encrypted streams (but still not completely fixed) ...

master: [Intermezzo] [osz2] Fixed scores being updated twice ...

Bancho: [mm201] Fixed broken mibbit banmask. ...

Feb 26, 2011

[peppy] Fixed highlighting on the country ranking pages being incorrect. ...

master: [peppy] [osz2] Fixes crashes on trying to update osz2, but updates for non-osz2 packages are totally broken (and seem to trigger multiple times). ...

master: [Intermezzo] [osz2] Encrypted mapstreams are now seekable. ...

Feb 25, 2011

master: [Intermezzo] [osz2] Added a serverside conversion method for existing osz beatmaps. ...

master: [Intermezzo] [osz2] Added title and artist information to osz2 filenames. ...

Feb 24, 2011

[peppy] Changed email sender to have a nice name. ...

master: [mm201] Finished cleanup of Song Setup. ...

Feb 23, 2011

[Echo] Fixed star/bubble disappearing if the first post is edited from forum. ...

[peppy] Fixed profile "Become friends" links not working on some scenarios. ...

master: [peppy] Fixed an issue with VBR mp3 playback. ...

master: [mm201] Ctrl+shift+P in the editor opens the timing window audio tab. ...

master: [mm201] Fixed crash on hitting F6 over an inherited section. ...
master: [mm201] Lazy Move All Elements adjustments ...
master: [mm201] Fixed editor not asking to save when adding a timing point. ...

Feb 22, 2011

master: [peppy] [osz2] Changed BSS default messaging for creator's words. ...
master: [peppy] [osz2] Improved BSS time remaining display and estimation. ...
master: [peppy] [osz2] Fix unhandled error if initial submission fails after cached submission. ...
master: [peppy] [osz2] Web: always send remaining beatmap quota. ...
master: [peppy] [osz2] BSS shows more informative info before the submission process begins.

...

master: [Intermezzo] [osz2] Fixed checking if the server has a osz2 package available not always giving reliable results. ...
master: [Intermezzo] [osz2] Only convert the beatmap to osz2 if the server has a Osz2-package available for that beatmap. ...
master: [Intermezzo] [osz2] Fixed updating no-video beatmaps causing the songselection to crash. ...
master: [Intermezzo] [osz2] Fixed incorrectly informing there are updates available in some cases. ...
master: [Intermezzo] [osz2] Fixed Osu!direct not working correctly when P2P is disabled. ...
master: [Intermezzo] [osz2] Fixed a full beatmap-listing process crashing when cachefiles are changed. ...
master: [Intermezzo] [osz2] Fixed the beatmap-submission not always retrieving the beatmapset-ID resulting in duplicate submissions. ...
[Intermezzo] [osz2] The beatmap download-page now supports osz2 files. ...
master: [Intermezzo] [osz2] No-video versions are now automatically generated after submission. ...

Feb 21, 2011

master: [peppy] Fixed nullref crash when a player leaves a tag coop game mid-way. ...
[peppy] Slight tidying to support page. ...
[peppy] Fixed beatmap info pages displaying incorrectly on some browsers depending on creator's text. ...
[peppy] Fanart contributors' usernames are now clickable. ...
[peppy] Brought the fanart gallery back to life! <http://osu.ppy.sh/p/gallery?g=fanart> ...
[peppy] Donation script fixes to correctly handle pending transactions. ...
master: [mm201] Reduced flicker on the timing panel. ...
master: [mm201] Fixed some timing panel regressions. ...

Feb 20, 2011

master: [mm201] Added filters to show only inheriting/non-inheriting timing sections. ...
master: [mm201] Complete timing dialog rewrite ...
master: [mm201] Hack to fix wrong dialog fonts in some cases ...
[peppy] Re-implement static content cache control. ...
master: [peppy] [osz2] Dispose of packages as early as possible to avoid GC conflicts. ...
master: [peppy] [osz2] Delete temporary files on BSS cancel. ...
master: [peppy] [osz2] Make sure we have a previous version before entering update mode. ...

master: [peppy] [osz2] Fix hard crash on cancelling a BSS dialog. ...
master: [peppy] [osz2] Fix index out-of-bounds error on first submission of a new map. ...
Feb 19, 2011

master: [peppy] MySql connector version bump. ...
master: [peppy] Don't clear channel history when osu! gets disconnected. ...
master: [peppy] Remove backup bancho connection mode. ...
master: [peppy] Huge optimisations to audio loading code (no longer requires memory allocation of full file). ...
master: [peppy] Fix song select background turning black on unmapped songs. ...
master: [peppy] Fix unmapped songs disappearing on returning to song select after a refresh. ...

Feb 18, 2011

master: [Intermezzo] [osz2] Removed the testdatabase compatibility from osz2-download. ...
master: [Intermezzo] [osz2] Made the osu project files 64 bit compatible to allow the compilation of the osz2-submission webservice. ...
master: [Intermezzo] Fixed a nullreference exception when the socket closes when doing a http-post. ...
master: [peppy] Multiplayer history display fixes. ...
[peppy] Added ban history display on profiles. ...
master: [Intermezzo] [osz2] Removed debug error reporting from the osz2-submission. ...
master: [Intermezzo] [osz2] Fixed the osz2-submission not creating any associated beatmap-topic. ...
master: [Intermezzo] [osz2] Fixed thumbnails not getting generated. ...
master: [peppy] Fixed mp3 filenames with [or] not creating audio previews correctly. ...
[peppy] Fixed screenshots not displaying. ...

Feb 17, 2011

[peppy] Fix country ranking sorting criteria occasionally being set incorrectly. ...
[peppy] Fix redirects from osu-game.com and osu-me.com not working correctly with cookies. ...
[Echo] Changed theme and album pack listing to sort alphabetically. ...
[peppy] Added ability to filter the beatmap listing by played (supporter only). ...
[peppy] Improvements to UCP all-round. ...

Feb 16, 2011

[Echo] Changed pack category selection to tabs. ...
[Echo] Split beatmap pack listing into categories. ...
[peppy] Removed ambiguity in account standing section. ...
[peppy] Improved messaging to banned users. ...
[peppy] Added administrator support for score resetting. ...
[peppy] Added 'banned' stamp on banned accounts. ...
[peppy] Minor improvements to avatar selection page. ...
[peppy] Show avatar in website header (and allow changing it easier). ...
[peppy] Better handling of users with no avatar. ...
[peppy] Account standing is visible to logged in user. Administration improvements. ...
master: [mm201] In Song Setup, show the difficulty setting number as a tooltip. ...

[peppy] Updates to ranking submission. Better ban handling. ...
Feb 16, 2011

[peppy] Show account standing (ban status) on each level. Currently visible to admins only. ...
master: [peppy] Handle banned status before inactive account when bancho is explaining to user. ...

master: [mm201] Combo colour picker overhaul ...
Feb 15, 2011

master: [peppy] Startup performance optimisations. ...
master: [peppy] Change default client permissions when Bancho is run in offline mode (old change, not committed). ...

master: [peppy] Add a delay between client connections (old change, not committed). ...

master: [peppy] Don't force IRC clients to join #announce. ...

master: [peppy] Don't apply filtering of words to #bat. ...

master: [peppy] Don't trim spaces from chat messages (was quite unnecessary). ...

[peppy] Another front-page video template (used for top2010). ...

Feb 14, 2011

master: [peppy] Database structure updates. ...

[peppy] Profile admin updates, plus a few null checks. ...

[peppy] Fixed topic titles not being editable. ...

[peppy] Add new mirrors to rotation. ...

Feb 13, 2011

[peppy] Initial user admin stats added. ...

[peppy] Fix score reporting not storing the game mode. ...

[peppy] Fix "Re:" not showing up in some cases it should. ...

[peppy] Added ability to report foul play on scores (cheating etc.) ...

Feb 12, 2011

master: [Intermezzo] [osz2] Added audio-preview and thumbnail support for osz2 beatmaps. ...

master: [Intermezzo] [osz2] Fixed no-video downloads not functioning properly. ...

master: [Intermezzo] [osz2] Fixed the function HasVideoData from the osz2-webservice always returning false

master: [Intermezzo] [osz2] Fixed osu! loading cached osz2 beatmaps used for submission. ...

Feb 11, 2011

master: [Intermezzo] [osz2] Fixed inconsistent parsing in the submission service while gathering information from the osu file. ...

master: [Intermezzo] [osz2] Data relocation of the osz2-webservice. ...

master: [Intermezzo] [osz2] Fixed unranked beatmaps automatically getting converted to osz2. ...

master: [Intermezzo] Fixed editor shortcuts getting activated while submitting beatmaps. ...

master: [Intermezzo] [osz2] Fixed incomplete submissions not automatically getting deleted. ...

Feb 10, 2011

[peppy] Added custom 404. ...

[peppy] Load manual mirroring page faster. ...

[peppy] Slight revamp of the download page to bring it a bit more up-to-date. ...

[peppy] Update community videos link to a new source. ...

[peppy] Cache more elements of the front page. ...
[peppy] Forum index clean-up. ...
[peppy] Add ability to disable replay submission server-side for future recovery periods. ...
[peppy] Remove an expensive and unnecessary db query. ...
[peppy] Clean up new topic notification email contents. ...
[peppy] .htaccess updates (been a while, oops). ...
[peppy] Update irc address on front page. ...

Feb 9, 2011

master: [Echo] Banchobot no longer accepts empty reports (via !report). ...
master: [mm201] Open difficulty dialog adjustments ...
master: [mm201] Fixed top-level controls of dialog boxes losing their font weight. ...
master: [mm201] Fixed Segoe UI font missing error experienced by some people who don't know how to use computers. ...
master: [mm201] Fixed login dialog being resizable ...
master: [mm201] Scale dialog now opens in the centre of the main window. ...
master: [mm201] GotoTime dialog overhaul ...

Feb 8, 2011

master: [Intermezzo] [osz2] Added a submission constraint for playing old osz beatmaps. ...
master: [Intermezzo] [osz2] Fixed no-video beatmaps turning into video versions after updating.

...

master: [Intermezzo] [osz2] Slightly improved performance when decrypting streams. ...
master: [Intermezzo] [osz2] Fixed not loading videodata because of inconsistent hashing. ...
master: [peppy] Restore flashlight ranking. ...

Feb 1, 2011

master: [mm201] Hide the native resolution if it's taller than 4x3 or wider than 16x9. ...
master: [mm201] Cheap dirty hack to make SB load more accurate with sprites scaled larger than the screen. ...

Jan 23, 2011

master: [peppy] Improvements to client registration process (less time spent locking, less iteration). ...
master: [peppy] Finer control of user stats cloning depending on use-case. ...
master: [peppy] Improvements to the central FindUser function of bancho. ...
master: [peppy] Minor performance bump on channel list cloning. ...
master: [peppy] Less object creation by sharing serialisation writers on a between clients (on a worker level). ...
master: [peppy] Finer real-time control over the updates-per-second rate of bancho. ...
master: [peppy] Fix ban/admin mask case-sensitivity issues. ...
master: [peppy] Remove the need for regex matching completely when checking ban/admin matches. ...
master: [peppy] Moved some user profile display code around. ...
master: [peppy] Mass bancho improvements. Less use of accurate timestamp, less object creation, less database time. ...
master: [peppy] Improvements to userstat packet caching. ...
master: [peppy] Make sure a scheduled delegate can't bring bancho to a halt. ...

Jan 21, 2011

master: [peppy] Handle re-associating osu! in a much more efficient manner. ...

Jan 20, 2011

master: [peppy] Make bancho threads more active. ...

master: [peppy] osu! client error handling improvements and option to not send status updates. ...

master: [peppy] Async sends for IRC clients too. ...

master: [peppy] Copyright 2010 -> 2011 in osu! client. ...

[peppy] Added quick reply form to topic pages. ...

Jan 19, 2011

[peppy] Return of Country Ranking by popular demand! Limited to top 50 for now. ...

[peppy] New front page video (top players 2010 by Lunah). ...

[peppy] Change video mirror location. ...

Jan 17, 2011

[peppy] Mod Master badges. ...

[peppy] Added modular judging interface for beatmap contest system. ...

[peppy] Minor forum changes (page display style). ...

[peppy] Fix re-ranking process to no longer break. ...

[peppy] Multiplayer history shows games in progress. ...

[peppy] Multiplayer history shows cooperative team scores correctly. ...

Jan 16, 2011

master: [peppy] Bancho untested changes. ...

Jan 15, 2011

master: [mm201] AiMod will detect sliders that double back and stay in the same spot too long. ...

Jan 14, 2011

Bancho: [mm201] Fixed most recent mod queue results not showing up for a bit. ...

Jan 13, 2011

[peppy] Initial public release of Multiplayer History display. ...

master: [peppy] Ctrl-Shift-0 switches to test bancho server. ...

Jan 12, 2011

master: [peppy] Huge improvements to registry/association handling. ...

Bancho: [mm201] Added !request list command for 10 most recent. ...

Bancho: [mm201] Assorted !request fixes ...

master: [peppy] Make main menu banner clickable. ...

Jan 11, 2011

[peppy] Changed format of play count display on header. ...

[peppy] Performance improvements for beatmap listing display. ...

[peppy] Change inactive username length to 1.5 years (for username changes/takeovers). ...

[peppy] 2010 -> 2011. ...

[peppy] Improve ban behaviour. ...

[peppy] Allow title screen images to link to a location. ...

[peppy] Fix subjects not displaying on forum index correctly in some cases. ...

Jan 9, 2011

master: [mm201] Use a character illegal in IRC names (@) for ignore list syntax. ...

Jan 7, 2011

Bancho: [mm201] Added random mod request function to BanchoBot. ...

master: [mm201] Major chat ignore list improvements: persistent ignore lists and the option to ignore highlights and PMs. ...

Jan 5, 2011

master: [Echo] Removed the message about different slider types from the editor tips. ...

Dec 30, 2010

master: [Echo] Server filters "!report" and sends to BanchoBot only. ...

master: [Echo] Changed resource path from absolute to relative. ...

master: [mm201] Fixed resolution dropdown not updating properly when returning to windowed mode from fullscreen. ...

master: [mm201] Fill the editor's resolution list the same way as in Options. ...

master: [mm201] Forbid setting the desktop resolution in windowed mode. (Windows won't allow it anyway.) ...

Dec 24, 2010

master: [mm201] Fixed and improved slider init checks. ...

master: [mm201] Compatibility option to force slider rendering method ...

master: [mm201] Fixed crash on playing a corrupt beatmap with a break before the first object. ...

Bancho: [mm201] mibbit-aware anti-spam bans ...

Dec 24, 2010

Bancho: [mm201] Updated mibbit IP address list for !kills. ...

master: [mm201] In triple taiko drumrolls, make every third tick yellow (instead of every 4th). ...

master: [mm201] Added a filetype icon for beatmaps. ...

master: [mm201] Show slider multipliers as 'x sm' instead of 'x bpm'. ...

master: [mm201] Fixed holding down ctrl+shift+s opening a bunch of scale dialogs. ...

master: [mm201] Phasing out AwfulGISliders for good this time. ...

Dec 22, 2010

[Echo] Best of 2010 voting pages. ...

Dec 21, 2010

[Echo] Fixed possible bug with reranking. ...

Dec 17, 2010

master: [mm201] Hide AiMod spacing errors for taiko-specific maps. ...

master: [mm201] Replace default slider multiplier choices with 0.75x, 1.0x, and 1.5x. ...

master: [mm201] Rewrote said optimization in a reliable way. ...

master: [mm201] Temporarily remove a slider optimization which was causing issues. ...

master: [mm201] Fixed crash when attempting to watch a replay and the database is in turmoil.

...

Dec 8, 2010

master: [mm201] Fixed slider tracks not drawing to 100% length in some cases. ...

Dec 7, 2010

master: [peppy] Version bump. ...

Dec 5, 2010

master: [mm201] Fixed spinners losing their new combos after undo. ...

Dec 2, 2010

[peppy] Remove display of "post subject" across the board. ...

[peppy] Remove display of "post subject" across the board. ...

Nov 30, 2010

[peppy] Beatmap Contest System (submission phase). ...

Nov 29, 2010

master: [mm201] Fixed crash on adding new combos in special circumstances. ...

master: [mm201] The fruits always fly off the pan when completing a spinner. ...

Nov 28, 2010

master: [mm201] Fixed scale dialog maxing at 1x when all the selected objects lie on one of the component axes. ...

master: [mm201] Key combo (ctrl+shift+s) for scale dialog ...

Nov 27, 2010

[peppy] Made reactivation process a bit more intuitive. ...

master: [mm201] GridSizes >=> 1; ...

Nov 26, 2010

master: [mm201] Fixed choppy/uneven slider snaking animation in some cases. ...

master: [mm201] Fixed poor rendering of sliders with sharp corners. ...

master: [mm201] More consistent segment spacing for linear peppy slider pieces ...

Nov 25, 2010

master: [peppy] Version bump. Public release. ...

master: [peppy] Translation updates integrated from pTransl. ...

master: [peppy] Fixed spinner rpm displaying in editor. ...

master: [peppy] Fix dud menu item in edit mode. ...

master: [peppy] Fix slow animations (regression). ...

master: [peppy] Kiai improvements for taiko. Reduction in kiai glow overall. ...

master: [peppy] Fix a freeze when an animation does not get a correct frame delay. ...

master: [peppy] Updated countdown and comboburst sprites for default skin. ...

master: [peppy] Fix taiko sound additions playing incorrectly. ...

master: [peppy] Fix taiko spinner reading from wrong sources. ...

master: [peppy] Version bump. ...

master: [peppy] Fix incorrect data types for new taiko sounds. ...

master: [peppy] Allow forcing osu! to exit without reporting error (in cases it may get stuck). ...

master: [peppy] Fix some minor bugs with localisation download process. ...

master: [peppy] Change default behaviour of taiko skin choice. ...

master: [mm201] Require that either a spinner or the first object after have a new combo. ...

master: [peppy] Taiko large blue hits now play whistle samples. ...

master: [peppy] Added taiko mode specific hitsounds. ...

master: [peppy] Update to large taiko hit graphics (made more prominent). ...

master: [peppy] Fix taiko slider vertical alignment of bar portions. ...

master: [peppy] Slight increase in size of input box for local username at ranking screen. ...

master: [peppy] Refactored localisation files to correctly work in public builds. ...

Nov 24, 2010

master: [mm201] AiMod warns if there's no new combo on or after a spinner. ...

master: [mm201] Spinners may optionally not have new combo markers. ...

Nov 23, 2010

master: [peppy] Disable warning arrows and countdown in taiko mode. ...

master: [peppy] Slightly improve the feel of the taiko spinner animation when hit. ...

master: [peppy] Reduce glow effect on taiko HP bar. ...

master: [peppy] Fix spinner elements showing in editor that shouldn't be. ...

master: [peppy] Handle disabled mods in a more elegant way client-side. ...

Nov 22, 2010

master: [peppy] Remove notification when taiko skin is not available. ...

master: [peppy] Disable beatmap-level spinner overrides for taiko mode. ...

master: [peppy] Updated taiko drum look for default skin. ...

master: [peppy] Change spinner-osu location and effect for taiko mode. ...

master: [peppy] Re-align taiko spinner warnings to be in the correct place on the taiko bar. ...

master: [peppy] Allow buttons to resize if the length of text exceeds the dimensions specified. ...

master: [peppy] Added warning icon for taiko spinners. ...

master: [peppy] Improvements to taiko spinner display. ...

master: [peppy] spinner-osu replaces spinnerbonus for taiko mode. ...

master: [peppy] Spinners play spinner-osu when they complete (no default). ...

master: [peppy] New taiko flower style (taiko-flower-group.png behind pippi-don). ...

master: [peppy] Fix taiko scroller disappearing after skipping long intros. ...

master: [peppy] Fix taiko hp bar loading animated fill in wrong order. ...

Nov 19, 2010

master: [peppy] Resigned cat-mull and linear slider types. Farewell; you have both served us well over the years! ...

master: [peppy] Remove hit lighting when in taiko mode. ...

Nov 18, 2010

master: [peppy] Localisation specific fixes. ...

master: [peppy] Add script for uploading all localisation resources. ...

master: [peppy] Remove untranslated strings from localisation files. ...

master: [mm201] Fixed resolution dropdown always displaying "custom". ...

master: [peppy] Super duper taiko graphics update (with fixes too)! ...

master: [peppy] Always ignore beatmap level skin for taiko sprites (for the time being). ...

Nov 16, 2010

master: [peppy] Highlights are logged to #highlight even from the active channel. ...

master: [peppy] Fixed remaining language/country codes. ...

master: [peppy] Added new languages to language drop-down. ...

master: [peppy] Fix drop-down menus not always getting click/hover focus. ...

Nov 15, 2010

master: [peppy] Fix forced inactive accounts still being able to connect to bancho. ...

master: [peppy] Support options screen language changing. Added new translations. ...

master: [peppy] Fix taiko mode using custom beatmap sprites where they look bad. ...

master: [peppy] Semi-widescreen support for osu!direct. ...

master: [peppy] Fixed skin select interface when using widescreen resolutions. ...
Nov 7, 2010
[peppy] Improved efficiency of beatmap downloads (local server). ...
[peppy] Changed minimum version required for score submission. Other minor security improvements. ...
[peppy] Remove "view online users" page altogether. ...
Nov 5, 2010
master: [mm201] Open .osb in Notepad ...
master: [mm201] Fixed custom samplesets turning off when you enter Song Setup if all of them are C2. ...
master: [mm201] Fixed inheriting sections having the wrong time signature in some situations. ...
Nov 4, 2010
master: [mm201] More details in the error box when an osb fails to parse ...
Nov 2, 2010
master: [mm201] Fixed i369: HP does not drain in test mode ...
master: [mm201] Stopgap fix for coordinate ticker crash (cause yet unidentified) ...
Oct 30, 2010
master: [mm201] Fixed osb file stream not closing in case of an osb parser error ...
Oct 29, 2010
master: [peppy] New song rating initial changes (may not work). ...
master: [peppy] Completed localisation of options screen. Moved some common strings to share song select values. ...
master: [peppy] Added partial i18n support for Options (Audio tab). ...
Oct 29, 2010
master: [peppy] Added partial i18n support for Options (Input tab). ...
Oct 27, 2010
master: [peppy] Allow events to be moved to a different depth in storyboard editor. ...
master: [peppy] Fixed issues with background/loops disappearing when using undo/redo in editor. ...
master: [peppy] Fix undo/redo causing very strange storyboard reordering issues. ...
master: [peppy] Minor editor optimisations for storyboarding. ...
master: [peppy] Fix hard crash when swapping primary audio devices. ...
master: [peppy] Fix a misplaced newline character regression. ...
Oct 26, 2010
master: [peppy] Fixed i380 (Spectator list incorrectly shows up in test mode). ...
master: [peppy] Fixed i378 (Objects jump when dragged in the timeline). ...
master: [peppy] Remove menu kiai time when paused (i371). ...
master: [peppy] Fix menu kiai time activating in unwanted cases (i371). ...
master: [peppy] Fixed i379 (Drag events happen immediately on click on OpenGL). ...
Oct 25, 2010
[peppy] Speed hacks for ACP. ...
[peppy] Fix i377 ([Online profiles] Most played game mode not defaulting to CtB). ...
master: [peppy] Added partial i18n support for Options (Online tab). ...

Oct 23, 2010

master: [mm201] Added support for metronomes up to 7. ...
master: [mm201] This should fix a crack inside RJ's sliders. ...
master: [mm201] Removed secret second back button from multiplayer lobby. ...
master: [peppy] Fixed timing window ordering gone wrong. ...
master: [peppy] Fixed online ranking not working in some cases. ...
master: [peppy] Song select screen fully localised (bought up-to-date really). ...
master: [peppy] Prepare texture strings as literals #i18n. ...
master: [peppy] Minor bancho database bugfix. ...
master: [peppy] Fix string format bug in net code. ...
master: [peppy] Fix regression causing multiple timing section edits to be impossible. ...

Oct 21, 2010

master: [mm201] Added a tool to scale the spacings of selected hit objects by some factor. ...
master: [mm201] Adjusted metronome blinky lights to show arbitrary time signatures. ...
master: [mm201] Fixed missing metronome bleeps for time signatures > 4. ...
master: [mm201] Second attempt unwrapping RandomJibberish's sliders ...

Oct 15, 2010

master: [peppy] Gracefully handle osz2 conversion on a database level. ...
master: [peppy] Reworking of internal beatmap tree storage to support osz and osz2. ...

Oct 14, 2010

master: [peppy] Moving forward towards osz2 folder/file management support. ...
[peppy] Fixed maps with no thumbnail not getting placeholder. ...

Oct 13, 2010

[peppy] Fix audio preview generation for filenames with weird characters. ...
[peppy] Fix thumbnail generation for filenames with weird characters. ...
master: [peppy] Basic Bancho UDP support (authentication only). ...
master: [peppy] Make IRC connections more resilient. ...
master: [peppy] Better buffering of blocking sends to osu! clients. ...

Oct 12, 2010

master: [peppy] Improve performance of beatmap lookups by id (reduce lag on song select load?). ...
master: [peppy] Improve queue rollback reliability (outgoing from osu!). ...
master: [peppy] Main menu kiai support. ...
master: [peppy] Improve queue rollback reliability for osu!/irc clients (outgoing from bancho). ...
master: [peppy] Change locking mechanism for irc message dispatch. ...
master: [peppy] Configurable port assignment for bancho. ...
[peppy] Made login process more logical. ...
[peppy] Limit font sizes used on forum to readable llimitations. ...
master: [peppy] Fixed i368 (Inherit Timing Section issue). ...
master: [peppy] Fixed minor alignment issues with timing setup dialog. ...
master: [peppy] Ignore case when joining channels (IRC). ...
master: [peppy] Improved bancho brute-force protection. ...

Oct 11, 2010

[peppy] Fix case where negative ratings are zero. ...

[peppy] Fix alignment of tab icons. ...
[peppy] Remove "Live Feed" link from header and redistribute space. ...
[peppy] Display beatmap ratings as +/- rather than a number. Very primitive implementation. ...
[peppy] Minor graphical change to fail time graph. ...
[peppy] Beatmap info page tabs display difficulty icon and go to correct mode. ...
master: [peppy] Score submission improvements. ...
[peppy] Make brute force password attacks ineffective. ...
[peppy] Clean up unneeded/outdated web files. ...
[peppy] Ranking fixes and updates. ...
Oct 10, 2010
[peppy] Kudosu distribution bugfix. ...
master: [mm201] Timing setup list shows two decimal places for slider multipliers ...
Oct 8, 2010
master: [mm201] Fixed crash on entering the SBE when the storyboard contains an object with no filename ...
Oct 5, 2010
master: [mm201] Editor Compose coordinate ticker shows sliderpoint coordinates ...
master: [mm201] Removed leading silence from countdown samples ...
Oct 4, 2010
[peppy] MAT forum permissions added. ...
[peppy] Global moderators -> Global Moderation Team ...
Oct 3, 2010
master: [peppy] Fix rounding accuracy of DistanceSpacing in .osu files. ...
Sep 29, 2010
master: [mm201] Fixed some objects being wrongly reported as spinners in beatmap listing. ...
Sep 27, 2010
master: [mm201] Fixed i125 by making the Add Section button smarter about the offset it picks. ...
...
master: [mm201] Fix #2 for i327: Kiai and sampleset changes not refreshing in timing setup. ...
master: [mm201] Fixed i360: OpenGL drag start coords wrong. ...
master: [mm201] Fixed i363: jpeg skin elements deemed unnecessary by BSS. ...
[peppy] More automatic beatmap mirroring. ...
Sep 22, 2010
master: [mm201] Fixed drawing taiko sliders at the wrong length. ...
[peppy] Fix beatmaps with [or] in titles. ...
[peppy] Formatting fixes to download rejection page. ...
master: [peppy] Version bump. ...
master: [mm201] Fixed taiko slider note timing issue ...
Sep 13, 2010
master: [mm201] Fixed distance spacing status being wrong for out-of-order selections. ...
Sep 12, 2010
master: [mm201] Hide distance spacing status if an involved object is a spinner. ...
master: [mm201] Fixed sliderpoint jump issue when dragging caused by previous hit object jump fix. ...

Sep 8, 2010

[peppy] Changed shades of MAT colour fading. ...

[peppy] Increase mirror download allowance slightly. ...

[peppy] Updates to team listing. ...

[peppy] Update colours for forum threads correctly (plus minor load optimisations). ...

Sep 7, 2010

master: [peppy] Volume controls are customisable. ...

master: [mm201] Fixed crash on moving a non-inheriting section past an inheriting section in timing tab. ...

master: [mm201] Tweaks to the combo reordering menu ...

master: [mm201] Hit object sampleset changes are applied 5ms early. ...

master: [peppy] Load skin selection screen to page of skins which includes the currently selected skin. ...

Sep 6, 2010

master: [mm201] Attempt #2 at fixing 1px jumps when dragging objects out of grid snap. ...

master: [mm201] New ticker in Editor Compose showing object/cursor coordinates and distance spacing. ...

master: [mm201] Stricter break timing restrictions ...

master: [mm201] Added a dropdown menu to pick a colour per combo. ...

master: [peppy] Bancho recognises inactive accounts / account-wide bans. ...

master: [peppy] Allow null fields in osz2 metadata pairs. ...

master: [peppy] Fix for case where deletion of old folder is required after osz2 conversion. ...

master: [peppy] Added support for random ordering of combo bursts (ComboBurstRandom:1 in skin.ini under [General]). ...

master: [peppy] Fix for i359 (Background line is removed in SB special case scenario). ...

Sep 5, 2010

master: [peppy] Added game-wide support for unicode artist and title metadata. Not yet displayed. ...

master: [peppy] Removed some obsolete backwards compatibility code. ...

master: [mm201] AiMod reports when two objects are less than 10ms apart. ...

master: [peppy] Fix crashing on joining multiplayer games. ...

master: [peppy] Fix for a possible overflow bug when joining multiplayer games. ...

Sep 3, 2010

[peppy] MAT member usernames now have fading colours. ...

master: [peppy] Epilepsy thumbnail overlay image. ...

[peppy] Fixed profile page kudosu links to link directly to post. ...

[peppy] Updates to score submission to support new osu! build and make old builds obsolete. ...

[peppy] Improve colour coding/sizing of online users list. ...

[peppy] Fix thumbnail/preview generation for maps with strange characters in filename. ...

[peppy] Order achievements in a more logical fashion. ...

[peppy] Minor changes to download rates from main server. ...

master: [mm201] Fixed toon slider tracks being the wrong colour in tag multi. ...

master: [peppy] Fix for tag-team mp crash. ...

master: [mm201] Fixed broken beatmaps with 'Custom Override #3' set causing a crash. ...

master: [mm201] Hopefully fixed RandomJibberish gift wrap sliders?? ...

master: [peppy] Changed SB overdraw metric until specifics are more known. ...

master: [peppy] Minor song setup alignment fixes. ...

master: [peppy] Added /away command help to /help display. ...

master: [peppy] Reload last editor mode after returning from test mode. ...

master: [peppy] SB Loading is visible in editor (design mode) and test mode. ...

Sep 2, 2010

master: [peppy] Discern between uploads and updates in messaging. ...

master: [peppy] Discern between uploads and updates in messaging. ...

master: [peppy] Moved progress text to more visible location. Added ETA for diff process. ...

master: [peppy] Editor menu improvements. Better prompting when clearing all notes/saving new difficulties. ...

master: [peppy] Fix osu! not always getting focus after beatmap submission dialog closes. ...

master: [peppy] Minor cosmetic UI fixes for forum post dialog. ...

master: [peppy] Third step of BSS process dialog refresh (fully submits). ...

master: [peppy] Second step of BSS process dialog refresh (currently won't submit). ...

master: [peppy] Initial step of BSS process dialog refresh. ...

master: [peppy] Fixed spacing on timing dialog. ...

master: [peppy] Fix new maps displaying stupid metadata at song select when selected. ...

master: [peppy] Fix crash on entering editor with new map. ...

master: [peppy] AiMod treats too many slider multipliers as an error rather than a warning. ...

master: [peppy] Prohibit osz2 submission cache files from ever being considered beatmaps. ...

master: [peppy] Only reload full beatmap when necessary. ...

master: [peppy] Fix upload size limits for new submission. ...

master: [peppy] Fix music getting unloaded during osz2 submission process. ...

master: [peppy] More stable thread handling during osz2 submission. ...

Sep 1, 2010

master: [mm201] Fixed windowed resolutions larger than the desktop being offered, added native resolution to the fullscreen list. ...

master: [mm201] Fixed i322: New map uses custom hitcircle colors from the last opened map ...

master: [mm201] Fixed custom breaks reverting on file/open and song setup. ...

Aug 30, 2010

master: [peppy] Epilepsy warning does not display in test mode, and fades out faster. ...

master: [Intermezzo] [osz2] Osu! now detects osz2 packages with metadata changes and allows them to be updated. ...

master: [Intermezzo] [osz2] When opening the osu file in notepad from the editor the beatmap is automatically extracted to a temporary folder. ...

master: [Intermezzo] [osz2] Disabled save options when opening a osz2 package in the editor. ...

master: [Intermezzo] [osz2] fixed osu! crashing when trying to open an other difficulty inside the editor. ...

Aug 29, 2010

master: [Intermezzo] [osz2-submission] Fixed the new submission not checking for filesize limits. ...

master: [Intermezzo] [osz2] Made mirror codebase to be compatible with osz2. ...

Aug 29, 2010

master: [Intermezzo] Added a osz2 extraction method for pending beatmaps. ...

master: [Intermezzo] [osz2] Added genre, language and UtfTitle to the metadata. ...

master: [Intermezzo] [osz2] Added a new filelocking mechanism and made osz2 as thread-safe as possible. ...

Aug 28, 2010

master: [Intermezzo] [osz2] The file integrity test no longer checks the body/data stream. ...

master: [Intermezzo] [osz2] Added no-video support for osz2 files. ...

master: [Intermezzo] [osz2] Changed fileorder to always add the video at the end of the datastream. ...

Aug 27, 2010

master: [Intermezzo] [osz2] Local Osz2 maps can now be updated from the osu!client. ...

master: [Intermezzo] [osz2-webservice] Fixed GetFileInfoList not returning the DataOffset. ...

Aug 26, 2010

master: [Intermezzo] [osz2-submissionservice] Fixed webmethod attribute not added. ...

master: [Intermezzo] [osz2-webservice] Added the serverside part of the non-p2p updating mechanism. ...

master: [Intermezzo] [osz2-submission] Added API to get the raw osz2 header to the osz2-webservice ...

master: [mm201] Fixed i355 - Hit objects out of order in editor. ...

master: [mm201] Fixed NullReferenceException on attempting to play a map with no breaks. ...

Aug 25, 2010

master: [Intermezzo] [osz2-submission] Added several new web-methods related to file content processing to the osz2-webservice. ...

master: [Intermezzo] [osz2] Mapstreams can now seek (but have the limitation that the position must be a multiple of 4). ...

master: [Intermezzo] [osz2] Mappackage now caches and stores the MD5 hashes of containing files. ...

master: [Intermezzo] [Osz2-submission] Fixed authenticate_creator being defined twice. ...

Aug 24, 2010

master: [mm201] Menu items to reset breaks and combo colours ...

master: [mm201] Taiko drumrolls are triple instead of double with triple tick rates. (new maps) ...

Aug 23, 2010

master: [mm201] Important .osu v8 drain rate fix. ...

master: [mm201] Breaks can now be dragged around in the timeline. ...

master: [mm201] Fixed 1px jumps when dragging objects around out of grid snap? ...

master: [mm201] Adjust the countdown's timing by a couple beats. ...

master: [mm201] Hold down Ctrl to double the rate of metronome bleeps. ...

master: [Intermezzo] [osz2-submission] Added audio preview and thumbnail generation. ...

master: [Intermezzo] [osz2-submission] Improved error handling on the osu!client. ...

master: [Intermezzo] [osz2-web] Reorganized some code and moved reusable code to include.bmsubmit.php. ...

master: [Intermezzo] [osz2-submission] Added a file extract method to the osz2-webservice. ...

master: [Intermezzo] [osz2-submission] Fixed the upload process not checking if the upload ended prematurely. ...

master: [peppy] Fix level calculations for levels over 100. ...

master: [peppy] Fix level calculations for levels over 100. ...

master: [peppy] [Web] Fixed case sensitivity problem during donation email sending process. ...

Aug 22, 2010

master: [peppy] Optimise replay storage purging. ...

master: [peppy] Fix high DPI settings causing layout problems with login window. ...

master: [peppy] Highlights are recorded in #highlight. ...

master: [peppy] osu! remembers the last active channel before quit, and makes it active again on restart. ...

master: [peppy] Set current skin to newly imported skin after import. ...

master: [peppy] Added support for .osk (skin) extraction. ...

master: [peppy] Improved tab display when multiple rows are present (part 2). ...

Aug 21, 2010

master: [peppy] Improved tab display when multiple rows are present. ...

master: [peppy] Increase chat history to 500 lines per channel. ...

Aug 19, 2010

master: [mm201] HP doesn't drain during the time between a break and the last object before. (new maps) ...

master: [peppy] Fixed initial sample set defaulting to soft instead of normal. ...

master: [peppy] Temporary fix for null values during osz2 processing. ...

master: [mm201] Fixed NullReferenceException on timing a new map. ...

Aug 15, 2010

master: [Intermezzo] Osz2 beatmaps can now be submitted from the osu!client and get uploaded to the osu! server. ...

Aug 14, 2010

master: [peppy] Default sliders should be peppysliders ;p. ...

master: [peppy] Remove some odd console output. ...

Aug 13, 2010

master: [Intermezzo] [osz2] [web] Added the second (and last) stage of the osz2 beatmap-submission. ...

master: [Intermezzo] [osz2] Fixed the first submission-stage not checking for graveyarded maps. ...

Aug 13, 2010

master: [Intermezzo] Added several new functions to the osz2 submission web-service. ...

master: [Intermezzo] Added a webservice call to get the beatmap-thread contents. ...

Aug 12, 2010

master: [mm201] Clicking BPM/offset in the timing tab opens the timing panel on the last non-inherited section. ...

master: [mm201] Timing panel defaults to BPM when opened. ...

master: [mm201] Fixed OutOfRangeException on selecting a timing point with an invalid slider multiplier. ...

Aug 10, 2010

master: [Intermezzo] [osz2] The first stage of the beatmapsubmission now detects duplicates and removes unsubmitted difficulties. ...

master: [mm201] Split approach rate from overall difficulty. ...

master: [mm201] Cleanup of previous !kill fix. ...

master: [peppy] Removed unique keys on beatmap database entries to allow early creation. ...

[peppy] Simplified registration terms/conditions. ...

master: [peppy] Fixed approval notification grammar/typo. ...

[peppy] Added support for multiple mirrors for beatmap packs. ...

Aug 8, 2010

master: [Intermezzo] [osz2] Fixed some bugs in the first stage of the beatmap-submission ...

master: [Intermezzo] [osz2] [web] Added the first stage of the the beatmap-submission webservice. ...

master: [Intermezzo] [osz2] Some changes to the error handling of the osu!client beatmap-submission

Aug 7, 2010

[peppy] People don't read. ...

[peppy] Fixed some username changes being falsely disallowed. ...

Aug 6, 2010

[peppy] Allow username changes which replace inactive old users. ...

master: [peppy] !report bugfix. ...

master: [peppy] Slight netcode adjustments, hopefully improving client stability on bancho. ...

master: [peppy] Show start date of ban in ban list. ...

master: [Intermezzo] Added the osu!client part of the osz2 beatmap-submission. ...

master: [Intermezzo] Added the beatmap ID's to the osu file format. ...

master: [Intermezzo] The osz to osz2 conversion now includes beatmap ID's. ...

master: [Intermezzo] Fixed osz2 files getting deleted when submitting. ...

Aug 5, 2010

Bancho: [mm201] Tighter ban mask for osuclient kills. ...

master: [mm201] Fixed first hit in test mode having huge weight in accuracy calculations. ...

[peppy] Profile pages show if friendships are mutual. ...

master: [peppy] Added support for automatically expiring bans. ...

master: [peppy] Add reason field to bancho !report command. ...

master: [peppy] Added IRC command !report to call for moderator action in a specific channel. ...

Aug 3, 2010

[peppy] Removed broken "the team" link on forum. ...

master: [Intermezzo] Added patching and hashing functionality to the osz2 webservice. ...

master: [Intermezzo] Fixed the osz2 webservice not saving the mappackages after making changes. ...

[peppy] Add anti-strager stupidity to username change facilities. ...

[peppy] Added ability to change usernames. ...

[peppy] Adjusted header spacing again... ...

Aug 2, 2010

master: [peppy] Initial commit of database structure (for versioning). ...

[peppy] Reduced width of new search fields to allow for PM display. ...

Aug 1, 2010

master: [Intermezzo] Osz2 now contains a beatmap ID reference for each difficulty. ...

master: [Intermezzo] osu!P2P is now aware of metadata changes in osz2 files. ...

master: [Intermezzo] Osz to osz2 conversion now includes metadata

master: [Intermezzo] Fixed osz2 conversion adding osz files. ...

Jul 31, 2010

master: [mm201] Fixed i350 - osu! fails to set resolutions not exposed by the driver. ...

master: [mm201] Combo colour reordering backend changes. ...

master: [mm201] Likely fixed i351 through various optimizations. ...

master: [mm201] Fixed fancy case of i53 using j/k to move notes around the timeline. ...

master: [mm201] Fixed timing panel slider ball being the wrong size at most resolutions. ...

[peppy] Added beatmap search field to website header. ...

Jul 30, 2010

[peppy] Exclude merge events in changelog. ...

Jul 28, 2010

master: [Intermezzo] Added a asp.net beatmapsubmission-webservice which allows other webservices to access osz2 mappackages. ...

Jul 27, 2010

Bancho: [mm201] Fixed BATs not receiving rights in the osu!client if their default group is something else. ...

master: [Intermezzo] Fixed #bat channel sometimes not appearing inside the osu! client. ...

Jul 26, 2010

Bancho: [peppy] Automatically replace '^' with more sane responses. ...

Jul 23, 2010

master: [peppy] Add confirmation message when clearing banchobot spam lists. ...

Jul 20, 2010

master: [mm201] New timing sections created from the menu retain kiai and slider multiplier settings. ...

master: [mm201] AiMod warns when more than 3 unique slider speeds are used. ...

master: [mm201] Fixed timing panel slider having no length for speeds > 3.0 ...

Jul 16, 2010

master: [mm201] Fixed i46 on slider rebounds, ends, and ticks. ...

master: [mm201] Adjust slider speeds in 0.01 increments by holding down Ctrl. (Hi DC) ...

master: [mm201] Timing panel retains scroll position when adding/removing kiai on just one section. ...

Jul 11, 2010

master: [mm201] Upped slider length rounding tolerance slightly. ...

Jul 10, 2010

master: [mm201] Fixed i46 (Wrong sampleset used for hitsounds near sampleset changes) in most cases. ...

master: [mm201] Fixed i327 - Slider multipliers not preserved when bulk changing offsets. ...
master: [mm201] Fixed i125 - New timing section not selected in f6 menu when 0.5x/2x bpm or kiai sections exist ...

master: [mm201] Timing panel retains scroll position when changing sampleset. ...

Jul 5, 2010

master: [mm201] Fixed i348 (tag colours covered by chat) by making the menu open upwards. ...

master: [mm201] Fix i341 - Bulk sampleset changes from Song Setup aren't applied ...

master: [mm201] Fix i337 Clicking on #announce from another tab crashes client ...

Jul 4, 2010

master: [mm201] New slider rendering method implemented for OpenGL; misc. related fixes. ...

Jul 3, 2010

master: [mm201] New slider rendering method implemented for D3D and set as skin default. ...

Jul 2, 2010

master: [mm201] Slider tick rates are constant through BPM multiplier changes; re-enable custom BPM multiplier dialog; beatmap version bump. ...

Jun 30, 2010

[peppy] Update to beatmap download script (handling of graveyarded maps etc.) ...

master: [peppy] Cloak users' IP addresses on Bancho. ...

master: [peppy] Added #announce channel for banchobot announcements. ...

[peppy] Added more commenting to score submission code. ...

[peppy] Fixed invalid link being sent for subscription renewal email. ...

[peppy] More detailed information provided for maps to mirror. ...

master: [peppy] More detailed information provided for maps to mirror. ...

[peppy] Minor cosmetic changes. ...

master: [peppy] Hide private entries for changelog compilation code. ...

[peppy] Restored broken style code. ...

[peppy] Removed unnecessary icon legend on forum index. ...

master: [peppy] Fixed installer constants. ...

May 15, 2010

master: [Intermezzo] Minor osu!P2P bug fixes. ...

May 3, 2010

master: [Echo] Merge branch 'master' of github.com:peppy/osu into mono ...

May 1, 2010

master: [Echo] Fixed i281 (Score multiplier colour resetting on close). ...

Apr 28, 2010

master: [Echo] Added support for /away from an osu! client. ...

master: [Echo] Added support for the AWAY command from an IRC client. ...

Apr 27, 2010

master: [peppy] Fixed i323 (Ctrl-Left/Right changes song in chat). ...

master: [peppy] New multiplayer skip graphic (multi-skipped.png for skinning). ...

master: [peppy] Fixed i301 ("Skipped" gameplay issues). ...

master: [peppy] Fixed i321 ([Editor] AiMod crash and strange effects). ...

Apr 23, 2010

master: [Echo] Fixed i310 (channel/user names with invalid file name characters breaks /savelog). ...

Apr 22, 2010

master: [peppy] Public release changelog. ...

master: [peppy] Bancho connection reliability tweaks. ...

master: [peppy] Fixed CtB causing stack overflow. ...

master: [peppy] AiMod variable adjustments. ...

master: [peppy] Fixed song select jumping to weird places when it shouldn't. ...

Apr 21, 2010

master: [peppy] Changed keyboard input handling to allow editor shortcuts to work while chat is being displayed. ...

Apr 21, 2010

master: [peppy] Added AiMod difficulty rule: spacing infringements. ...

master: [peppy] Increase maximum slider velocity to 3.6. ...

master: [peppy] Fix threading bug with AiMod refreshing on map change. ...

master: [peppy] Added AiMod difficulty rules: time between objects and streams. ...

master: [peppy] AiMod selects related hitobjects where applicable. ...

master: [peppy] AiMod bug fixes. ...

master: [peppy] Added message about difficulty modding being in testing. ...

master: [peppy] Added severity icons to AiMod. ...

Apr 20, 2010

master: [peppy] AiMod crash fix and minor modifications. ...

Apr 19, 2010

master: [peppy] AiMod refresh. ...

master: [peppy] Initial difficulty stars system implementation. ...

master: [peppy] Fix AiMod not closing when entering test mode. ...

master: [peppy] Ensure osu! file associations are run during elevated privileges when installing.

...

Apr 17, 2010

master: [peppy] Fixed textbox committing causing incorrect handling in some cases. ...

Apr 14, 2010

master: [Intermezzo] Fixed multiplayer games starting prematurely with beatmaps with a leadin. (I306). ...

master: [Intermezzo] Fixed skip button not working properly after exiting the editor in design-mode (I304). ...

Apr 9, 2010

[peppy] Removed leaders display from beatmap listing (was relatively useless). ...

Apr 8, 2010

[peppy] Simplification of profile Beatmaps tab. No longer displays empty categories. ...

[peppy] Fix for thumbnail/audio preview generation for filenames with escaped characters. ...

[peppy] Minor bugfix for beatmap info pages when clicking 'view all'. ...

[peppy] Front page recent plays shows ranks, doesn't show timestamp anymore. ...

[peppy] Moved common functions to a separate include file. ...

[peppy] Added relative timestamps support to phpbb base. ...

[peppy] Topic views show relative and absolute timestamps. ...
[peppy] Changed ordering of author and date on forum views. ...
[peppy] Posting review timestamps show absolute and relative. ...
[peppy] Moved recent activity from history to general tab. ...
[peppy] Rounded corners and other niceties for profile styling. ...
[peppy] Beatmap Listing icon sprite refresh (taiko sprites by LuigiHann). ...
master: [peppy] Changes to file escaping to allow better support for '\$' character. ...

Apr 5, 2010

master: [peppy] BanchoBot gets a nice pink shade in in-game chat. ...
master: [peppy] Fixed i280 (Chat text moves after window resize). ...
master: [peppy] Project cleanup and various fxcop rule fixes. ...
master: [peppy] Fixed i259 (Song filenames starting with numbers break the auto chat URL). ...
master: [peppy] Fixed i300 (Old URL for user links). ...
master: [peppy] Bancho connection constant tweaks (improved connection reliability). ...
[peppy] Increased width of post textarea. ...
[peppy] Download and video mirror moved to local server. ...
[peppy] Challenge art voting closed. ...
[peppy] Fixed i279 (0_o redirecting to wrong user profile). ...
master: [peppy] Fixed i272 (Widescreen + Taiko = graphic bug). ...
master: [peppy] Minor special mode select screen fixes. ...
master: [peppy] Fixed i285 ("Jump to specific time" treats zeros in milliseconds incorrectly). ...
master: [peppy] Fixed i300 (Old URL for user links). ...
master: [peppy] Fix #2 for i214 (AltGr behaviour). ...
master: [peppy] Fix #2 for i294 (osu!direct volume mismatch). ...
master: [peppy] Fixed i252 (osu!direct alignment bug) ...
master: [peppy] Fixed osu!direct panel buttons not working correctly when many downloads are queued. ...
master: [peppy] Fixed i299 (half-second lag when switching chat tabs). ...
master: [peppy] Special mode selection screen supports widescreen. ...

Apr 5, 2010

master: [peppy] Fixed i273 (osu!direct + widescreen = cursor restricted). ...
master: [peppy] Fixed i289 (Highlight broken). ...
master: [peppy] Fixed i233 (Editor asks to save right after saving). ...
master: [peppy] Fixed i298 (Editor design tab breaks some storyboards). ...
master: [peppy] Fixed hard crash in some rare incorrect skin.ini cases. ...
master: [peppy] i265 (/me/np sent to self in PM). ...

Apr 4, 2010

master: [peppy] Fixed i264 (Highlights don't save unless you press enter). ...
master: [peppy] Fixed i294 (Global volume doesn't affect osu!direct preview). ...
master: [peppy] Fixed i292 (Starting multi match while someone is refreshing song). ...
master: [peppy] Fixed i258 (Scoreboard shows ?? for #40). ...
master: [peppy] Further PrivilegeManager optimisations. ...
master: [peppy] Fix out-of-range bug on map completion. ...

Apr 3, 2010

master: [peppy] Fixed BAT members not automatically being admin. ...
master: [peppy] General bancho optimisations and minor fixes (main). ...
master: [peppy] Slight reduction in osu!direct preview volume (ingame). ...
master: [peppy] Fixed mouse not reappearing early enough before break ends. ...
master: [peppy] Fixed for lead-in time on maps that take longer than normal to load. ...
master: [peppy] Override spam check for admin users. ...

Apr 2, 2010

[peppy] Shortened top-right status info to fit better in linux/chrome. ...
[peppy] Minor code tidying for beatmap info page. ...
[peppy] Updated mibbit chat link to new server location. ...
[peppy] Added support for per-beatmap download disabling. ...
[peppy] Fix trying to reply when not logged in giving wrong message. ...
[peppy] Added posting restriction for users with zero playcount. ...
[peppy] Change profile page to match on usernames/ids more smartly. ...
master: [peppy] Public release changelog/version bump. ...
master: [peppy] Bancho efficiency improvements, more accurate proc timer. ...
master: [peppy] Fixed i287 (Autocomplete broken for inline words). ...
master: [peppy] Fixed beatmaps not saving correctly in editor. ...
master: [peppy] Version bump and project updates. ...
master: [peppy] Bancho threading fix (possible deadlock). ...
master: [peppy] Minor admin permissions fix. ...
master: [peppy] Change of behaviour of stuck workers. ...
master: [peppy] Bacon logging changes (force system messaging at all times). ...
master: [peppy] Minor bancho fixes. ...
master: [peppy] Rewrite of PrivilegeManager class for high efficiency. ...
master: [peppy] Rewrite of PrivilegeManager class for high efficiency. ...
master: [peppy] Remove unnecessary thread creation. ...
master: [peppy] Optimised IRC motd access method. ...
master: [peppy] Moved auth methods to more suitable place (needs optimisation). ...

Apr 1, 2010

master: [peppy] Clear both levels of bancho spam lists on a system clear command. ...
master: [peppy] Bancho configuration engine changes. ...

Mar 29, 2010

master: [peppy] Changing hitsounds in editor pushes an undo state (fixes i261). ...
master: [peppy] Changed accuracy formatting to hopefully fix i96. ...

Mar 28, 2010

[peppy] Adjusted volume of previews downwards. ...
master: [peppy] Fixed i254 (Tab-complete does not match names with underscores). ...
master: [peppy] Change osu!direct preview volume to use music rather than effect volume setting. ...
master: [peppy] Fix auth problem with irc connection toggling. ...
master: [peppy] Fixed slider point addition calculations being incorrect in some very unique cases. ...
master: [peppy] Changed messaging style for osu!direct download completion. ...

Mar 28, 2010

master: [peppy] Fixed i249 (chatting while processing beatmaps doesn't work). ...
master: [peppy] Changed behaviour of user link mouse-over animation. ...
master: [peppy] Fix #2 for i138 (osu!direct treats osu! forum links incorrectly). ...
master: [peppy] Fixed i230 (Wrong profile button changes on mouse over). ...
master: [peppy] Fixed roulette causing "no" selection when no songs visible. ...
master: [peppy] Fixed active selection area on song select being too small in widescreen mode.

...

master: [peppy] Updated osq version. Limited processing to .osb files for the moment. ...

Mar 27, 2010

master: [peppy] Fixed audio not fading in correctly on unlimited fps modes. ...
master: [peppy] Add toggle for fps display at main menu (using 'f'). ...
master: [peppy] Fix physics engine for stars working incorrectly at widescreen resolutions. ...
master: [peppy] Removed unused sprite backing files. ...
[peppy] Challenge art voting system. ...
[peppy] Fixed profile page links not working correctly when no score is achieved yet. ...
[peppy] Changelog rss range fix. ...
master: [peppy] Removed '+' from possible username characters. ...
master: [peppy] Fix background being resized when on boundary condition. ...

Mar 18, 2010

master: [peppy] Fixed i269 (Random when no songs are visible causes a crash). ...

Mar 17, 2010

master: [peppy] Added primitive editor support for intro/outro playback. ...
master: [peppy] Reduce noisiness of bancho output in debug mode. ...
master: [peppy] Fix for elapsed time being double incorrectly in some cases when game is inactive (affected lead-in time). ...
master: [peppy] Fixed i248 (Negative time display bad). ...
master: [peppy] Slight reduction in delay of consecutive connection. ...

Mar 15, 2010

[peppy] Fixed i218 (Profile contact details aligned incorrectly). ...
master: [peppy] Allow real-time toggling of bacon. ...
master: [peppy] Ensure all bancho logging output is done via bacon. ...
master: [peppy] Allow IRC support to be disabled by all admins. ...
master: [peppy] Fix for skip not working in multiplayer (i270). ...
master: [peppy] After skipping we should correct client-side scoreboard status. ...
master: [peppy] Slightly tint occupied slots in multiplayer games green. ...
[peppy] Style changes to quotes and spoiler boxes. ...

Mar 14, 2010

master: [peppy] Bring osq codebase up-to-date. ...
master: [peppy] Changed pause menu keyboard control handling to be more relevant to the current game mode. ...

Mar 12, 2010

[peppy] Fix for changelog displaying too far in advance. ...
[peppy] Fix url for donating in supporter tag alert email. ...

master: [peppy] Improvements to Bancho anti-spam/dos algorithm. ...

Mar 9, 2010

[peppy] bbcode fixes (urls now visible on user pages). ...

[peppy] Fixed user profile sections loading in wrong section (thanks to strager). ...

Mar 8, 2010

master: [peppy] Pulled new osq changes (error handling/name changes). ...

master: [Intermezzo] Added a factory class for Osz2 with file locking mechanisms and wait handles for multithreaded use. ...

master: [peppy] Added epilepsy warning as an optional toggle to map creators. ...

master: [peppy] Basic osq integration. ...

Mar 7, 2010

master: [peppy] Minor post-public crash fixes. ...

master: [peppy] Lead-in time fixes. ...

[peppy] Added special changelog script for release changelog compilation purposes. ...

[peppy] Changed osu! main mirror back to main server. ...

master: [peppy] Post-public build glitch fixes and minor modifications to song select. ...

master: [peppy] Fix login screen appearing more than once. ...

master: [peppy] Add NumerFormatInfo to parsing of dates on ranking dialog. ...

master: [peppy] Handled hard crash when editor can't load audio file. ...

master: [peppy] Fixed possible crash on song setup dialog with large audio lead-in times. ...

Mar 7, 2010

master: [peppy] Fixed ranking dialog error handling. ...

master: [peppy] Better error handling on background threads. ...

master: [peppy] Fixed main menu not changing colour correctly when shader is disabled. ...

master: [peppy] Changed defaults for comment targets. Force selection of a target before commenting. ...

master: [peppy] Allow chatting during beatmap processing. ...

master: [peppy] Added a disabled state for checkboxes to better display options. ...

master: [peppy] Threaded audio loading on song selection. Synchronised with background load. ...

master: [peppy] Fixed roulette not respecting ranked/unranked/unplayed filters. ...

master: [peppy] Sprite operations performance optimisations (for random song selection). ...

master: [peppy] Beatmap import screen improvements. ...

master: [peppy] Fixed i247 (Spinner's hitburst is not centered). ...

Mar 6, 2010

master: [peppy] Fixed skin select crash when no beatmaps are present. ...

master: [peppy] Fixed beatmap sets with many difficulties having uneven spacing on song select. ...

master: [peppy] Further fixes for i232 (hopefully the lats of). ...

master: [Intermezzo] [P2P] Fixed several thread race conditions concerning the task scheduler.

...

master: [Intermezzo] [P2P] Added/changed error messages to make it more clear when something goes wrong with downloading. ...

master: [Intermezzo] [P2P] When an uncaught exception occurs P2P tries to silently shutdown

without affecting the rest of osu!. ...

master: [Intermezzo] [P2P] Fixed a bug in the new hashing implementation. ...

master: [Intermezzo] [P2P] Fixed several thread race conditions concerning marshaling P2P information to the main thread. ...

master: [peppy] Fixed i244 (Auto-play spinning not centered). ...

master: [peppy] Fix for i232 (more incorrect audio time values in editor). ...

master: [peppy] Fix for i243 (Song Selection Lag and coloring). ...

Mar 5, 2010

master: [Intermezzo] [P2P] Improved the task scheduler to allow tasks to be run when host thread is sleeping/waiting. ...

master: [Intermezzo] [OSZ2] Fixed video integrity test testing at a wrong offset. ...

master: [Intermezzo] [P2P] Very large performance improvements in hashing. ...

Mar 4, 2010

[peppy] Changed sorting of search results to favour newer results over old (osu!direct and web search). ...

[peppy] Fixed changelog RSS spitting out new changes before the day is over. ...

[peppy] Fixed i241 (BSS suggests you "ask a mod to graveyard a map"). ...

master: [peppy] Fixed i236 (Fail in tag trashes ready state). ...

master: [peppy] Fix for seeking in audio while paused not correctly accounting for UO. ...

master: [peppy] Minor threading bugs. ...

master: [peppy] Fixed i232 (editor time display includes UO). ...

master: [peppy] Fix spinners not being at centre of playfield. ...

master: [peppy] Fixed i226 (When changing difficulties, the saved grid size is not loaded). ...

Mar 3, 2010

master: [peppy] Fixed i238 (CursorExpand not respected with preferred skin). ...

master: [peppy] Fixed i221 (osu! Jukebox "Jump to" box unintentionally switches songs). ...

master: [Intermezzo] Made Osu!direct compatible with both direct and P2P downloads. ...

master: [peppy] Fixed i242 (Skip button does not fade with cursor over it). ...

master: [peppy] Improvements to user online/offline notifications (addresses i239). ...

master: [Intermezzo] [p2p/osz2] Fixed several fail-cases todo with updating beatmaps. ...

master: [Intermezzo] [osz2] Fixed update-prepare padding not writing with the right offsets. ...

master: [Intermezzo] Added method to the OsuMagnetFactory to generate serverside P2P data. ...

master: [Intermezzo] [P2P] fixed a bug in the hashing indexing. ...

master: [peppy] Improvements to song selection colour mapping. ...

master: [peppy] Fixed osu! not accepting full editor link format including hitobject reference. ...

Mar 2, 2010

[peppy] Added new pack achievements (thanks to LuigiHann). ...

master: [peppy] Fixed i235 (Random doesn't respect search query). ...

master: [peppy] Fixed i181 (/savelog always uses #osu as channel). ...

master: [peppy] Fixed i240 (Slider nodes placed between unexpected nodes). ...

master: [peppy] Breaks which occur after the last object or before the first object are purged at save-time. ...

Mar 2, 2010

master: [peppy] Fixed i157 (Slider-end stacking oversight). ...
master: [peppy] Fixed i229 ("Reset Search" does not reset text cursor). ...

Mar 1, 2010

master: [peppy] Fixed i237 (Top taiko bar shown over storyboard). ...
[peppy] Fixed for osu! magnet pickup script. ...
master: [peppy] Fix for subscription renewals from old dates not getting new date correctly. ...
master: [peppy] Fixed i223 (Top of "Open Difficulty..." box has vanished). ...
master: [peppy] Fixed i234 (Break shading disappears). ...
master: [peppy] Fixed i220 (Taiko scroller gets incorrectly drawn after pausing. ...
master: [peppy] Fixed i220 (Taiko scroller gets incorrectly drawn after pausing. ...

Feb 27, 2010

master: [peppy] Fixed menu "shake to activate" animation getting stuck in an endless loop. ...
[peppy] Added magnet download helper. ...

Feb 26, 2010

master: [peppy] Fixed names being clickable even after they have disappeared (when swapping to another tab with less chat buffer). ...
master: [peppy] Fixed i217 (F9 Grammar issue "Paused [nickname] play [song name]"). ...
[Echo] Fixed i218 (links for IM settings in profile page and various cosmetic fixes). ...
master: [Intermezzo] [Osz2] Osz2 files are now completely updatable. ...
master: [Intermezzo] [Osz2] OsuMagnet files can now be downloaded from within osu!. ...
master: [Intermezzo] [Osz2] Made large changes to the OsuMagnet file format. ...
master: [Intermezzo] [Osz2] Added beatmap ID metadata to the osz2 header. ...
[peppy] osz2 hash query script template. ...
[peppy] Removal of possible ways to mine email addresses from website. ...

Feb 25, 2010

master: [Intermezzo] [Editor] fixed i209 (Timeline zooming out when changing difficulties in the 'Timing' tab). ...
master: [Intermezzo] Fixed ingame beatmap listing causing large gaps between unselected and selected maps when the selected map consists of a large amount of difficulties. ...
master: [peppy] Fixed i214 (AltGr characters can not be typed). ...

Feb 24, 2010

master: [Intermezzo] Fixed a nullref in the tag ranking screen under some rare condition. ...
[peppy] Fixed i210 (Beatmap Listing "Success Rate" shows too many figures after the decimal point). ...
master: [peppy] Changes to installer build script such that it builds relative to project path. ...
master: [peppy] Fix textbox cursor misaligned on song selection screen. ...
master: [peppy] Fix search field not displaying correctly on song selection. ...
master: [peppy] Add more detail to error reporting for ranking dialog. ...
master: [Intermezzo] Fixed #84 "ends in N days" is covered by the ranking's title. ...
master: [peppy] Changed order of current song metadata display at song select. ...
master: [peppy] Default selection to "back to menu" when hitting up at pause screen. ...
master: [peppy] Added dialog to move all storyboard events in time. ...
master: [peppy] Editor menu refresh. ...
master: [peppy] Fixed i118 (Widescreen flashlight issues). ...

master: [peppy] Fixed nullref crash in SpriteManager. ...
master: [peppy] Show preview point on seekbar in editor. ...
master: [peppy] Fixed match setup UI alignment. ...
[peppy] Fixed changelog rss feed date inconsistency. ...
master: [Intermezzo] Fixed Osu!direct crashing because cache loading of undownloaded sprite failed. ...
master: [Intermezzo] Fixed the multiplayer scoreboard showing the lowest scoring player as ??.

...

master: [Intermezzo] Fixed Osu! animations not reversing under some conditions. ...

Feb 23, 2010

master: [peppy] Spectator list fades out with scoreboard if set to hide during play mode. ...
master: [peppy] SpriteManager code cleanup. ...
master: [peppy] Minor looping performance enhancements. ...
master: [peppy] Fixed i134 (Slider length snap incorrect for inherited sections with BPM multipliers). ...
master: [peppy] Fixed i206 (hitcircleoverlay.png is grey tinted for sliders in OpenGL). ...
master: [peppy] Fixed i207 (Sliders are out of place in the editor in OpenGL). ...
master: [peppy] Fixed i203 (Multiplayer: last two positions shown as ??). ...
master: [peppy] Fixed i205 (Crash on entering Song Select). ...

Feb 23, 2010

[peppy] Updated changelog rss feed to pull from new source. ...
[peppy] Fixed end-date displaying wrong for permanent supporters. ...
master: [peppy] Fixed storyboard load order bug when startTime == endTime for an event. ...
master: [peppy] Lobby text search bypasses other filters temporarily. Filter panel is more compact and prettier. ...
master: [peppy] osu!direct panel shows above extended chat. ...
master: [peppy] Extended chat search filter overrides "Friends Only" selection. ...
master: [peppy] Always uploads jpeg format screenshots (Shift-F12). ...
master: [peppy] Attempt to retrieve beatmapSetId from folder (helps combat duplicate maps). ...
master: [peppy] Song selection fixes (randomness, selection colours, code cleanup). ...
master: [peppy] Fixed beatmap import code not working at all. ...
master: [peppy] Fixed i158 (Audio lead-in causing two skip buttons at map's start). ...
master: [peppy] Improvements to readability of editor seekbar. ...
master: [peppy] Fixed i146 (Caret does not wrap in some input fields). ...
master: [peppy] Fix file move operations not working across drives. ...
master: [peppy] Fixed i157 (Slider-end stacking oversight). ...

Feb 22, 2010

master: [peppy] Music controller not shown in osu!direct (looks ugly with overlap). ...
master: [peppy] Fixed i169 (Extracting maps is very slow on thumbdrives). ...
master: [peppy] Fixed disable mouse buttons option not disabling tablet clicks. ...
master: [peppy] Ctrl-Shift-L in editor reloads all sprites. Ctrl-L doesn't. ...
master: [peppy] Reduce speed of seeking when dragging a selection on editor timeline. ...
master: [peppy] Improvements to spacing of elements at bottom of editor interface. ...
master: [peppy] Fixed osu! taking too much priority while inactive. ...

master: [peppy] Fixed i132 (SBE layer toggles and sprite list inconsistent). ...
master: [peppy] Changed import of noVideo maps to offset i159. ...
master: [peppy] Fixed i194 (Offset wizard auto-download of tutorial endless loop). ...
master: [peppy] Fixed a possible threading crash in SpriteManager. ...
master: [peppy] Fix #2 for i142 (fail-background not scaled/displaying). ...
master: [peppy] Fixed i201 (Playfield moved down). ...
master: [peppy] Revert "(*) Fixed i163 (Editor SB alignment)." ...
master: [peppy] Holy shit I pwned the editor-test mode transition some. and some more. ...
master: [peppy] Huge sprite loading changes. Performance increases throughout. ...
master: [peppy] Improvements to dynamic sprite loading code. ...
master: [peppy] Fix #2 for i12 (In game user avatar not updated when relogging/changing users) ...
master: [peppy] Fixed i184 (Editor crash on corrupted map). ...
master: [peppy] Fixed i117 (Skins causing incorrect combo colors). ...
master: [peppy] Fixed i156 (Slider's apperance is mangled if rendered partially offscreen). ...
master: [peppy] Fixed i196 (Slider placement goes wrong when left-clicking last point). ...
master: [peppy] Fixed i89 (Changed way first additive storyboard event is drawn). ...
master: [peppy] Fixed i3 (Multiplayer Rank Display). ...
master: [peppy] Fixed i163 (Editor SB alignment). ...
master: [peppy] Fixed i147 (Grid snap set in the menu but not actually set). ...
master: [peppy] Fixed i198 (Trigger loops not playing). ...
master: [peppy] Fixed i199 (Only a slider's control points should have priority over the seekbar).

...

[peppy] Fixed i152 ("Star this map" becomes unchecked on postbacks). ...

Feb 21, 2010

[peppy] Fixed beatmapping contest form submitting to wrong location. ...

[peppy] Rearrangement of beatmap listing columns. ...

[peppy] Fix cached beatmapset rating not being updated correctly. ...

master: [peppy] Changed accuracy display to use fixed-width spacing. ...

master: [peppy] Added tooltip to tag colour dropdown. ...

master: [peppy] Changed score display to fixed-width to offset i191 (Scores >=100m off-screen). ...

Feb 21, 2010

master: [peppy] Fixed i185 (Changing playback speed in editor affects song select). ...

master: [peppy] Fixed i183 (storyboard transformations in incorrect time order cause sprites to not load). ...

master: [peppy] Fix i144 (Date wrong in results after spectating). ...

master: [peppy] Fixed i110 (Priority does not lower when a modal dialog is up). ...

master: [peppy] Minor usability adjustments to Song Setup dialog. ...

master: [peppy] Fix #3 for i59 ("This is the latest ranked copy" showing after editing map). ...

master: [peppy] Fix #2 for i58 (Star Difficulty Rating disappears afting deleting timing sections). ...

master: [peppy] Increased precision of editor drag selections (playfield). ...

master: [peppy] Fix #2 for i18 (Disable mouse buttons in autopilot doesn't work). ...

master: [peppy] Fix #2 for i28 ([Editor] Slider does not have priority over seekbar). ...

master: [peppy] Fixed fullscreen toggling not working at all. ...

master: [peppy] Fix #2 for i34 (Right-click menus show default skin). ...

master: [peppy] More scoreboard alignment adjustments. ...

master: [peppy] Storyboard load/sort order fixes. ...

master: [peppy] Fixed pause arrows being skinned by current beatmap skin. ...

master: [peppy] Added ranking screen header back to TeamVS ranking. ...

Feb 20, 2010

master: [peppy] Fixed fullscreen toggling while refreshing song select (F5) in edit mode. ...

master: [peppy] Fixed potential crash during play mode. ...

master: [peppy] Fixed progress pie polygon not fading out during intro time. ...

master: [peppy] Reduce scoreboard update rate, and add initial delay. ...

master: [peppy] Fix match not completing when failing in TagTeam. ...

master: [peppy] More changes to scoreboard colours, plus fix for incorrect tag rank displays. ...

master: [peppy] Fix location of scoreboards on Tag/Vs ranking screens. ...

master: [peppy] Bancho sends "player skipped" messages back to osu!. ...

master: [peppy] Ensure mouse is visible at least three seconds before gameplay starts. ...

master: [peppy] Scoreboard updates in multiplayer games are less frequent, and only occur after the first 10 seconds in. ...

master: [peppy] Changed colour scheme for tag scoreboard entries. ...

master: [peppy] Fix unnecessary text showing on ranking panels in Tag Coop ...

master: [peppy] Refactor of multiplayer tag combo colour code changes. ...

master: [peppy] Fixed tag coop mode not being exitable. ...

master: [peppy] Further login window layout fixes. ...

master: [peppy] Final fix for old osu version animation speeds. ...

[peppy] Allow special admin-level upload permissions for own maps as well. ...

[peppy] Fixed in-game ratings not returning the result immediately to ranking dialog. ...

master: [peppy] Fixed FastEditor flag causing saves to not be triggered. ...

master: [peppy] Fixed editor dirty state not set when adding/changing background. ...

master: [peppy] Fixed i192 (Chat hover highlight delays tab switching). ...

master: [peppy] Fixed hard crash when Tahoma is not installed on system (warns user actively). ...

master: [peppy] Respacing of all in-game dialog popups to allow use of Segoe UI on Vista/Win7. ...

master: [peppy] Fixed osu! login window appearing in wrong location when game does not have focus. ...

[peppy] memcache'd most intensive forum queries. ~40-50% performance increase. ...

[peppy] Added supporter tag to profile page. ...

Feb 19, 2010

[peppy] Change "subscribing" to "supporting" osu!, site and game-wide. I think this carries a more friendly feel to it (and is closer to what I would like people to feel when they donate). ...

[peppy] User Page system implemented for subscribers. ...

master: [peppy] Fixed i187 (Test Mode: Autoplay behaviour unchangeable during ending spinner). ...

master: [peppy] Fixed i189 (Fullscreen editor/test mode). ...

master: [peppy] Fix i107 (SB: frameDelay not correctly utilized). ...

[peppy] Template engine syntax updates. ...

master: [peppy] Fixed i123 (Lead-in Time text labels misaligned). ...

master: [peppy] Fixed i133 (Auto in Test mode misses or 50/100's 1/4 streams). ...

Feb 19, 2010

master: [peppy] Fixed i186 (Test mode crashing). ...

master: [peppy] Fixed i126 (hitcircleoverlay.png uses additive blending for sliders in OpenGL). ...

master: [peppy] Fix links getting stuck after clicking user links. ...

master: [peppy] Fix for chat name colours being incorrect after highlight + tab switch. ...

Feb 18, 2010

master: [peppy] Full-screen toggle (alt-enter) works from song selection, options, lobby, special mode select etc. ...

[peppy] Download speed limit enforced for non-subscribers (~250kb/s) due to bandwidth concerns. Doesn't affect mirrors. ...

[peppy] Added constant for osu! installer/video mirror to allow quick relocation. ...

master: [peppy] Fixed mouse cursor disappearing during play time. ...

master: [peppy] Fixed mouse cursor disappearing during play time. ...

master: [peppy] Usernames are clickable in in-game chat (brings up user menu). ...

[peppy] Updated "Rules" link on contest submission page. ...

[peppy] Removal of all literal tags. Code cleanup. ...

[peppy] Template updates to support new version of templating system. ...

Feb 17, 2010

master: [peppy] Fixed minor typo on welcome email. ...

master: [peppy] Fixed minor typo on options dialog. ...

master: [Intermezzo] Fixed issue #181 (Savelog filename does not contain the appropriate channel). ...

master: [Intermezzo] Osz2 now checks for video data availability by passing a video-specific integrity test. ...

master: [Intermezzo] Osz2 now skips hashing video data and missing video data no longer affects the file integrity test. ...

master: [Intermezzo] Osu!p2p downloads are now user cancelable ...

Feb 16, 2010

[peppy] Added an 'enabled' flag for mirrors, to allow quickly dropping an unreliable mirror when required. ...

master: [peppy] Changelog loads previous pages on request. Style changes also. ...

[peppy] Fixed in-game rating not working correctly. ...

master: [peppy] osu! mode mouse cursor disappears while idle in breaks/intro/outro time. ...

master: [peppy] Fixed jukebox playing from preview points. ...

master: [peppy] Fixed slight stutter when exiting lead-in time. ...

master: [peppy] Fix text field cursor visible on song select. ...

master: [peppy] Fix loss of white selection position on song select after searching. ...

Feb 15, 2010

master: [peppy] Fixed dispose error with bg files that are also included in SB code. ...
master: [peppy] Changed mode-specific setting to drop-down menu in Song Setup. ...
master: [peppy] Fixed song resetting to previewpoint on song select screen. ...
master: [peppy] Disabled custom font overriding (screws with kerning?). ...
master: [peppy] Usability changes to SongSetup dialog. Added warning about automatic saving on confirm. ...
master: [peppy] AIMod no longer seeks to 0ms when selecting an error that has no specific time set. ...
master: [peppy] Added AIMod menu item (File menu). ...
master: [peppy] Fixed i168 (AIMod doesn't reset when changing difficulty). ...
master: [peppy] Fixed i160 (HP bar doesn't redraw itself when windowed osu! is moved around). ...
master: [peppy] Fixed i179 (Background disappear as soon as you play a beatmap). ...
master: [peppy] Fix storyboard loops not loading correctly. ...
master: [peppy] HUGE storyboard load and display performance improvement (~6x). ...
master: [peppy] Fixed spriteManagers not disposing display-order optimised sprites which are yet to be displayed. ...
master: [peppy] Minor improvement to slider curve calculation performance. ...
master: [peppy] Improve HP calculation performance on maps with large storyboards. ...
master: [peppy] Fixed i73 (Alt-# in chat fails in editor). ...
master: [peppy] Fix another random freeze when activating IME (alt-shift). ...
master: [peppy] Added ffmpeg DLLs to build process. ...
master: [peppy] Get rid of crappy XNA timing code for forced vsync scenarios. ...
master: [peppy] Stop disposing textures on osu! exit (slight performance gain). ...
master: [Intermezzo] Osu!P2P now supports novideo and video osz2 formats to be interchangeable between peers. ...

Feb 14, 2010

master: [peppy] Limit maximum userlist refreshes to one per second. ...
master: [peppy] Fixed i127 (Skin preview out-of-sync with VBR mp3s). ...

Feb 14, 2010

master: [peppy] Added confirmation dialog when resetting current timing section from menu. ...
master: [Echo] mapping contest and tournament stuff ...
master: [peppy] Added notification sound when beatmap upload completes. ...
master: [peppy] Merge branch 'master' of github.com:peppy/osu ...
master: [peppy] Fixed i142 (fail-background not scaled). ...
master: [peppy] Changed behaviour of confirmation before exit - defaults to false but still triggers when necessary. ...
master: [peppy] Fixed alignment of main menu notice. ...
master: [peppy] Fixed i120 (World Map markers misaligned in the editor). ...
master: [peppy] Special BSS upload permissions accounts can now make changes to song metadata. ...
master: [peppy] Updated main menu copyright to 2010. ...
master: [peppy] [major] Added support for showing IME in-game (partial, but usable). ...
master: [peppy] Fixed occasional crash when attempting to open URL in fullscreen mode. ...

Feb 13, 2010

[peppy] Fixed few minor DB issues (bubble/star prio not moving properly) and one layout problem. ...

Feb 12, 2010

master: [peppy] Change mouse clicks in taiko mode to only press one button rather than both. ...

master: [peppy] Fix bancho exploit with certain usernames. ...

master: [peppy] Fix rare crash with new animation frame sync algorithm. ...

master: [peppy] Web: Git commits now tweet and store to database. ...

2010-02-04 ~ 2010-02-09

- (* Bancho deadlock avoidance fixes.
- (* Show ranking popup screen in feasible multiplayer games.
- (* Fixed i170 (Multiplayer ranking screen does not return to room lobby).
- (* Fixed i155 (Changing offset while paused).
- (* Fix positioning of "Key Bindings" text in options.
- (* Clean unused exceptions.
- (* Hard disable Bancho functionality whenever login not available.
- (* osu! doesn't try to reconnect after an incorrect password or ban login response
- (* Code tidying and slight array optimisations.
- (* Removed unused channel array (per-user).
- (* Fix for "Irss: critical nicklist_set_host: assertion `host != NULL' failed"
- (* Change ping timeout to be more efficient (and work).
- (* Logging changes (tidier).
- (* Slight performance tweaks.
- (* GeolP library update.
- (* Web: Fixed subscription renewals sometimes not detected in bancho announcement.
- (* Web: Improvements to mirror management interface.
- (* Web: Mirror is chosen randomly.
- (* fixed recyclebin to work on xp/2k
- (* Re-enabled language redirection for asian languages.
- (* Spam attack prevention.
- (* Fixed spinner not spinning unless both buttons are held down.
- (* Fix exit confirmation dialog failing when hitting escape while it is visible.
- (* Web: Fixed no-video request not being sent correctly to mirrors.
- (* Web: Fixed bug with rate limiting of downloads.
- (+) Web: Script to move orphaned beatmap files to an archived folder.
- (* Web: Increase base send speed for beatmaps slightly.
- (* Web: Check whether beatmap file exists before attempting to send to user.
- (* Web: Transaction support for challenge expiry.
- (* Web: Fix for Firefox 3.6 (header gets wrapped when not logged in).
- (* Web: Remove mirrors when map is unranked (as the file has changed).
- (* Web: Traffic is recorded for main server as well.
- (+) Web: Mirror administration system.

- (*) Web: Username is exact match for now (like has issues with '-' characters).
- (*) Web: Capitalisation of User Search field.
- (*) Web: Fix changelog rss not getting updates.
- (*) Web: Removed double insertion bug from beatmap download script.
- (*) Web: Huge tidying and modification of beatmap download script.

2010-02-03

- (*) [peppy] Web: Commify most played counts.
- (*) [peppy] Accessing avatars no longer requires a php session.
- (+) [peppy] Added toggle option to confirm exiting osu!.
- (+) [peppy] Added jpg support for beatmap-level skinning of pause-overlay and sp.
- (*) [peppy] Fix "Infinity" displaying for download % of mirrored downloads.
- (*) [peppy] Web: profile page matches wildcards.
- (*) [peppy] Web: Header wording changes.
- (+) [peppy] Web: Added simple user search field to header.
- (*) [peppy] Web: Fix for chat on main page not wrapping.
- (*) [peppy] Web: Decreased announce sensitivity for #1 ranks on newly ranked map.
- (*) [peppy] Web: Beatmap download page limiting and format changes.
- (*) [peppy] Web: New design for beatmap allowance page.
- (*) [peppy] minor typo in ranking script.
- (*) [peppy] Version bump + changelog (just testing commit really).
- (*) [peppy] Web: Slight limiting change.
- (+) [peppy] Web: Added beatmap mirror traffic monitoring/limiting support.
- (*) [peppy] Fixed spinners not requiring mouse button held down.
- (+) [peppy] Added an osu!direct concurrent download limit (maximum of three).

@2fd3097

2010-02-02

- (+) [peppy] Web: Added beatmap mirror traffic monitoring/limiting support.
- (+) [peppy] Web: Challenges expire after 10 minutes.
- (+) [peppy] Web: Added challenge "Not so hot!"
- (*) [peppy] Web: Improved buffering of beatmaps when rate limiting.
- (*) [peppy] Web: Temporary mirrored large files.
- (*) [peppy] Web: Show linkable username when challenge is complete.
- (*) [peppy] Web: Toggling of spam status for comment moderation works as expected
- (*) [peppy] Web: Fix for mod-specific challenges.
- (*) [peppy] Web: Fix S-rank challenge not accepting SS ranks.
- (*) [peppy] Web: Fixed changelog not showing 2010 entries.

mostly work on the challenge system. more to come!

2010-02-01

- (+) [peppy] Added Bancho welcoming (where did this go?).
- (*) [peppy] Fixed i154 ("Start game!" when you aren't host).

- (*) [peppy] Fixed i137 (Overlapping text in Edit's song select).
- (*) [peppy] Fixed i119 (Widescreen + fullscreen in lobby).
- (*) [peppy] Fixed i166 (Passing old score puts you at #41)
- (*) [peppy] Clicking retry on ranking screen making ranking dialog appear instantly.
- (*) [peppy] Fixed spinners spinning too fast.
- (*) [peppy] Fixed i140 (Recently added beatmaps don't appear in the "Jump to..." jukebox search).
- (*) [peppy] Fixed i153 (/me behaviour wierd).
- (*) [peppy] Changed send buffer for Bancho (was way too small).
- (*) [peppy] Fixed i165 (linear slider algorithm bug).
- (*) [peppy] Fixed i138 (osu!direct treats osu! forum links incorrectly).
- (*) [peppy] Fixed i105 (Song preview doesn't change when two maps have the same mp3 filename).
- (*) [peppy] Animation fix (Should have been committed earlier...).
- (*) [peppy] Fixed i149 (Search query becomes "type to begin!").
- (*) [peppy] Fixed i128 (Delete key deletes character AND map) - shift-delete works to delete maps now.
- (*) [peppy] Fixed i139 (Other spectators (0) displayed).
- (*) [peppy] Fixed i121 (Taiko play field off-centre again).
- (*) [peppy] Fixed i99 (Editor doesn't reset cursor when swapping modes).
- (*) [peppy] Handle exceptions while processing folders (UnauthorizedException)
- (*) [peppy] Potential performance increase during drag operations in editor.
- (*) [peppy] Fixed i116 (Slider recalculation becoming null object reference).
- (*) [peppy] Project file updates. Pre/Post-build commands got lost somehow.
- (*) [peppy] Fixed i162 (1/4 second delay when selecting on the timeline)
- (*) [peppy] Fixed issue #164 (osuidirect is available when logged off).
- (*) [peppy] Bump up beatmap version.
- (*) [peppy] Fixed multipart slider calculation issue.
- (*) [peppy] Song selection interface usability changes.
- (*) [peppy] Special case for when drag offset causes timing to end up before the slider begins.
- (*) [peppy] Don't apply touch-drag offset when autoplay is enabled.
- (*) [peppy] RankingDialog will display when necessary even if buttons are clicked.
- (*) [peppy] Increased animation speed at ranking screen.
- (*) [peppy] Idle check at ranking screen.
- (+) [peppy] Web: First implementation of the map challenge system.
- (+) [peppy] Web: Added comment moderation system.
- (*) [peppy] Web: Image attachments are cleaner in forum posts.
- (*) [peppy] Web: Fixed width of website.
- (*) [peppy] Web: Footer copyright updated to 2010.

Have to figure out changelog stuff after the move to git. This is a combined changelog for the last couple of weeks.

2010-01-19

(*) [peppy] Testing new bancho server (use public for old).

2010-01-16

(*) [peppy] Fixed issue #148 (updater not getting correct working directory in some odd cases).

2009-12-21

(*) [peppy] Fixed sending PMs not appearing correctly in chat (first outgoing).

(*) [peppy] Fixed world map accepting clicks when it shouldn't.

(*) [peppy] Removed ctb not-ranked message.

2010-1-9

(*) [peppy] Bancho got killed.

(*) [peppy] Bancho got revived.

2009-12-20

(*) [peppy] Fixed animation speeds for older storyboards.

2009-12-17

(*) [peppy] Fixed OpenGL renderer freezing during screenshot upload.

2009-12-16

(*) [peppy] Web: Subscription has automated email notifications and a much smoother process.

2009-12-15

(*) [peppy] Web: Forum listing style improvements/fixes.

(*) [peppy] Web: Removed post confirmation dialog (was useless and annoying).

(*) [peppy] Web: Slight design changes (user listing).

2009-12-14

(*) [peppy] Fixed issue #113 (Microsoft IME causes 0.00 BPM / NaN offset timing issues).

(*) [peppy] Web: Optimisations for scheduled tasks (reduced load by around 90%).

2009-12-13

(+) [peppy] Added a minimum volume limit for all control point volume adjustments.

(*) [peppy] Fixed issue #108 (Delete key doesn't work on song select).

(*) [peppy] Fixed issue #97 (Slider repeat unclickable in editor).

(*) [peppy] Fixed issue #96 (Rounding of accuracy on ranking dialog).

(*) [peppy] Fixed issue #98 (Invalid sampleset choice present in ranked map).

(*) [peppy] Fixed issue #107 (SB: frameDelay not correctly utilized).

(*) [peppy] Addressed issue #94 (Deselect hit sample choices when swapping placement modes).

(*) [peppy] Fixed issue #111 (Unhandled Exception (Rotation dialog)).

(*) [peppy] Fixed undo/redo states causing random crashes.

(*) [peppy] Fixed vertical alignment of auto spinning to match new gamefield offset.

(*) [peppy] Improved accuracy of internal animation fps calculations.

2009-12-12

(+) [peppy] Bootstrapping of installation for Windows Installer / .NET v2.0.

2009-12-09

(+) [peppy] Bancho IRC mode distinguishes types of clients with +/@ status.

(*) [peppy] Visual and accuracy improvements to user map.

(*) [peppy] Fixed replays not viewable when saving locally (all previously saved replays should be viewable now).

(*) [peppy] Fixed spectator name not showing up correctly on ranking screen after map completion.

(*) [peppy] Fixed issue #85 - SBE removes P event.

(*) [peppy] Fixed issue #88 - some storyboard errors cause freeze.

(*) [peppy] Bancho mono fault recovery improvements.

back on track for distributing test builds finally.

2009-12-07

(+) [peppy] Added a BAT specific chat channel.

(+) [peppy] User location is sent by bancho.

(*) [peppy] Fixed first PM action (/me) resulting in weird results.

(*) [peppy] BanchoBot's chat window is set as active when it says something (every time).

(*) [peppy] Silenced users are only silenced for 5 minutes.

(*) [peppy] General Bancho improvements.

(*) [peppy] Web: Inactive posts (more than 30 days since the last post) are coloured differently.

(*) [peppy] Web: Refinements to Moderation controls (should be a bit easier to use now).

2009-11-30

(*) [Intermezzo] fixed being able to activate both suddendead and auto in the modselection screen.

(*) [Intermezzo] fixed a huge memory leak in the editor.

(*) [Intermezzo] fixed unable to search in the beatmap selection when the caret position changed before text was entered.

2009-11-10

(+) [peppy] Added "reset selected/all objects' samples" menu items to Edit menu.

(*) [peppy] Fixed issue #76 (SBE layers and assets disappear) and slightly improved handling of the events list.

(*) [peppy] Fixed issue #77 (Multiplayer scores not sorted).

(*) [peppy] Fixed issue #79 (Spinner on minimize fails).

(*) [peppy] Fixed issue #80 (Auto messes up after spectate).

(*) [peppy] Fixed issue #75 (Progress Pie doesn't have (layer) priority over section pass/fail).

(*) [peppy] Fixed issue #81 (Autoplay displays wrong name in F9 userbar).

- (*) [peppy] Fixed issue #67 (Timeline in Timing tab weird).
- (*) [peppy] Fixed !rank not working at all (doesn't support modes yet, though).
- (*) [peppy] Changed default extended users sort mode to Rank.
- (*) [peppy] Web: Fixed issue with beatmaps that had a '\$' in the title not creating a novideo version.
- (*) [peppy] Web: Fixed issue #71 (Rank screen shows #0 for monthly ranking).

2009-11-03

- (*) [peppy] Added server-side rapid comment protection.
- (*) [peppy] Increased time creator/player comments stay at top/bottom of screen.
- (*) [peppy] Fixed rate of key repeat after IME is used.
- (*) [peppy] Fixed overlapping text in BSS popup.
- (*) [peppy] Fixed issue #68 (First letter does not register in song search widget).

2009-11-02

- (+) [peppy] Added comment counts to discussion window.
- (*) [peppy] Fix for various input issues.
- (*) [peppy] Changed formatting of links in irc.
- (*) [peppy] Fixed crash when hitting 'F' during a double-time replay.
- (*) [peppy] Fixed osu! being affected by screen dpi.
- (*) [peppy] Fixed numeric shortcuts not working on popup dialogs.

2009-11-01

- (*) [peppy] Fixed issue #63 (Typing in chat searches maps instead).
- (*) [peppy] Fixed issue #65 ("Always use skin cursor" fails for preferred skin maps).
- (*) [peppy] Fixed issue #60 ("Delete All Timing Sections" crashes the game).
- (*) [peppy] Fixed issue #55 ([Editor] Background disappears after exiting song setup).

2009-10-31

- (+) [peppy] Holding down shift while taking a screenshot will automatically upload it.
- (*) [peppy] Set a minimum height for vertical scrollbars (making it easier to drag them).
- (*) [peppy] Fixed issue #58 (Star Difficulty Rating disappears after deleting timing sections).
- (*) [peppy] Fixed issue #59 ([Editor] "This is the latest ranked copy" showing after editing map).
- (*) [peppy] Fixed issue #36 part 2 (Cannot type in edit song select).
- (*) [peppy] Fixed cursor trail not being forced to skin when option is selected.

2009-10-30

- (+) [peppy] Added new editor snapping mode (guided distance no-grid snap).
- (*) [peppy] Fixed osu!direct download info misalignment in widescreen modes.
- (*) [peppy] Improved error handling for new ranking dialog (tracking a few final bugs in next public release).
- (*) [peppy] Fixed issue #49 try #2 (Distance Snap rounding error).
- (*) [peppy] Fixed key repeat rate being too quick.
- (*) [peppy] Fixed 'Z' shortcut not working in editor while in object placement mode.

(*) [peppy] Fixed issue #57 (Storyboarding: MX/MY Events: Variables disappear upon editor exit).

(*) [peppy] Fixed sorting of players with a rank of unknown (not yet ranked any score).

2009-10-28

(+) [peppy] Added Ctrl-Tab support for chat tabs.

(+) [peppy] Added filter/search field to extended chat panel.

(*) [peppy] Huge rewrite of input handling code (still a bit to go).

(*) [peppy] Improvements to textbox class.

(*) [peppy] Extended chat user panes fade in more smoothly.

(*) [peppy] Improved IME support.

2009-10-27

(+) [peppy] Added submission spam protection for comment submission.

(+) [peppy] Added special formatting for BAT/player/creator/subscriber when commenting.

(+) [peppy] Added support for replay/song/map-specific comments.

(*) [peppy] Fixed some bugs with the discussions popup.

2009-10-25

(+) [peppy] Initial support for replay commenting.

(*) [peppy] Fixed crash when playing offline while logged in.

(*) [peppy] Fixed chat ticker covering "show chat" buttons.

2009-10-21

(*) [peppy] Fixed issue #40 (Resize cursor does not change back to pointer in edit).

(*) [peppy] Fixed issue #39 (Updating custom offset to match new online offset).

(*) [peppy] Fixed issue #34 (Right-click menus show default skin).

(*) [peppy] Stacking fixes maybe?

(*) [peppy] Changed maximum non-forced no-break length to 5 seconds.

(!) [peppy] Possibly score/replay-breaking slider change. Please test thoroughly and report any problems asap.

2009-10-20

(*) [peppy] Fixed issue #37 (Unable to select already-hit notes in Editor).

(+) [peppy] Web: Ranking chart support (instantiated customisable ranking charts).

^huge

2009-10-19

(*) [peppy] Fixed #35 (HP bad on 2x on Auto).

2009-10-18

(*) [peppy] Fixed crash in editor when clicking 'test' button.

(*) [peppy] Fixed alignment of tooltips in editor (and widescreen modes).

(*) [peppy] Changed scrub-bar display style to be more readable.

- (*) [peppy] Update dialog no longer interrupts gameplay. Only displays/offers updates at the main menu (but alerts anywhere with a notification).
- (*) [peppy] Fixed editor selection circles not displaying for hitcircles outside a visible range.
- (*) [peppy] Changing settings on Song Setup dialog takes effect instantly. This now invokes a save on closing.
- (*) [peppy] Fixed issue #14 (Uploaded map corrupt if difficulty is empty).
- (*) [peppy] Fixed issue #32 (Avatars failing to load in multiplayer matches).
- (*) [peppy] Fixed team multiplayer scoreboard alignment for widescreen resolutions.
- (*) [peppy] Fixed capitalisation of osu! in game mode dropdown (multiplayer Match Setup screen).
- (*) [peppy] Increased speed of display animation for Team VS scoreboards.
- (*) [peppy] Fixed issue #31 (Speedy Auto-play in Test mode).
- (*) [peppy] Fixed issue #28 (Slider does not have priority over timeline).
- (*) [peppy] Fixed test mode not playing successfully if it is invoked halfway through the last spinner/slider of a map.
- (*) [peppy] Web: Fixed issue #33 (Player search "jump" case-sensitive).

2009-10-17

- (+) [peppy] New break display style in timeline. Updates breaks on-the-fly.
- (+) [peppy] Editor automatically adds breaks over long gaps.
- (*) [peppy] Fixed 'autoplay enabled' message disappearing instantly in editor test mode.
- (*) [peppy] Modified tap button tooltip to include keyboard shortcut.
- (*) [peppy] Fixed bancho randomly silencing large numbers of users.
- (*) [peppy] Editor performance increases of up to 2000% (especially noticeable in longer maps).

2009-10-16

- (*) [peppy] Fixed countdown offset being incorrect for some beatmaps.

2009-10-13

- (*) [peppy] Fixed critical bug in new stacking code.
- (*) [peppy] Fixed reading of scores.db, and forced creation of a backup should reading fail in the future.
- (*) [peppy] Improved 25% playback audio quality (though I'm still saying nothing about the precision of timing).

2009-10-11

- (+) [peppy] Widescreen support for extended chat.
- (+) [peppy] Added maintenance mode dialog.
- (*) [peppy] Extended chat (F9) performance improvements.
- (*) [peppy] Avatar loading improvements (no more missing avatars).
- (*) [peppy] Avatar cache moved to a more subtle location, automatically purged. Removed manual purge option.

2009-10-10

(+) [peppy] Added storyboard scripting support for vector movements (MX and MY transformation types).

(*) [peppy] Fixed issue #18 (Disable mouse buttons in play mode option).

(*) [peppy] Fixed issue #24 (ID3 tags should fill song information).

(+) [peppy] Web: Friends are highlighted on web scoreboards.

(*) [peppy] Web: Fixed issue #21 (Taiko accuracy calculation inconsistency).

2009-10-09

(*) [peppy] Restored old stacking code for old beatmaps.

(*) [peppy] osu!direct menu icon bypasses idle check (as it should).

(+) [peppy] Web: Added language metadata for beatmaps. If you see an incorrect language please report to a BAT member.

(+) [Intermezzo] Added #23 (Final replay score no longer shown in the offline scoreboard)

(*) [Intermezzo] Fixed rare crash in song selection.

(*) [Intermezzo] Fixed crash in testmode when starting in a kiai timing section.

2009-10-07

(*) [peppy] Web: Minor site design changes.

2009-10-06

(*) [peppy] Fixed issue #17 (Editor - Timing "Invalid format!").

(*) [peppy] Fixed issue #19 (AIMod 1/3, 1/6 issue).

(*) [peppy] Fixed issue #20 (Incorrect Stacking). Total rewrite of stacking code (needs some testing).

(!) [peppy] Bancho stabilised. Permanently.

2009-10-05

(*) [peppy] Bancho fixing.

User avatar

17,696 posts

Offline Send private message [Australia]

8 years ago

2009-10-04

(+) [peppy] Bancho threading architecture rewrite (using worker threads now).

(*) [peppy] Thorough Bancho code quality check, profiling and optimisation.

(*) [peppy] Change to messaging when first downloading localisations.

(*) [peppy] Fixed issue #15 (osu! Direct causes mouse cursor to disappear).

2009-10-03

(*) [peppy] Fixed rapid reconnects to bancho in some rare cases.

(*) [peppy] Fixed crash during quit when Bancho is not yet connected.

(*) [peppy] Fixed rare crash when retrieving BPM values.

- (*) [peppy] Fixed possible crash when deleting last item from beatmap list using mouse.
- (*) [peppy] Bancho/osu! compression performance and memory improvements.
- (*) [peppy] Fixed issue #13 (Unmapped files cannot be removed from Beatmap Selection).
- (*) [peppy] Fixed issue #6 (Star difficulty maps not shown when grouping by difficulty).
- (*) [peppy] Further Bancho threading tweaks.
- (*) [Intermezzo] Fixed textures not loading in some cases.
- (*) [Intermezzo] Fixed issue #7 (beatmap skin override in skin selection mode).
- (*) [Intermezzo] Fixed issue #8 (Unhandled Exception - Rank screen).
- (*) [Intermezzo] Fixed issue #10 (Unhandled Exception in taiko mode with unloadable beatmaps).
- (*) [Intermezzo] Fixed issue #11 (Crash on initial scoreboard update).

2009-10-01

- (*) [peppy] Fixed issue #5 (No Video Mod Resetting).

2009-09-30

- (*) [peppy] Fixed grid misalignment in rare cases in editor.
- (*) [peppy] Fixed url encoding of difficulty links in BSS posts.

2009-09-28

- (+) [peppy] Added new AI Mod style rule: preview point not set.
- (+) [peppy] Added support for 120fps limit.
- (+) [peppy] Added kiai overlay to editor seekbar.
- (*) [peppy] Fixed trigger events not activating in taiko mode.
- (+) [peppy] Web: Added top beatmaps pane to forum index.

2009-09-27

- (+) [peppy] Added new AI Mod Error module. Rules for known unrankable errors (missing background, two objects with same startTime).
- (+) [peppy] Added new AI Mod Style module. Stylistic warnings (very long combos, very long beatmap, excessively long unused mp3, too much kiai time used, too many kiai toggles).
- (*) [peppy] Fixed 'Y' to toggle distance snap in editor not working.
- (*) [peppy] Fixed tapping causing strange results if two taps occur on same millisecond value consecutively.
- (*) [peppy] AI Mod interface changes.
- (+) [peppy] Web: Added new signature image style to profile pages.

2009-09-26

- (*) [peppy] Fixed snap divisor not loading correctly from editor open dialog.
- (*) [peppy] Fixed alignment of popup dialogs on widescreen configurations.
- (*) [peppy] Fixed taiko notes flying to hp bar even when missed.
- (*) [peppy] Fixed alignment and draw depth of fail overlay.
- (*) [peppy] Fixed possible threading crash when loading online favourites.
- (*) [peppy] Increased beatmap size limit for marathon maps (make sure the difficulty is

"Marathon").

(+) [peppy] Web: Profile supports all game modes. Defaults to most played for that user.

(*) [peppy] Web: Inactive BAT members will no longer get a coloured name. They will also no longer display on the BAT ranking at all.

(*) [peppy] Web: Profile beatmap listings start collapsed.

(*) [peppy] Web: Added catch in BSS to automatically purge maps in "half uploaded" state.

2009-09-24

(*) [peppy] Bancho reliability fixes (client-side).

(*) [peppy] Fixed keyframe catch-up when osu! is not rendering frames for a long period of time.

(!) [peppy] Project/build script cleanup.

(*) [peppy] Web: New welcome e-mail for forums.

(*) [Intermezzo] Recoded mouse precision mode; it should now work with crappy mouse drivers.

2009-09-23

(*) [peppy] Fixed too many stars during 2x replay in kiai time.

(*) [peppy] Fixed unpause cursor message not being centered in widescreen.

2009-09-21

(*) [peppy] Changed AIMod snapping sensitivity to 1ms.

(*) [peppy] Fixed CtB autoplay jumping rather than smoothly moving.

(*) [peppy] Fixed stacking bug where two sliders are placed in a very unique arrangement.

(*) [peppy] Fixed kiai fountain not aligning correctly on widescreen.

(*) [peppy] Fixed break pass/fail sprite not aligning correctly on widescreen.

(*) [peppy] Fixed mouse not clipping to spinner circle in windowed mode.

(*) [peppy] Fixed too much mouse trails when viewing autoplay/replay with frame limiter off during kiai time.

(*) [peppy] Fixed song select hover select not working totally correctly with widescreen enabled.

(*) [Intermezzo] Fixed arrows pointing to blank space when activating them in the failscreen.

(*) [Intermezzo] fixed incorrect date shown at the multiplayer ranking screen.

(*) [Intermezzo] fixed loop animation not showing correctly with a low fps.

(+) [peppy] Web: Added descriptive messages to pending beatmap forum listing showing current status.

2009-09-20

(*) [peppy] Fixed taiko mode scroller bar becoming split when game is paused/buffering/waiting.

(*) [peppy] Fixed slider sliding sounds not stopping when swapping editor modes.

(*) [peppy] Fixed background not realigning with taiko hitbar.

(*) [peppy] Changed countdown to use timing data from first hitobject's location.

took a few days break to work on another personal project.

2009-09-17

(*) [peppy] Updated audio library.

- (*) [peppy] Fixed mispositioned in-break ranking.
- (*) [peppy] Widescreen fixes for play modes.
- (*) [peppy] Fixed inherit sections' BPM displaying incorrectly in editor.
- (*) [Intermezzo] Fixed overlapping hpgraphs in teamvs mode.

2009-09-16

- (+) [peppy] AIMod detects non-snapped objects.
- (*) [peppy] Improvements to replay playback perceptual framerate.
- (*) [peppy] Fixed Autopilot+DoubleTime lagging with frame limiter on.
- (*) [peppy] Removed possibility for autopilot and autoplay to mix.
- (*) [Intermezzo] Fixed players still showing up as playing after failing in a teamvs match.

2009-09-15

- (+) [peppy] Chat runs in widescreen.
- (*) [peppy] Fixed help screen in editor not disappearing when it should.
- (*) [peppy] Fixed multiple similar notifications displaying in a row.
- (*) [Intermezzo] Fixed crash in playervs after finishing a game.
- (*) [Intermezzo] Fixed team accuracy calculation with catch the beat.
- (*) [Intermezzo] Fixed being able play taiko only maps in tag mode.

2009-09-14

- (+) [peppy] New installer supporting UAC a lot better than before (tested thoroughly on Vista/Windows7).
- (*) [peppy] Removed "new scrolling" message on song select.

2009-09-13

- (+) [Intermezzo] Added hp graphs in multiplayer vs mode.
- (+) [Intermezzo] Greatly improved the ranking screen in teamvs and teamvs coop.
- (+) [Intermezzo] A team fails in teamvsmode if all members fail.
- (+) [Intermezzo] Failing in teamvs/coop mode will now direct you to the rankings instead of the gamelobby.
- (*) [Intermezzo] Fixed a rare crash after leaving the multiplayer lobby room
- (*) [Intermezzo] In multiplayer Teamvs, the score is no longer divided by the amount of players.
- (*) [Intermezzo] Fixed score offset in teamvs mode.
- (*) [Intermezzo] Hopefully fixed all issues with mousePrecision mode now.
- (*) [peppy] Fixed replay cursor flying in slowly at beginning of replays.
- (*) [peppy] Moved auto cursor off-screen during intro time.
- (+) [peppy] Web: Added friend support to profile pages.
- (+) [peppy] Web: Converted rating spread to a graph.

2009-09-12

- (*) [peppy] Fix for rare case in taiko where replays are not recorded correctly.
- (*) [peppy] Fixed white fadescreen not filling up full screen with new layout code.
- (*) [peppy] Fixed song info displaying too late on the first display (after startup).

- (*) [peppy] Fixed HP metre not increasing at full speed when running <60fps.
- (*) [peppy] Fixed selection options on song select not working in widescreen configurations.
- (*) [peppy] Fixed game interface not fading out during storyboard outro.

2009-09-10

- (*) [peppy] Fixed notifications not displaying background in OpenGL mode.
- (*) [peppy] Disallow logins during play mode.
- (*) [peppy] Fixed chat buttons in editor displaying at wrong location.
- (*) [peppy] Fixed F8 in taiko fullscreen when playing offline crashing.
- (*) [peppy] Fixed taiko don sounds not being properly affected by sample sounds.
- (*) [peppy] Fixed display order of pause menu/skip button/volume control.
- (*) [peppy] Fixed retry time not being recorded in a small number of scenarios.

no test build because there are a few half-broken things. rewrote quite a lot of widescreen handling code to clean things up.

2009-09-09

- (+) [peppy] Web: Added fail/exit logging and graph on beatmap info pages.

2009-09-08

- (+) [peppy] Added BSS filesize hard limit (24,576kb).

2009-09-07

- (*) [peppy] Removed ffdshow requirement tooltip.
- (*) [peppy] Notification improvements (new background graphic, displayed at native resolution).
- (*) [peppy] Fixed login screen appearing suddenly on first startup (and in the wrong place on the screen).
- (*) [peppy] Fixed flashlight looking bad with widescreen enabled.
- (*) [peppy] Fixed taiko bar showing up after passing song (when it is full).
- (*) [peppy] Fixed editor icons not displaying in compose mode instantly when swapping from timing mode (on initial timing).
- (*) [peppy] Minor taiko drumroll fix (probably hasn't caused a scoring bug yet due to very specific criteria to trigger).
- (*) [peppy] Fixed skip button visible while paused.
- (*) [peppy] Fixed inherit timing sections not changing timeline correctly.
- (*) [peppy] Fixed video offset not showing up. Added current ms display to tooltip.
- (*) [peppy] Removed possible occurrence of lag when finishing spinner.
- (*) [Echo] Fixed incorrect skin loading behaviour for animations.

2009-09-06

- (+) [peppy] Taiko mode widescreen support.
- (+) [peppy] Song selection widescreen support!
- (*) [peppy] Fixed progress metre not displaying.
- (*) [peppy] Fixed display order with taiko spinners.

- (*) [peppy] Fixed universal volume control not displaying in widescreen.
- (*) [peppy] Fixed some bugs here and there.
- (*) [peppy] Letterboxing removed on map start.
- (+) [peppy] Web: Added badge support to profiles.

2009-09-05

- (+) [peppy] Added widescreen support in play mode.
- (*) [peppy] Fixed possible cause of keyboard lag in CtB.
- (*) [peppy] Disabled mouse precision (once again).
- (*) [peppy] Fixed selection of modes in editor when in widescreen.
- (*) [peppy] Moved notification messages to top of screen when chat is open.
- (*) [peppy] Removed taiko 'reset' notice.

2009-09-04

- (*) [peppy] Fixed opening chat while editing highlights list causing tem to disappear.
- (*) [peppy] Added check to make sure the osu! working directory is actually the osu! directory.

public release

2009-09-03

- (*) [peppy] Fixed design mode video offset control not displaying.
- (*) [peppy] Improved fade state handling (and letterboxed play-mode fades).

2009-09-02

- (*) [peppy] Fixed timing panel bugs.

2009-08-31

- (+) [peppy] Added support for custom inherit multiplier :/.
- (*) [peppy] Handle skin.ini errors better (no hard crash).
- (*) [peppy] Fixed pie progress metre appearing after end of beatmap.
- (*) [Intermezzo] Fixed a bug where Osu! freezes before getting to the ranking screen.

2009-08-27

- (+) [peppy] Pippidon jumps on spinner completion.
- (+) [peppy] Pippidon jumps on map completion.
- (+) [peppy] Added custom animation sequence support.
- (*) [peppy] Fixed sluggish undo states with storyboarded sounds.
- (*) [peppy] Fixed Ctrl+A not working in editor.
- (+) [peppy] Web: Added BAT rankings back.

2009-08-25

- (+) [peppy] Chat tab will automatically swap to BanchoBot if he sends a PM for the first time.
- (*) [peppy] Universal volume changes are applied to already playing storyboard samples.
- (*) [peppy] Fixed countdown samples not playing after retry.

- (*) [peppy] Fixed names with spaces causing weirdness with PM chat tabs.
- (*) [peppy] Fixed chat tabs not displaying any alternating colour.
- (*) [peppy] Fixed blocked up star fountain drains.

2009-08-24

- (*) [peppy] Fixed crash when playing a map which requests an unavailable custom skin (try #2).
- (*) [Intermezzo] Fixed mouse cursor getting stuck in windowed mode when mouse precision is enabled.
- (*) [Intermezzo] Fixed laggy keyboard input on some older systems.

2009-08-23

- (*) [peppy] Fixed crash when playing a map which requests an unavailable custom skin.
- (*) [peppy] Fixed Ctrl+P shortcut in editor adding two timing sections instead of one.
- (*) [peppy] Fixed crash when deleting timing section in timing setup panel.
- (*) [peppy] Changed default hitsound for katsu hits in taiko to clap.
- (*) [peppy] Fixed grid size not saving to beatmap file correctly in all cases.
- (*) [peppy] Fixed rapidly saving in editor causing a failure notice.
- (*) [peppy] Fixed some editor shortcuts not working.
- (*) [peppy] Fixed timeline selections not working correctly.
- (*) [peppy] Fixed editor focus getting stuck on slider points.
- (*) [peppy] Fixed kiai fountains not displaying.
- (*) [peppy] Fixed kiai fountains continuing animation even while game is paused.

2009-08-22

- (+) [peppy] Added taiko pippidon.
- (+) [peppy] Map background shows during loading of song.
- (*) [peppy] Fixed storyboarded samples not stopping after exiting the ranking screen.
- (*) [peppy] Fixed storyboarded samples not being freed correctly.
- (*) [peppy] Fixed storyboard 'V' events not respecting decimal values on save.
- (*) [peppy] Fixed storyboard errors reading 'V' lines on some localisations.
- (*) [peppy] Fixed editor slider shortcut keys not blocking correctly.
- (*) [peppy] When online offset changes, it replaces the local offset rather than taking the difference.
- (*) [peppy] Enhanced internal animation support.
- (*) [peppy] Improved smoothness of transitions.

Yes, I know the editor is still broken. I'll get to that tonight!

2009-08-21

- (+) [peppy] Timing window automatically pops up when adding a new inheriting section.
- (+) [peppy] Editor tap button glows when song is untimed.
- (+) [peppy] Updater shows much more detailed progress during the patching process.
- (*) [peppy] Improved editor tap calculation.
- (*) [peppy] Change shortcut key for adding new timing sections (check Timing menu for new

shortcuts).

- (*) [peppy] Fixed HP bar filling up while paused.
- (*) [peppy] Fixed HP bar filling up at wrong speed when DT/HT is enabled.
- (*) [peppy] Slight kiai brightness reduction.
- (*) [peppy] Fixed thread lockup scennario involving GC and scheduled events.
- (*) [peppy] Removed some editor transitions (not necessary).
- (*) [peppy] Huge reorganisation of editor codebase.

2009-08-19

- (*) [peppy] Fixed storyboard samples not stopping when map is quit.
- (*) [peppy] Fixed unclickable links in some irc clients when using osu! () format.
- (*) [peppy] Fixed tap-timing causing unexpected results when music is paused or rewound to a weird point.
- (*) [peppy] Changed taiko scoring for large hits to be exactly 2x a normal hit (not authentic but more sensible).

2009-08-17

- (+) [peppy] CtB catchers can now be animated.
- (+) [peppy] Added support for two skip destinations when storyboarded intros are present.
- (*) [peppy] Fixed stale samples playing after skip is pressed.
- (*) [peppy] Fixed sliders not displaying on some PCs.
- (*) [peppy] Fixed a few hard crash bugs.

Server finally running smoothly - found a problem which rooted from a BIOS setting being set wrong.

2009-08-16

- (+) [peppy] Holding shift down while changing distance snap multiplier allows finer accuracy.
- (*) [peppy] Web: Fixed taiko/CtB total accuracy stat not being calculated correctly.

Was going to reset Taiko scores but then got caught up with server load problems. Currently tracking down a potential bug in the linux kernel or bottleneck in the ICH7 chipset...

2009-08-15

- (*) [peppy] Fixed scoreboard ordering when total scores are equal.
- (*) [peppy] Fixed deleting timing sections causing a crash in editor.
- (*) [peppy] Fixed crash when testing after changing audio playback speed in editor.
- (*) [peppy] Fixed threading condition causing crashes during multiplayer game start.
- (*) [peppy] Web: Fixed chigau beatmap links.

User avatar

17,696 posts

Offline [Send private message \[Australia\]](#)

8 years ago

2009-08-13

(*) [peppy] Handle more storyboard scripting errors without crashing.

(*) [peppy] Handle multiplayer crash when clicking ready in a better fashion.

2009-08-12

(+) [Intermezzo] Added relax mod in taiko.

(*) [Intermezzo] Fixed not returning to the selection screen after you failed in taiko.

(*) [Intermezzo] Fixed being able to turn on both relaxed and auto.

(*) [peppy] Fixed inheriting sections not taking effect.

2009-08-11

(+) [peppy] AI Mod loads extended information from the FAQ.

(+) [peppy] AI Mod detects when changes are fixed.

(*) [peppy] Fixed one case where sliders do not return to original speed after inheriting.

(*) [peppy] Deleting a timing point from editor deletes inherited points too.

(*) [peppy] Fixed inherited timing points being able to be inserted before the first timing point.

(*) [peppy] Change to taiko accuracy calculation (150 hits are now worth 50% rather than 33%).

2009-08-09

(*) [peppy] Fixed copying times in design mode giving UO-affected time rather than raw.

2009-08-07

(*) [peppy] Fixed crash when '/addfriend' is used without an argument.

(*) [Intermezzo] Fixed a bug where taiko double hits weren't stored to the replay correctly.

2009-08-06

(+) [peppy] Added AI Mod framework.

(*) [Intermezzo] Fixed being able to activate auto in testmode while the game is paused.

(*) [Intermezzo] Fixed the crown going to the player with the most points in TeamVS accuracy mode.

(*) [peppy] Fixed half/double time causing a crash.

(*) [peppy] Fixed seeking in editor acting differently during seek vs stop.

(*) [peppy] Fixed copy/paste of sliders in editor causing repeat weirdness.

2009-08-05

(+) [peppy] Beat snap divisor and grid size are saved to the .osu file. Slightly changed the .osu format to make this cleaner.

(+) [peppy] When selecting "low end pc", all other graphical enhancements are forced off.

(*) [peppy] Fixed tag coop causing crashes.

(*) [peppy] Fixed case sensitivity of audio filenames (try #2).

(*) [peppy] Memory usage reductions, audio load time improvements.

(*) [peppy] HP bar exits initial fill animation if a beat it hit (test mode mainly).

(*) [peppy] Fixed kiai mode not initialising correctly if test mode is started halfway through a kiai

section.

(*) [peppy] Fixed audio samples not being released correctly in certain cases.

(*) [peppy] Fixed sliders disappearing on the timeline after undo.

2009-08-03

(*) [peppy] Bancho recovery.

(*) [peppy] Optimised beatmap information requests at both bancho and client-side level.

(*) [peppy] Bug fixes of generic nature.

(*) [peppy] Fixed jumpy memory allocation during video playback.

2009-08-02

(*) [peppy] Fixed sort mode getting reset even when new songs are not imported.

(*) [peppy] Fixed songs occasionally not loading even after a full refresh.

(*) [peppy] Bancho memory consumption fixes.

(*) [peppy] Fixed long /np strings not getting converted to links correctly.

(*) [peppy] Web: Fixed accuracy display for CtB scores.

(*) [peppy] Web: Fixed tags not submitting properly via BSS.

(*) [peppy] Web: Increased download limits.

2009-08-01

(*) [intermezzo] Fixed a bug in the mouse precision mode where the cursor would get stuck under some circumstances.

(*) [peppy] Fixed editor selection strings crashing clients.

(*) [peppy] Fixed having over 5k beatmaps causing draw depth issues on song select.

(*) [peppy] Fixed storyboard sprites disappearing after fail layer is shown once.

(*) [peppy] Changed osuldirect sorting to give better search results.

(*) [peppy] Fixed joining password-protected full game asking for password rather than denying entry.

(*) [peppy] Fixed random selection occasionally causing a crash.

2009-07-31

(*) [peppy] Fixed filename case sensitivity.

(*) [peppy] More work on bancho stability.

2009-07-30

(*) [peppy] Fixed spinner metre appearing upside down.

(*) [peppy] Fixed spinning in two opposite directions causing 'clear' sprite to now appear.

2009-07-29

(*) [peppy] Fixed bancho threading issues.

(*) [peppy] Fixed !stat not working.

(*) [peppy] Fixed nick changes (IRC) not working correctly.

(*) [peppy] Web: Fixed replay watched counters not increasing.

2009-07-28

- (*) [peppy] Fix crash when deleting last song from song selection screen (div0).
- (*) [peppy] Fixed title images not being loaded at all.
- (*) [peppy] Fixed update text not always rendering correctly.
- (*) [peppy] Fixed new beatmaps not loading correctly in multiplayer matches.
- (*) [peppy] Fixed shader flickering during replays.
- (*) [peppy] Fixed artefacting using low-end PC with CtB kiai.

2009-07-27

- (+) [peppy] Web: Public testing release of pTransl translation engine.

2009-07-26

- (*) [peppy] Fixed taiko large hits not getting correct score for second hit.
- (*) [peppy] Fix for taiko large hits again.

Quite a bit of progress on the translation system, along with a few other taiko fixes I was too tired to add to the changelog list.

2009-07-25

- (*) [peppy] Changed origin of comboburst sprites to bottom-left.
- (*) [peppy] Fixed scores with combos of over 1,000 overlapping their binding rectangle on the song selection screen.
- (*) [peppy] Fixed sort by creator not working correctly.
- (*) [peppy] Web: Fixed rolling ranks not updating correctly.

2009-07-24

- (+) [peppy] Added two new Catch the Beat achievements. Art contributed by ToRMenToR_84.

2009-07-23

- (+) [peppy] Added in-game online favourites display.
- (+) [peppy] Added option to add map to online favourites from ranking screen.
- (*) [peppy] Fixed level not updating on a decimal level.
- (*) [peppy] Fixed local scores not being saved and duplicating under some circumstances.
- (*) [peppy] Fixed local replays not being cleaned up after beatmap updates/deletions.
- (*) [peppy] Optimised looking up beatmaps internally by checksum.
- (+) [peppy] Web: Added list of users that favourited a map to beatmap info pages.
- (*) [peppy] Web: Increase maximum number of online favourites to 20.

2009-07-22

- (+) [peppy] Added three new play-count based achievements. Art contributed by ToRMenToR_84.
- (*) [peppy] Change large taiko hits to have their mouths closed by default.
- (*) [peppy] Fixed stats/rank commands in Bancho not working with new ranking system.
- (*) [peppy] Changed rank sort behaviour to handle empty ranks.

- (*) [Intermezzo] Doubled the taiko face animationspeed after 150 combo's.
- (*) [peppy] Fixed denden completion not giving combo bonus.
- (+) [peppy] Web: Reorganised achievements profile section.

2009-07-21

- (+) [peppy] Local scores are displayed on in-game scoreboard.
- (*) [Intermezzo] Taiko drumrolls are now affected by kiai timing.
- (*) [Intermezzo] Made the Taiko spinners a lot more strict.
- (*) [Intermezzo] Taiko face animations are no longer affected by inherited timing.
- (*) [Intermezzo] Changed the way how Taiko Face animatons look by adding zigzag-like patterns.
- (*) [peppy] Fixed mouse button detection rates in taiko mode.
- (*) [peppy] Fixed new users being unable to connect to Bancho.
- (*) [peppy] Huge performance improvements to local score storage system.
- (*) [peppy] Web: Fixed "User has lost first place in song" notifications getting sent to wrong user.
- (*) [peppy] Web: Fixed layout of player ranking page.
- (*) [peppy] Web: Fixed ranked score not updating for CtB/Taiko modes.

2009-07-20

- (*) [Intermezzo] Fixed a taiko bug where notes always hit if all buttons are pressed simultaneously.
- (*) [Intermezzo] Fixed a Taiko exploit where spinners could be finished with incorrect hit sequences.
- (*) [peppy] Fixed taiko finish notes causing misses when too close together.
- (*) [peppy] Fixed before/afterGameplay calculations causing crash when no hitObjects present.
- (*) [peppy] Fixed test build not connecting to bancho.
- (*) [peppy] Fixed mode logo not displaying on song selection when background image is loaded.
- (*) [peppy] Fixed taiko input sometimes not accepting both sides of drum at once.

2009-07-19

- (+) [peppy] Background images are resized to a maximum size of 1024x768 if they exceed it (on adding a new background in editor).
- (+) [peppy] Options menu is now widescreen compatible.
- (+) [Intermezzo] Added toggable mouse precision mode.
- (*) [peppy] Fix being able to enable Relax and Autopilot at the same time.
- (*) [peppy] Changing resolutions in options menu fades out/in. Looks a lot cleaner.
- (*) [peppy] Fixed "No personal high score" not fading in.
- (*) [peppy] Fixed sprite import dialog using wrong filepath.
- (*) [peppy] Fixed storyboard sounds not being saved correctly by the editor.
- (*) [peppy] Fixed jukebox progress not working in f9 view.
- (*) [peppy] Fixed forms not rendering correctly in fullscreen modes. As a result, fullscreen no longer has to swap to windowed for some cases.
- (*) [peppy] Fixed jukebox unnecessarily showing current track every time game mode is changed.

- (*) [peppy] Made taiko drumrolls more lenient.
- (*) [peppy] Web: Title on beatmap info pages reflects the beatmap.
- (*) [peppy] Web: Admin confirmation prompts explain what you are about to do.
- (*) [peppy] Web: Fixed songs with no artist displaying badly in Bancho/web announcements.
- (*) [peppy] Web: Increased security of captcha/confirmation.

2009-07-18

- (*) [Intermezzo] Fixed letterbox appearing during outro time.
- (*) [Intermezzo] Fixed skip button not fading when being hovered during fadeout.
- (*) [peppy] Fixed main menu buttons behaving strangely when mouse button is down.
- (*) [peppy] Changed handling of custom offsets during gameplay.
- (*) [peppy] Fixed updating of maps in multiplayer not working correctly.
- (*) [peppy] Fixed pause cursor not clickable at edges of screen.

2009-07-16

- (*) Web: Doubled download speed limit when server is idle.
- (*) Web: More work on new ranking backend.

2007-07-15

- (*) Web: Database optimisations.
- (*) Web: Completion of score submission code.
- (*) Web: Stat migration code.
- (*) Web: Fixed a few backend performance hindering bugs.

2009-07-14

- (*) Fixed osu! crashing after closing when using osuldirect.
- (+) Web: Added news rss feed.
- (*) Web: New score submission code.

2009-07-12

- (*) Fixed multiple trigger events of same type in same event not saving correctly.
- (*) Fixed song info not updating when on permanent display mode.
- (*) Fixed taiko notes glitching out in very rare cases (overlapping sprites/notes).
- (*) Flipped volume control to the right way up.

2009-07-11

- (+) Added bindings for Finish/Whistle trigger loops.
- (+) Added passing/failing trigger loops.
- (+) Added arguments to trigger loops for start/end validity times.
- (+) Added adjustments for lower-spec'd PCs.
- (*) Fixed universal volume not updating music volume in options.
- (*) Fixed sprites not accepting repeated mouse clicks.
- (*) Fixed SB sprites not reloading correctly in editor.
- (*) Fixed sort order of transformations (using endtime rather than starttime affects some rare SB

cases).

- (* Fixed SB not fading to 100% brightness at the end of the beatmap.
- (* Fixed "Perfect" not displaying (for real).
- (* Web: Bubbled maps in pending will no longer graveyard automatically.

2009-07-10

- (+) Added volume attribute to sample events.
- (* Changed events to be saved to file using full event name (I think this will make things easier than remembering numbers).

2009-07-09

- (+) Added new separate option for softening filter (so other shader effects can be enabled separately).
- (* Slight direct3d performance improvements.
- (* Fixed text not clickable after a monitor change.
- (* Database optimisations. Things are running amazingly smooooooooothly!

2009-07-07

- (* Fixed avatars not loading after initial download.
- (* Fixed cursor skinning intermittently displaying incorrect sprite.
- (* Fixed arrows on pause menu not animating correctly (with hopefully no side-effects).
- (* Fixed beatmap import problems (where the full database is reprocessed when not actually necessary).
- (* Fixed dynamic sprites causing a crash on monitor swap (osu!direct, achievements). For now they are just disposed (as they would have to be dynamically generated again).
- (* Fixed "perfect" graphic not always displaying.
- (* Fixed unpaused cursor appearing in unclickable places on the screen.
- (* Fixed taiko autoplay not hitting drumrolls correctly.
- (* Fixed large taiko notes not getting a face when flying.
- (* Large taiko circles default to the second frame of animation (open-mouthed).
- (* Improved avatar loading/unloading algorithm. They are now unloaded from graphic memory when possible (up to ~10mb saving).
- (* Performance improvements on some game screens.
- (* Fixed song select background not updating after roulette/random selection.
- (* Removed transitions on beatmap loading screen.
- (!) Happy birthday to me.

2009-07-05

- (+) Added 'additive colour' parameter to storyboard parameter transformations (A).
- (+) If parameter transformations have $startTime == endTime$, they are automatically applied for the life of that event, rather than being a time-based transformation.
- (* Fixed editor test keys not working when paused.
- (* Fixed editor test mode going crazy at end of autoplay.
- (* Fixed formatting of editor time links when no notes are selected.

(*) Sprite loading/unloading changes (to allow true dual-monitor support in d3d).

see the storyboarding by scripting thread for all new SB features.

2009-07-03

(+) Added count of spectators to spectator list.

(+) Added storyboard shortcut notation for repeated arguments (M,0,,320,240 <- you can leave the second time and second vector out because it is repeated. Note that you need an empty comma section for the time).

(*) Removed score bonus for hitting taiko drumrolls in double time.

(*) Fixed kiai time pulsating rate when in double/half time.

(*) Fixed non-disposed sprites in editor (causing clicking places to result in skipping around the song).

(*) Added minimum size limit of 1024bytes for hitsamples. Any lower will be treated as empty (silence).

(*) More sprite drawing fixes.

2009-07-01

(*) Fixed some objects being incorrectly disposed (design mode).

(*) Fixed binding list activating when in the wrong options tab.

(*) Fixed user panel not responding to clicks outside the main menu.

(*) Fixed editor not prompting for save after changing sound additions.

2009-06-30

(*) Fixed bug where clicking in certain area of timeline causes jump to start of song.

(*) Fixed hover return option not being saved correctly.

(*) Fixed selection bug in timeline when widescreen is in use.

2009-06-28

(+) Added Song Selection translations for German, Spanish, Portuguese, Polish and Italian.

(+) Added support for downloading translations from options menu. Automatic updates via osu.me.

(+) Added pippi-don sprites to library.

(+) Added kiai alert to editor.

(+) Taiko beats animate after 50 combo.

(*) Improved taiko drumroll limiting algorithm.

(*) Taiko sliders don't create flying notes when not in time with bpm.

(*) Fixed click priority on song select.

(*) Removed face from taiko hit area.

2009-06-26

(*) Bancho fixes (stable for >1day and counting).

2009-06-24

- (* Fixed mods on /np showing incorrectly when spectating.
- (* Fixed Autopilot not appearing on /np output.
- (* Fixed Song Setup dialog changes not triggering a save prompt on testing.

2009-06-21

- (* Fixed incorrect ranking (rating) text display for own maps.
- (* Split 'Hover Select' into two options (added Hover Return).

2009-06-18

- (+) Added a shockwave showing where cursor is clicked when touchscreen is enabled.
- (* Fix for sliders playing at the wrong speed (0.5x or 2x) unexpectedly.
- (* Fixed File > Open in editor not updating control points (timing sections).
- (* Fix for ghost quits from IRC clients.
- (* Fixed codecs error appearing when video file does not exist.
- (* Fixed holding down mouse while hovering hoverable objects causing weird animation bug.
- (* Fixed replay/spectating not playing back at full speed.
- (* Fixed autoplay/autopilot not playing sliders/spinners at full speed.
- (* Fixed tablet support (restored to previously working state).
- (* Fixed options text appearing in wrong tab.
- (* Added error handling to video decoding process. video-debug.txt is created when an error occurs, but osu! will not crash (hi strager).

2009-06-17

- (+) Added bancho command for checking for multi-accounters.
- (* Fixed spectator causing crash.
- (* BSS submission pops any bubbles.
- (* Fixed !where not showing city even when user allows it.
- (* Fixed !where having no output when the user cannot be located.
- (* Bancho thread deadlock fixes (should be 100% stable now).
- (* Fixed certain position in screen causing seek during gameplay.
- (* Fixed notifications fading too slowly.
- (* Fixed mouse clicking outside of masked spritemanagers.
- (* Fixed taiko rankings not being displayed on song select.
- (* More database optimisations.
- (* Increased hits required for taiko spinners slightly (~15%).

2009-06-16

- (+) Added arcade-specific options tab.
- (* Fixed "Start Chat" button adding underscores to player name in tab.
- (* Fixed 3/4 timing not being recognised correctly for main menu flash effects.
- (* Fixed selection not remaining after returning from gameplay to song select (in any mode but Show All).
- (* Huge database optimisations. Server lived through peak hours without any load issues :).

2009-06-15

- (* Improved Bancho stability (still not perfect).
- (* Further database optimisations.
- (* Fixed one crash problem with video playback.
- (* Fixed song selection categories not being selectable.
- (* Force reprocessing of song headers to retrieve missing dates.
- (* Fixed last-played date updating on watching a replay.

User avatar

17,696 posts

Offline Send private message [Australia]

8 years ago

2009-06-14

- (+) Added custom touchscreen support.
- (* Improved handling of song select when using an absolute pointing device.
- (* Handle file write errors without hard-crashing osu!.
- (* Fixed sort by date (won't work at first unless you delete your osu!.db).

2009-06-03

- (+) Added support in editor for advanced rotation of objects by arbitrary angle (thanks to strager for math help).
- (* Web: Database optimisations.

nice to post in this topic again.

2009-05-09

- (* Fixed audio not loading for the current song when importing a new file.
- (* Fixed distance spacing not saving to .osu files correctly in all cases.
- (* Fixed importing of new songs causing a full reprocess of the Songs folder.
- (* Fixed key binding behaviour on pause menu.
- (* Fixed keyboard navigation at song select.
- (* Optimisation of accuracy calculation.
- (+) Web: Added support for gifting subscriptions to other users.
- (* Web: Automatic subscription expiry with email notice.

2009-05-08

- (* Fixed possible socket-related crash on closing connections.
- (* Fixed spinner-clear not appearing correctly.
- (* Fixed audio playing at slower speed when exiting play mode during fail sound.

2009-05-07

- (* Changed behaviour of hover selection to include the "snapping to current" behaviour.
- (* Changed skinning engine's handling of animations to give correct priority to beatmaps over

skins.

(+) Web: Country flag in profiles is clickable.

(*) Web: Kudosu changes (see news post).

2009-05-06

(+) Music control on main menu now has a toggle for permanent display of song info.

(*) Fixed some music stream issues (looping, not playing etc.)

(*) osz2 conversion stores the files to correct folder.

2009-05-05

(*) Fixed some issues with replay animation timing.

(*) Fixed spinners disappearing during replay playback.

(*) Fixed pasing/failing layers not updating when only sliders are present.

(*) Fixed timeline not resizing correctly.

(*) Web: Google custom search now feels more like you are still in the osu! website.

2009-05-04

(*) Fixed beatmap backgrounds not displaying on song select.

(*) Fixed ranking stars overlapping achievement graphics.

(+) Web: Added display of which maps from each beatmap pack are passed.

2009-05-03

(*) Removed case sensitivity from osz2 containers.

(*) Increase level cap to 110.

(*) Some osz2 fixes (updating difficulties especially).

(*) Greatly reduced memory requirements of large storyboards by unloading textures after all references are lost.

(*) Fixed editor timeline zoom being reset on changing modes.

(!) Temporarily disabled osz2 conversion.

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2009-05-01

(+) Incoming private messages open in new tabs by default.

(*) Fixed BSS submission.

(*) Fixed unnecessary file enumeration.

(*) Bancho announcements contain osu! chat friendly links.

(*) Improved seeking on some videos, fixed flv1 rendering where duration is invalid.

(*) Fixed buffering of videos where frame delays are grossly incorrect.

(*) In-game notifications are widescreen.

(*) Fixed slider bars misbehaving in widescreen resolutions.

2009-04-29

- (+) Distance spacing is stored per-beatmap.
- (+) ffmpeg dts sync (for some weird encodes).
- (+) Seamless support for conversion from osz2 to folder structure (for editor).
- (*) Fixed many osz2-related bugs.
- (*) Memory overflow fixes.
- (*) Fixed video offset problems.
- (*) Fixed some crashes on exiting osu!.

2009-04-27

- (+) ffmpeg seeking, pts sync etc.
- (*) 'z' key in editor jumps to first hit object.

test build coming very soon :)

2009-04-25

- (+) Completion of ffmpeg integration.

2009-04-22

- (!) I made progress.

2009-04-14

- (+) Delete support for osz2 files (single file/full set).
- (+) Added osz2 support for multiple audio files in a single container.
- (+) Background images loaded from osz2 containers to song select.
- (*) osz2 sprite loading optimisations.
- (*) Combined beatmap sprite cache with per-beatmap skin cache.
- (*) Fixed crashes on deleting last beatmap in song select.
- (*) Web: Optimisation to some forum maintenance queries.

2009-04-13

- (+) osz2 integration: storyboard elements are loaded correctly.
- (*) Code tidy-up.

unproductive day

2009-04-12

- (+) osz2 integration: loading of audio, .osu data.
- (+) osz2 integration: automatic conversion of existing beatmaps when they are played.
- (+) osz2 integration: 'Convert All' option under maintenance in options.

2009-04-11

- (*) Better limiting of mods.

- (* Removed 'jap' from language filter.
- (* Fixed scoring issues (fail at end of song).
- (* Much cleanup on scoring code.
- (* Moved CtB scoreboard upwards (seemed too close to base of screen).

2009-04-10

- (+) Added AutoPilot mod. Still needs an icon!
- (+) Added scrollbar to lobby player list.
- (+) Added notification when mode is being automatically swapped on beatmap's demand.
- (* Fixed replay lag when window isn't focussed.
- (* Improved performance of achievement detection. Detect max combo achievements even if score isn't user high.
- (* Fixed textboxes not displaying in options menu.
- (* Fixed alignment of flashlight.
- (* Added harsher restrictions on values set in .osu files.
- (* Fixed personal high score showing up as '??' in in-game scoreboard.
- (* Fixed slider bars not aligned correctly in widescreen modes.
- (* Fixed multiple comboburst images not being read from beatmap.
- (* Fixed storyboard layer not updating correctly on a 'Miss' hit.
- (* Fixed taiko mode repositioning storyboards off-screen.
- (* Fixed mods being carried over to play modes where they would be illegal.
- (* Fixed crash when a custom combo burst sample is specified which doesn't exist in the skin.
- (* Fixed alignment of taiko Ki icon in widescreen modes.
- (* Fixed updating a beatmap causing a prompt to refresh song folder (unnecessary).
- (* Enforced limit on drumroll speed.
- (* Fixed denden giving combo addition.
- (* Taiko barlines are less common.
- (* Removed redundant variables from scoring functions. Hopefully this won't screw anything up...

2009-04-08

- (* Fixed metadata for songs with '&' in title/artist being broken.
- (* Fixed misaligned volume control.
- (* Fixed 'AlwaysShowPlayfield' not saving on editor save.
- (* Web: Fixed de-bubbled maps getting weird star priorities.

dead

2009-04-07

- (+) Added new achievement for Rhythm Pack vol. 2.
- (* Fixed iPhone download support.
- (* Fixed osu!direct filesize display.
- (* Fixed deleting beatmaps causing a full refresh.
- (* Fixed novideo links not working correctly.

- (* Main menu runs in full widescreen.
- (* Web: Bubbled maps are highest priority.
- (* Web: Fixed images not display inline in the FAQ

2009-04-06

- (* Fixed full-screen osu! window remaining active on clicking an external link (for real).
- (* Download system improved.

2009-04-05

- (* Fixed current play score in scoreboard not being a special colour.
- (* Fixed HP graph alignment in widescreen modes.
- (* Fixed osu!direct panel sprites disappearing on exiting full osu!direct mode.
- (* Fixed invisible sprites being clickable in editor.
- (* Fixed some fonts rendering in a blurry fashion at 800x600.
- (* Made in-game ranking more readable (less alpha).
- (* Fixed full-screen osu! window remaining active on clicking an external link.
- (* Fixed letterbox misalignment.
- (* Fixed importing new songs.

2009-04-04

- (* Server issues.

2009-04-02

- (* Cursor bounds are restricted to widescreen correctly in play mode.
- (* Fixed song select osu! logo not getting hover priority over song wheel.
- (* Fixed osu!direct not staying open correctly in widescreen mode.
- (* Fixed song importing (not working at all).
- (* Windows mouse cursor appears when in widescreen letterbox area.
- (* Fix occasional crash at song select after deleting a map.

2009-04-01

- (* Changed click priority in editor when editing sliders over interface buttons.
- (* Fixed editor widescreen alignment.
- (* Fixed editor 'goto time' dialog getting incorrect mouse handling.
- (* Fixed custom sample 2 not handling correctly in timing popup dialog.
- (* Fixed editor graph widescreen alignment.
- (* Fixed editor design mode widescreen alignment.
- (* Insert background dialog defaults to the beatmap's directory on opening.

2009-03-31

- (* F1 key closes mod selection screen (as well as opening it).
- (* Fixed replay cursor star trail appearing at wrong place.
- (* Multiple notification popups containing the same text are suppressed.
- (* Improved alignment of notification popups at widescreen resolutions.

- (* Fixed extended chat accepting input even when not open.
- (* Fixed spectator bug (playing the wrong song).
- (* Fixed native text disposal in OpenGL mode throwing exceptions (possible source of some minor lag).
- (* Huge improvement to tab changing in song selection (77% faster).
- (* Removed tablet pc force option (now useless).
- (* Fixed hp graph on raking screen misalignment when widescreen is enabled.

2009-03-30

- (+) Added channel link support.
- (* Fixed OpenGL framesync failure code to handle more situations.
- (* Fixed OpenGL widescreen not letterboxing correctly.
- (* Fixed crashes at song select when hitting F2/F3 in succession.

downtime kinda threw me off my plans :/

2009-03-29

- (+) Dropdowns can have sub-sections.
- (+) Currently selected item in dropdowns is bold.
- (+) In-game scoreboard always shows song leader.
- (+) Added "Mark all maps played" option under maintenance.
- (+) Song select background image can be read from storyboard content (if no background is present). Only reads from .osu file.
- (* Rewrite of tablet/mouse support.
- (* Removed Microsoft Ink dependency.
- (* Fixed idle screen bug when osu! takes too long to start up.
- (* Automatic handling of OpenGL framesync failure (flickering white screen).

still a bit too buggy for test build even. will put one up tonight for sure.

2009-03-28

- (+) Added widescreen support (testing).
- (* Sprite masking supports all four sides (previously didn't mask left).
- (* Rewrite of beatmap import code.
- (* 65% improvement in song selection performance.
- (* 30% overall improvement in sprite drawing performance.
- (* Improved beatmap deletion - much faster and more reliable.
- (* Fixed minor solid rectangle sprite display bug.

2009-03-26

- (+) Bancho filters out messages containing only spaces.
- (* Fixed jittery storyboard bug.
- (* Improved bancho caps/whitespace message blocking algorithm.
- (* Fixed bug that means importing songs with '.' characters in the title requires an extra refresh.

- (*) Fixed menu items getting stuck when entering idle mode.
- (*) Increased reliability of score submission.
- (*) Fixed chat link exploit.
- (*) Fixed Jump To dialog crashing on cancellation.
- (*) Fixed audible alert toggle not actually toggling the sound.
- (*) Bancho fixes.

2009-03-25

- (+) Added toggle for audible highlight.
- (*) Fixed taiko denden completion causing combo increase and incorrect scoring.
- (*) Fixed slider sounds not sounding.
- (*) Fixed spectator list flashing.
- (*) Fixed cursor depth issues.
- (*) Popup notifications are cleared before play mode starts.
- (*) Increased delay before idle mode triggers.
- (*) Menu graphical/behavioural changes.

2009-03-24

- (+) osu! notifies a user if they have been banned.
- (+) New lighting effects on main menu.
- (+) Added code to Bancho to reduce bandwidth to clients which do not have F9 extended chat displaying.
- (+) Added idle mode to osu! main menu. Shake mouse to exit.
- (*) Fixed multiplayer solo mode swap bug.
- (*) Changed ranked/unranked song select filters to include approved correctly.

2009-03-22

- (+) Added support for TaTaCon wii Taiko drum controller.
- (+) Added Wiimote support for CatchTheBeat (using D-pad) including rumble support.
- (+) Added Wiimote game/menu control support.
- (+) Added kiai marker on timing window list.
- (*) Bancho improvements.
- (*) Some major code cleanup.

2009-03-21

- (+) Added taiko scrolling bar. Moved taiko hit-bar upwards slightly to account for this.
- (+) Added two types of glows on taiko mode kiai time.
- (+) Added BSS support for play-mode specific maps.
- (*) Changed default notification display style to "only during breaks".
- (*) Fixed BPM displaying "Infinity".
- (*) Fixed resetting tapping for multiple timing sections resetting to the correct point in the song.
- (*) Fixed song selection wheel sprites appearing when they shouldn't.
- (*) Fixed crash on viewing an editor pickup link.
- (*) Repositioned storyboarding/bg content in taiko mode.

(+) Web: Added "rating spread" display to beatmap info page.

2009-03-20

- (*) Changed IPC calls to use named pipes (more reliable file loading via double-click handling).
- (*) Changed depth of taiko flowers so they don't cover combo counter.
- (*) Made chat tab activity colour brighter.
- (*) Fixed incorrect handling of corrupt osu!.db files (no longer crashes).

2009-03-19

- (+) Web links in /me messages now link correctly.
- (+) /np links now link correctly.
- (*) Fixed kiai time not giving bonus score properly.
- (*) Aligned taiko flowers correctly.
- (*) Fixed custom override 2 handling in timing setup panel.

2009-03-17

- (+) Added toggle for fire in front of storyboard in song setup
- (+) Added 1.2x score adjustment during kiai time (taiko only).
- (+) Added slight lighting glow around kiai beats.
- (+) Added osu!direct pickup support for .osr replays.
- (*) Taiko large-hit drumrolls give 360 instead of 300.
- (*) Slightly increased base scoring values for taiko.
- (*) Added label for video offset slider.
- (*) Adjusted half-time scoring on drumrolls for taiko. Was unfair previously.
- (*) Fixed kiai time not displaying correctly when notes have been hit (mostly sliders in progress).
- (*) Fixed inherited sections not showing their bpm multiplier when copied to clipboard.

2009-03-16

- (+) Added option to not display notification messages during play time.
- (+) Added superflash at start of kiai time.
- (*) Fixed F3 editor mode playing hit sounds.
- (*) Fixed epic stars bug in relax mod.
- (*) Fixed physics behaving incorrectly with autoplay mod enabled.
- (*) Fixed sliders not shutting up in edit mode.
- (*) Fixed multiplayer personal best scores not showing up on song selection.
- (*) Added wildcard checking on !faq queries.
- (*) Changed internal handling of notification messages.
- (+) Web: Added new management controls to feature req./bug report forums to mark resolved etc.

holding off public release due to lack of testing (and some major internal changes).

2009-03-15

- (*) Fixed distance spacing slider not snapping to nearest 0.1 place when dragged using mouse.

- (*) Changed opengl default to frame limit enabled.
- (*) Fixed opengl line drawing not supporting multiple colours (ranking graph).
- (*) Removed ctrl-b binding from timing window (reset all timing sections).
- (*) Web: Changed design of osu! download page. More simple and clean.

2009-03-12

- (+) Added toggle for hover selection on song select screen. Available in "selection options" popup panel.
- (*) Fixed tab selection bug on song selection screen.
- (*) Fixed slider ball orientation problems.
- (*) Fixed unplayed songs not appearing pink (only the first in each beatmapset).
- (*) Fixed audio playback rate not fully resetting (graphically) after loading a new map/difficulty.
- (*) Info messages display *above* extended chat panel.
- (*) Web: Deleting a user from the ACP correctly purges them from the database.
- (*) Web: Renaming a user in the ACP correctly updates all osu! tables.
- (*) Web: Deactivating a user in the ACP disables score submission completely.

2009-03-11

- (*) Fixed hover priority of song select dropdowns.
- (*) Fixed multiple appearance of the same username in tab completion in some cases.
- (*) Fixed taiko mode never completing on some songs with large taiko notes.
- (*) Fixed taiko online replays not playing back successfully.
- (*) Fixed taiko den-dens showing rainbow even when not completed successfully.
- (*) Fixed relax mode not progressing to ranking screen.
- (*) Fixed replay not recording sliders correctly when in relax mode.
- (*) Fixed tab close button click priority on second row of tabs.
- (*) Fixed channels disappearing from channel select dialog after leaving once.
- (*) Changed download link style to point to new secured download system.
- (+) Web: New download links and protection method.
- (*) Web: Fixed IE picking up .osz files as .zip archives.

2009-03-09

- (+) Added lobby filter "downloaded maps only".
- (+) Added filter display counter to lobby.
- (*) Fixed buggy behaviour when changing BPM in a 2x/0.5x inheriting section.
- (*) Changed alignment of pause button in match setup screen.
- (*) Fixed countdown not playing in test mode.

2009-03-05

- (*) Fixed distance snap setting not saving (for real, I promise echo).
- (*) Fixed replay buttons clickable even when the osu! window isn't focused.
- (*) Fixed keyboard control of pause menu acting weird after failing a map.
- (*) Fixed crash on selecting non-existing channels.
- (*) Fixed offset not display in F3 timing screen when set to 0.

- (* Fixed spinners being spinnable while failing animation is in progress.s
- (* Fixed problem with taiko background dimming.
- (* Large editor code refactoring.
- (!) New version of dx9 dll distributed to testers. Check performance please.

2009-03-04

- (+) Added new colour adjustment to skin "StarBreakAdditive".
- (+) Added keyboard control for pause menu. Works with Taiko, CtB and arrow key bindings.
- (* Fixed background colour not being set to current background in colour choosing dialog.
- (* Fixed removing friends in-game causing weird issues on forums.
- (* Fixed channel add dialog styling.
- (* Internal improvements to key bind handling.

2009-03-03

- (+) Added support for adding new channels.
- (+) Joined channels are saved on closing osu!.
- (* Restored pause button in match setup (where did that go?).

2009-03-02

- (+) Added support for channel tabs to be closed.
- (* Fixed tab depth ordering issues.
- (* Fixed names with underscores causing issues.

2009-03-01

- (* Fixed taiko replays not saving to server.
- (* Fixed taiko storyboard status not reflecting performance accurately.
- (* Fixed osu!direct panel alignment (no longer overlapped by chat).
- (* Taiko backgrounds don't dim.
- (* Misses are hidden in relax mod.
- (* Fixed permission settings on some PC setups.
- (* Fixed avatars not loading in play mode multiplayer matches.
- (* Skin option "SpinnerFadePlayfield" is once again obeyed.
- (+) Web: Votes are tracked more thoroughly.

2009-02-26

- (* Redesigned local score database for optimal performance.
- (* Fixed BSS not creating no-video link if client has video disabled when performing upload.
- (* Fixed ordering of hit explosion on sliders.
- (* Changed deleting of unnecessary files to always delete thumbs.db, regardless.
- (* Fixed mouse cursor disappearing on exiting editor after a beatmap-specific cursor skin is applied.
- (* Slight optimisation to repeated sprite loading.
- (* Fixed bug when clicking 'watch replay' after spectating a play causing weird behaviour in rare cases.

(*) Decreased taiko hp fill rate.

2009-02-25

(*) Beatmap listing optimisations.

(*) Bancho memory leak fixes.

(*) Removed slider tick warping functionality totally. If anyone finds a map where the maxcombo *decreases*, then tell me so I can unrank to fix.

(*) Web: Fixed kudosu potential displaying in ranked forum.

(*) Web: Fixed ordering of star priority being incorrect when `currentPage > pageCount/2`.

2009-02-24

(+) Web: Profile page improvements.

(+) Web: Kudosu Stars implemented.

(+) Web: Many forum improvements. Started integrating ModCP support into the forums directly.

(*) Web: Fixed profile age being incorrect in some cases.

zzzzzzzzzzzzzzzzzzzz

2009-02-23

(*) Popup messages move back down to bottom of screen when chat is closed.

(*) Fixed osu!direct not showing approved maps on "Ranked/Approved" option.

(*) Fixed panel status not updating from testing to modding when using F1/F2 to exit test mode.

(*) Bad ending (storyboard) plays more sections are failed than passed (instead of last section failed).

(*) Applause will not play when more sections are failed than passed.

(*) Changed '!!', '!' cutoffs to match O/X. Slight adjustment to cutoff point (now 50% instead of 62.5%).

(+) Web: Added user country flags to profiles and forum threads.

(+) Web: Added kudosu information section to profiles.

(+) Web: Initial implementation of the star system.

2009-02-22

(+) Can use chat features while submitting.

(*) Fixed alt-f4 from editor occasionally triggering 'Song Setup' dialog.

(*) Fixed sliders issues.

(+) Web: Initial implementation of Kudosu system.

(+) Web: Framework for Star System.

(*) Web: Decreased loading time on firefox.

2009-02-21

(*) BSS strips commas and capitals from tags.

(*) Large taiko hits trigger the 'katu' explode sprite.

(*) Taiko HP bar improvements (depth of display, positioning etc.)

- (* Fixed taiko explode sprites being behind the hit target.
- (* Fixed being able to skip in test build by clicking the pie.
- (+) Web: Genre is displayed on beatmap info page and searchable on listing.
- (+) Web: Tags are displayed on beatmap info page and link to searches.

2009-02-19

- (!) Bancho/osu! server reinitialisation.

2009-02-17

- (+) Popup messages automatically move out of the way of chat console.
- (* Fixed !changetitle not taking effect unless users are at the main menu.
- (* Fixed rare slider problems (3/4 sliders in 4/4 timed songs).
- (* Fixed reloading map in editor causing seek to start of song.
- (* Fixed /chat windows not working correctly for usernames containing spaces.
- (* Fixed channel tabs not stacking to second row properly.
- (* Performance increase for skin selection screen.

2009-02-16

- (+) PageUp/PageDown or Left/Right arrows now skip 10 songs at a time on song select.
- (* Fixed escape key to unpause not working in editor test mode.
- (* Fixed bug where beatmap content would be deleted if swapping from a short to longer mp3 using the File > Open editor dialog.

2009-02-15

- (+) Added user panel locking toggle to extended chat.

2009-02-13

- (* Change skin reloading to only work outside of play mode (and enabled for public release).

2009-02-11

- (+) Taiko online ranking support in test build (scores will be deleted obviously). Replays aren't currently saved.
- (+) Taiko has pass set to 50%. Can now fail (at end of song) which will skip ranking.
- (+) Added skin reload hotkey (works anywhere in-game) Ctrl-Alt-S. Test build only.
- (* Fixed key binding spam filter being enabled during replays.
- (* Fixed incorrect date/time showing on results screen after spectating someone.
- (+) Web: Events are added when you lose first place on a map. Visible in live event feed and profiles.
- (+) Web: Added event for milestone beatmap play counts.
- (+) Web: Added event for ranking/approving of new maps.
- (+) Web: Added event for subscriptions.

2009-02-10

- (* Fixed bug in random number generator (previous replays of CtB hard may not be perfect as

a result).

(!) Rewrote beatmap management tools for new database structure. Can now unrank maps properly.

2009-02-08

(+) Added support for custom skin sample intervals. Under [General] for Taiko CustomComboBurstSounds: 50,100,200,300,400,500,600,700,800 (in skin.ini)

(+) Added maintenance option to remove unused avatars from local cache.

(*) Online Users button is now always visible.

(*) Reduced hit window for taiko 50s.

(*) Fixed keyboard shortcuts working in too many menus.

(*) Fixed misses not appearing.

(*) Fixed video events in osb file writing to osu file.

(*) Fixed taiko drumrolls increasing combo.

(*) Fixed draw depth of taiko hit explosions.

(*) Fixed taiko large hits not showing an explosion when both keys are hit simultaneously.

(*) Removed hover selection on song select screen totally. Tell me if this annoys you.

2009-02-05

(*) Bancho fixed.

2009-02-04

(*) Fixed bug where design-mode sprites are clickable in timing mode.

(*) Fixed bug where storyboarded maps that also contain video not loading textures properly.

(*) Added better checking for audio filenames on import.

(*) Many bancho fixes.

(*) Web: Fixed playcount not displaying for approved maps on the beatmap listing.

2009-01-28

(*) Fixed many random crash issues.

(*) Fixed some editor crashes.

(*) Fixed playfield background fading issues.

(*) Fixed players appearing on the wrong team in multiplayer when no team mode is specified (requires bancho update).

(*) Rewrite of multiplayer match handling to reduce possibility of crashes.

2009-01-27

(*) Fixed friend requests not being processed correctly by Bancho.

(*) Fixed osu! direct progress bar alignment.

(*) Fixed "show all" becoming "search" on song selection screen.

(*) Fixed song select background not changing when different difficulties in the same set have different backgrounds.

(*) Fixed currently playing players on match setup screen not appearing a different colour.

(*) Fixed possible crash in editor where animation events are present in storyboard.

- (* Fixed thread race condition with players leaving multiplayer matches.
- (* Beatmaps which fail to extract correctly are now moved to the .\Songs\Failed\ directory.
- (* Fixed tag-play arrow being on the wrong side of the screen for Blue Team.
- (* Fixed "are you ready" sample not playing on recovery with Easy Mod.
- (* Fixed possible crash when entering a song in taiko mod that contains no hitObjects.
- (* Fixed crash when opening timing dialog with very high BPM values (insanely high).
- (* Fixed a few more vista permission issues.
- (* Handled video card memory errors locally rather than reporting.
- (* Fixed bug when importing storyboard sprites which already exist in the beatmap's directory.

2009-01-26

- (+) Mode icons displayed in multiplayer lobby.
- (+) Lock status displayed in multiplayer lobby.
- (* Multiplayer crash fixes.
- (* Video playback optimisation (half fill-rate in many cases).
- (* Team multiplayer ranking screen improvements (still pretty basic though!).
- (* Tag team scores adjust based on number of players.
- (* Inserting a background in editor triggers a save.

2009-01-25

- (+) Added framework for team multiplayer ranking screen.
- (* New build with passworded MP games and new bancho version support.
- (* Fixed outro skipping in multiplayer.
- (* Fixed osu!direct download progress bar height (wasn't tall enough).
- (* Fixed channel tabs not appearing in thread race conditions.
- (* Fixed BPM display for inherited sections on F3 timeline.

2009-01-24

- (+) Multiplayer lobby shows whether the local user has the beatmap by colour-coding each match green/red.
- (+) Event tracking support for BanchoBot.
- (* Huge bancho refactoring. <- huge

2009-01-22

- (+) Added pre-match creation screen with password and max players settings. No new build as this breaks public bancho multiplayer totally.
- (+) Button spam is filtered from chat client side (no more 'zxzxzxzxzxzxzxzx').
- (* /np shows editing status if required.
- (* Fixed scoreboard not displaying '??' when watching replays (showed 40 instead, which was incorrect).
- (* Fixed some threading issues.

2009-01-21

- (+) Mouse4(?) now skips during gameplay.

- (*) Changed info message fade-out time.
- (*) Fixed progress pie glowing too much in some cases.

Sleep deprivation is not a good way of life, trust me.

2009-01-20

- (*) More multiplayer outro skip fixes.
- (*) Web: Fixed goto page on forum not working correctly.

2009-01-16

- (+) Beatmap background image fills the song select screen. Please mention any lag you feel with this and whether its too much.
- (+) Beatmap background colour tint is used if image is not present.
- (*) Fixed negative BPM readings on song select when inheritance is used.
- (*) Fixed pausing of samples not always working.
- (*) .osu file's headers are processed after an F5 refresh at song select (after selecting them) and also once on first startup.
- (*) Increased system lag leniency.

2009-01-15

- (*) Changed metadata display for songs with lead-in to display after the audio track starts by default.
- (*) Fixed problems with 'Stop' button in editor not rewinding in some cases.
- (*) Fixed crash on video codec reporting incorrect seek time to osu!.
- (*) Scheduled garbage collections a bit better (less stutters on lower spec'd machines?).
- (*) Increased client-side ping timeout to 30 seconds (from 20).
- (*) Web: Restored osu!/CtB total hit counters to profiles.

2009-01-14

- (*) Fixed multi-select in timing window not working.
- (*) Fixed applying inherit to multiple timing sections at once.
- (*) Fixed skipping on lead-in storyboarded maps (again).
- (*) Metronome ticking is disabled while tapping.
- (*) Reduced minimum taps to 8.
- (+) Web: Event log initial release.
- (+) Web: Added event log events: Achievements, overall rank increases, personal high scores, beatmap submission.
- (*) Web: Submitting a beatmap doesn't reset serverside display title unless artist/title change.

2009-01-13

- (+) New tapping algorithm.
- (*) Fixed test mode not starting from requested time when lead-in time is present.

I know here's a few pending bugs I said I'd fix tonight, but I spent too much time on the new

timing algorithm. Please give it a try by resetting and tapping along to any map. Here are a few of the (awesome) specifics:

You must click 16 times for timing to be calculated. This provides a minimum level of accuracy.

If you click more than 32 times, the precision of the BPM will be extended to 1 decimal place.

If you click more than 64 times, the precision of the BPM will be extended to 2 decimal places.

The more you click, the more accurate the timing will be. If you click through the whole song (and it is constant BPM) you can almost be guaranteed to have perfect timing.

If you stop tapping to listen to the metronome and realise it isn't quite perfect, simply start tapping again in time to the beat and the song will rewind to the last point you stopped tapping. Tapping will always be in sequence from the first tap moving forwards and you may not seek and tap at a later point (without resetting first). This is one of the criteria in order for this algorithm to be accurate.

I managed to time 7/7 whole-BPM songs with under 20 clicks. I also tried 3 2d.p. BPMs and had them within 0.01bpm by 50% through the song. I find this pretty impressive :).

Feedback very welcome.

2009-01-12

(* Fixed custom sampleset 2 not loading is custom1 is present.

(* Storyboarded sounds pause when the pause screen appears, and resume after audio resumes as expected.

(* Improved vista folder permissions check.

(* Fixed bug where HP drains inappropriately at end of song when lead-in time is present (sorry kai).

(* Improved multiple monitor swapping support.

(* Restricted circle size difficulty settings to 3-7.

(* Fixed avatars not loading properly on main menu/multiplayer game scoreboard.

(* Fixed bancho refusing to reconnect after some disconnections.

(* Fixed tag missing notes which shouldn't be missed.

(* Fixed animations not animating in intro/outro time.

(* Fixed not being able to skip outros in multiplayer games.

(* Fixed start of replay having left mouse held down when it shouldn't be.

(* Editor help overlay brought up-to-date with newer editor layout (thanks Nharox).

hohum someone has been busy. main change was a restructure of the virtual audiotime system (which is used for leadin/outro periods) in wake of implementing SBE support for intro/outro.

2009-01-11

(+) Added vector scale support to SBE.

- (+) Added flip support to SBE (kinda?).
- (*) Changed bancho connection method to be more reliable on server failures.
- (*) Fixed screenshot bugging out.

I swear I did more than this but forgot what :<.

2009-01-10

- (+) Added editor option to reset slider endpoint samples.
- (*) End Replay/FF buttons default to just below accuracy, but slide down if mods are used.
- (*) Fixed personal high scores showing up in wrong mode when beatmap has not been played in taret mode.
- (*) Fixed flashlight hiding pie progress.
- (*) Fixed unpause cursor sometimes being unclickable (when clicking it too fast).
- (*) Very slightly reduced hit lighting.
- (*) Fixed seeking backwards with mousewheel/arrow keys across timing sections with differing BPMs sometimes not being possible.
- (*) Fixed crash on choosing 'random song' in some cases.
- (*) Holding random key (F2) keeps spinning until you let go.
- (*) Fixed internally stored screenshot number not incrementing correctly.
- (*) Fixed SBE bug when changing sprite layer order where audio samples are present.
- (*) Changed default screenshot format to jpg.
- (*) Web: Huge database changes and optimisation. -2.5gb in database size!

2009-01-09

- (+) Added a second custom sampleset. Uses hitnormal2.wav etc.
- (+) Added choice of exporting screenshots in jpeg or png format.
- (+) Inheriting timing sections can allow for double/half bpm changes.
- (*) Editor prompts to save after entering the timing window and accepting changes.
- (*) Fixed all windows form dialogs not using system default font (.net v1/v2 bug... wtf?)
- (*) Fixed various frame limiter glitches.
- (*) Fixed alignment of pie progress and break rank display for non-default skins.
- (*) Fixed cancelling on editor Open dialog meaning you can no longer access the dialog.
- (*) Fixed storyboard sprite load caching not seeking far enough ahead.
- (*) Fixed bug where snapping current timing section causes a crash when many inheriting points are present.
- (*) Timing sections inherit by default.
- (*) Increased performance when selecting "Save As..." in editor for first time after loading osu!.
- (*) Removed osz2 export for now.
- (*) Web: Restored most played beatmap list in profiles. Is now difficulty-specific.

2009-01-08

- (+) Added toggle for accuracy display.
- (+) Added skinnable pause screen overlay 'pause-overlay.png'.
- (+) Added hit lighting (toggleable in options before people complain).

- (+) Pie progress metre shows intro/outro time.
- (*) Increased beatmap import performance (relative to how many beatmaps you have in your local database).
- (*) Placed limits on snap divisor.
- (*) Restored other progress bar options.

2009-01-06

- (*) Fill rate optimisations during play/edit mode.
- (*) Fixed skins with no .ini file displaying at "osu! default".
- (*) Decreased load time on skin select screen by around 55%.
- (*) Corrupt textures no longer cause osu! to crash (and display an error dialog stating the filename).
- (*) Fixed Tag Team mode (should work correctly now).

2009-01-05

- (+) osu! executable patching update support. Updates should be <20kb in the future.
- (+) Accuracy win condition works with team vs.
- (*) Fixed crash when osu!.db becomes corrupt (but why it becomes corrupt is more of a question really).
- (*) Team score display uses the osu! score font/layout.

Had to remove a bit more profiling stuff for the moment until I get around to optimising it. Server really felt a hit tonight.

2009-01-03

- (*) Decreased load time of heavily storyboarded maps. Sprites are dynamically loaded during breaks.
- (*) General fixes and improvements to the usability of the timing setup panel.
- (*) Fixed false clicks during tag changeover if player is holding mouse as the tag occurs.
- (*) Fixed problem with downloading some older beatmaps via osu!direct.
- (*) Bancho thread locking fixes.

2009-01-02

- (+) Added more teamplay framework.
- (*) Fixed problem with taiko replay recording.
- (*) Fixed replay playback being affected by local user mouse clicks.

Thanks luigi ;p I'll try and get it done soooooon. I spent ages last night trying to improve the performance on loading storyboards but got lost in a spiral of native win32 api lies :(Such a waste of time.

2008-12-30

- (*) Fixed minor threading bugs.

started work on a small end-of-year contribution (its nothing too special, don't get excited).

2008-12-29

- (* Fixed editor drag selection bug.
- (* Made error report submission more concise.
- (* Fixed crash on editing play mode too quickly.
- (* Fixed some multiplayer null bugs.
- (* Many small potential bug fixes.

2008-12-28

- (* Fixed autoplay discrepancies.
- (* Fixed replay export in multiplayer games.
- (* Fixed date display on ranking screen in multiplayer games.

2008-12-27

- (+) Added alert when friends go offline.
- (+) Added team mode support (framework only) to match setup and bancho.
- (+) Added new chat commands '/addfriend <user>' and '/delfriend <user>'. The user must be online when adding.
- (+) Tag mode current player arrow bounces!
- (* Fixed mousewheel not being fully handled by sprite import dialog.

2008-12-25

- (* Changed default resolution to 1024x.
- (* Fix for some video types not working.
- (* Fix for some cultures not retrieving scores.

2008-12-24

- (+) Added performance graph in tag mode ranking.
- (+) Lobby shows new match details.
- (* Fixed failing on tag play mode.
- (* Increased accuracy of performance emulation.
- (* Increased input range for local user.
- (* Fixed CtB spinners in tag play mode.
- (* Changed dropdown menu behaviour slightly.
- (* Fixed tag play with more than two players.
- (* Local player gains control in breaks.
- (* Restricted tag mode to osu! standard play only.
- (* Fixed mouse not expanding in tag mode.
- (* Fixed chat not always auto-hiding in tag mode.
- (* Reduced CPU load at ranking screen (after playing through a song).
- (* Tag play games don't end if a player quits.

2008-12-23

- (+) Dropdown menus can use the click-drag-release selection method.
- (* Fixed window not flashing on highlights.
- (* Fixed timing problem when toggling frame limiter (animation speed affected until restartingosu!).
- (* Fixed notes at end of tag sequence (for non-local player) being missed in some cases.
- (* Fixed forced fail at end of tag play for active player.
- (* Increased lenience on slider performance actualisation in tag play.
- (* Tag play arrow fades out during breaks.
- (* Web: Database restructuring.

2008-12-22

- (+) Added new key binding options. Reorganised existing.
- (+) F7 toggles frame limiter from anywhere in-game.
- (* Tag arrow dissipates during breaks.
- (* Fixed some bugs during tag swapover in rare cases.
- (* Fixed chat autohiding during tag gameplay.
- (* Fixed flashlight not following local mouse in tag play.
- (* Fixed tagged player after spinner being incorrect.

2008-12-21

- (+) Online rating can be seen on song selection screen.
- (* Tag mode has arrow marking current player.
- (* Performance of sliders is transferred to all players in tag mode.
- (* All players fail together in tag mode.
- (* Many minor bug fixes in tag mode.

2008-12-17

- (+) More tag-play framework.
- (* Halved flashlight texture size. Should help with older graphics cards not being able to display it.
- (* /np can be used multiple times on the same song after a certain period of time.

2008-12-16

- (+) Hit performance can be seen on the multiplayer scoreboard.
- (+) Added framework for multiplayer team modes.
- (* Fixed MSN integration status not saving to configuration.
- (* Fixed preferred skins for beatmaps not loading the first time a beatmap is played.

2008-12-15

- (+) Added admin command '!g' to Bancho.
- (+) Added ability to push updates to menu overlay via Bancho while users are at the screen.
- (+) Added ability to force clients to check update based on test version status or username.
- (* Highlight words check for surrounding characters for exact matching.
- (* Fixed '#multiplaye..' tab.

- (* Fixed friend detection in scoreboards.
- (+) Web: Added audio previews in beatmap listing.

2008-12-13

- (+) Added Yahoo integration.
- (+) Added button on timing panel to set offset of selected timing point to current time.
- (* Fixed distance spacing status not being read from configuration correctly.
- (* Fixed taiko spinner bugs.
- (* Fixed game getting stuck in always-on-top mode.
- (+) Web: BAT who ranked map is visible on beatmap listing. Slight design changes to make listing more compact/readable.

2008-12-11

- (+) New keyboard binding ui and framework.

Finished off some work on the database, benchmarked swapping table structure to dynamic from fixed, swapping to innodb. Decided neither will help with performance. Still need to migrate osu! score table to new format (being used only by CtB at the moment).

2008-12-10

- (* Database optimisations.

Server getting rebooted = one thing leads to another and I get neck deep in overoptimising. Fun

2008-12-09

- (* Removed "Scroll Locking.." alert text.
- (* Fixed /np showing incorrect mod/play status after playing a song.

2008-12-08

- (+) Added new maintenance tab in options.
- (+) Added option to delete all unranked maps.
- (* BSS will not allow submission to the pending forum without at least two difficulties being present.
- (* Fixed unranked map deletion process to handle maps which have one difficulty or more made by the local user (but are unranked).
- (+) Web: Added beatmap thumbnails to beatmap listing and beatmap info pages (two sizes).
- (+) Web: Added thumbnails to most played listing. Creators are linked to profiles.

2008-12-07

- (* Storyboard editor bug fixes.
- (* BSS modifications for notifying server of storyboard presence.
- (!) Catch the Beat score reset, multiplier changes.
- (+) Web: Added storyboard/video icons to beatmap listing.

2008-12-05

- (* Disabled spectator mode while in editor and test modes.
- (* Storyboard Editor fixes.
- (+) Web: Added Country Ranking page.
- (+) Web: Added country flags to player ranking, beatmap score rankings.

2008-12-03

- (+) Added event list to storyboard editor.
- (+) Added sprite library dialog to storyboard editor.
- (* Fixed background not saving properly in editor.
- (* Fixed fading background in editor not working correctly when changing modes.
- (* Fixed moving offset forward in timing screen possibly causing first note not to be automatically shifted.

2008-12-02

- (+) Added support for .osb writing.
- (+) Added support for difficulty specific storyboarding (write to .osu).
- (+) Added full undo/redo support for storyboard editor.
- (* osu! is always on top while playing.

2008-12-01

- (+) Added new metadata argument "time" for exact title time-wise positioning.
- (+) Added origin position choice.
- (+) Removing keyframes correctly joins surrounding tweens.
- (* Fixed cursor skinning not working correctly.
- (* Fixed cursor not hiding properly.
- (* Fixed alignment of high score ranks on song select.
- (* Fixed [wait] argument not displaying correctly in song metadata on long waits.
- (* Fixed song selection sorting issues with same artist/title but different creator.
- (* Changed multipliers for HardRock and DoubleTime in Catch the Beat mode.
- (* Increased size of flashlight in Catch the Beat mode.
- (* Fixed star rating not displaying properly on ranking dialog.

2008-11-30

- (+) Added tween handling.
- (+) Improvements in many areas of storyboard editor.
- (+) Keyframe navigation and manipulation.
- (* Changed internal handling of sprite alpha channel.

2008-11-29

- (+) Added different colours for subscribers and BATs in chat.
- (+) Movement tween support in design mode.
- (* Fixed fade during breaks in editor not acting correctly.
- (* Fixed crash when sending message too fast on first Bancho login.

(*) Changed process priority settings for main osu! thread.

2008-11-25

(*) Improved performance on test mode for some PCs.

(*) Fixed window position of open dialog in editor.

(*) Changing difficulty in the File > Open dialog can be used to preview difficulties before loading. Useful for comparison.

2008-11-23

(*) Rating shows up for your own maps on ranking dialog.

(*) Fixed search not totally obeying ranked/unranked criteria.

(*) Chat window has a delay on moving user panels around after scrolling.

(*) Fixed problem with spinners in autoplay.

just some bug fixes. i guess you could say i had a day off? in a way.

2008-11-22

(+) Added new achievement.

(+) Song ratings are visible after playing songs (even after you have already rated it).

(+) Song selection mode graphic pulsates with the beat. And rotates in 2/3 of the modes.

(+) Added taiko barlines. Thinking they should be a bit thicker.

(*) Slider point editing defaults to grid snapping.

(*) Fixed bug where placing slider head and end on same grid location (with no line) causes weird artifacts.

(*) Fixed random editor crashing.

(*) Fixed editor crashing on undo/redo.

(*) Text drawing performance improvements (~20%).

(*) Fixed lag occurring on test mode on some PCs.

(*) Fixed updater autostart option not being saved to correct config file.

(*) Updater no longer has Libraries\ dependency - this is automatically deleted next time you run osume. New public osume is also available for those that really care.

(*) 'Watch Replay' button doesn't appear if it isn't necessary (online rank > 40).

2008-11-20

(*) Removed stopwords from fulltext search index. Beatmap searching should work better now.

(*) Bancho fixes.

(*) osu! fixes to play nicer with Bancho.

(*) Fixed /chat twice on same user crashing osu!.

thread lock thread lock thread lock thread lock thread lock thread lock thread lock thread lock

2008-11-19

(*) Fixed bancho not saving channels on restart.

(*) Fixed incorrect rankings showing up in wrong mode.

- (* Fixed relax mod scores being saved locally.
- (* Fixed combo fire disappearing in CtB when no notes are hit for more than a second or so.
- (* Fixed first note spinner throwing off colour index in CtB mode by one.
- (* Fixed test mode bugging when enabling autoplay after the last hitcircle.
- (* Small improvement in load time of beatmaps with many breaks.
- (* Enabled CtB play mode scoreboards.
- (* Fixed /me and /np in private chat tabs.
- (* CtB ignores skin custom colours.

2008-11-18

- (* Improved performance of in-game score retrieval substantially.
- (* Web: Improved site beatmap listing performance over 40x.
- (* Web: Front page 'Most Played' info includes CtB plays.
- (* Web: Total play count in header includes CtB plays.
- (!) Web: upppy! performance improvements.

2008-11-17

- (+) Added line number to storyboard error popup.
- (+) Added HP drain to Catch the Beat mode.
- (+) Added osu!direct support for all forum pickups.
- (+) Ctrl-C in design mode will copy current ms time to clipboard.
- (* Friend online alerts are queued and combined into a single alert.
- (* Fixed folder sorting.
- (* Changed query tab display to be more easy to follow.
- (* Removed 1 second elay between pauses in test mode.
- (* Fixed CtB rounding error.
- (* Fixed CtB missing aligned hits if PC lag occurs.
- (* Fixed editor getting stuck if save is cancelled when opening another difficulty.
- (* Fixed skip being possible via space bar when it shouldn't be.
- (* Fixed tab overflow.
- (* Middle-screen popups appear above the extended chat pane.
- (* Fixed link matching for osu!direct chat pickups.

2008-11-16

- (+) secret
- (+) Added local score support for all game modes.
- (+) Added replay export support for all game modes.
- (+) osu!direct supports forum links in chat (t=* and p=*) for beatmap pickup.
- (+) Added toggle for spectator list display.
- (+) Added web access icon to edit mode song select.
- (* Increased harshness of CatchTheBeat accuracy/rank calculations.
- (* Fixed CatchTheBeat replay accuracy.

- (*) Optimisations of local score database handling. Should be about 10x as fast.
- (+) Alerts when friends come online.
- (*) Fixed window flashing not working.
- (*) Fixed yucky combo fire when going yellow -> blue -> yellow -> blue.
- (*) Fixed fellow spectators list disappearing randomly.
- (*) Fixed crash when trying to change volume of a timing section when there are no timing sections.
- (*) CatchTheBeat hard mod equation improvements.
- (*) Some graphics changes.
- (!) Database fixes, replay purging, general maintenance.

2008-11-15

- (*) Fixed spectator crashing bug.
- (*) Fixed bug when enabling autoplay while paused in test mode (you can't do this anymore).
- (*) Fixed 'approved' status message not displaying on starting play of a beatmap.
- (*) Fixed occasional crash on clicking unpause cursor.

2008-11-14

- (+) Added icons on song select for current mode (not finalised, the osu! one looks a bit shoddy).
- (*) Fixed /bb not working with previous code changes.
- (*) Fixed combo counter not appearing smoothly.
- (*) Fixed autoplay not hitting first note if it is at offset 0.
- (*) Fixed new songs (mp3s) not displaying in song selection.
- (*) Fixed chat window not hiding in time when first hitobject is too close to start of mp3.
- (*) Fixed pause while failing bug.
- (*) Fixed level overflow for people hitting level 99.
- (*) Score submission database optimisations.

2008-11-12

- (+) Added support for private chat tabs. /chat or /query to open one.
- (*) Fixed mouse clip being set incorrectly after res change in fullscreen (i hope).
- (*) Fixed 'awpbad' bug.
- (*) Fixed last frame of replays not playing back.
- (*) Main menu volume changes are retained.
- (*) Fixed spectator getting stuck at ranking screen if host user retries too quickly.
- (*) Fixed chat buttons causing impossible unpause if mouse cursor is located over one of them before a delayed pause.
- (*) Fixed CtB replays missing at high playback speeds (32x).
- (*) Changed effect of buttons appearing on dialog popups.
- (*) Audio playing prior to entering offset wizard is restored on exit.
- (*) Fixed capitalisation of retries message.
- (*) Fixed spinner being 0.5 pixels misaligned.
- (*) Increased robustness of mouse cursor display (better in opengl especially).
- (*) Fixed bug causing editor to crash when using timing point inheritance in some cases.

(* Fixed order of sorting for 'Newest Maps' option in osu!direct.

2008-11-11

- (* Overall load speed increase by 9000? A lot anyway.
- (* Increased osu!.db read speed by 80%.
- (* Increased beatmap scanning speed by 25%.
- (* Fixed colour changing in editor.
- (* Fixed avatars not loading correctly.
- (* Reduced size of osu!.db by 50%.
- (* Main menu osu! logo ignores inherited timing sections.
- (* Reduced number of audio samples loaded at startup.
- (* Moved SkinManager initialisation to point of use, rather than startup.
- (* Moved hash cache to common config file, rather than per-user setup.
- (* Improved performance of opening difficulties in editor.
- (* Improved startup performance.

2008-11-10

- (+) BSS window flashes when upload is complete.
- (+) Number of retries on a single play session are shown (>2).
- (* Fixed song selection not searching in source field.
- (* Allow instant unpausing while in test mode.
- (!) Finished judging beatmap competition maps :p.
- (!) Web: Updated terms and conditions, an added warning about multiple accounts and no username changing.

2008-11-09

- (+) osu! configuration is stored on a per-windows-user basis.
- (+) Added osu! uptime to menu screen.
- (* Fixed slider->hitcircle conversion occurring on taiko-specific maps when it shouldn't.
- (* Fixed 'SongSelectActiveText' skin colour not working as expected.
- (* Fixed crash when selecting "Clear All Notes" in editor.
- (* Fixed inserting bookmarks in test mode causing a hard crash.
- (* Fixed spectating taiko plays not working correctly.
- (* Fixed osu!direct bug where game would crash on downloading an older beatmap.
- (* Drastically reduced taiko HP increase rate.

2008-11-08

- (+) HardRock mode for fruits increases the jumpiness of fruit spacing (yes this is a bit dodgy atm).
- (+) Bookmarks can be added from test mode (hit 'B').

probably back in full action tomorrow

2008-11-06

- (* Fixed mods displaying twice on ranking screen.
- (* Fixed size of hit100 sprite on ranking screen.
- (* Fixed offset wizard crash if closed then opened again while downloading tutorial.
- (* Fixed progress metre on song select not moving.
- (* Fixed crash on initialisation in some rare thread race conditions.
- (* Fixed ranking sprites appearing after end of map in some cases (when mp3 ends very suddenly after last hitobject).
- (* Fixed random threading issues using scheduling.
- (* Fixed sound when clicking menu items on special mode selection screen.

(posted a bit late)

2008-11-05

- (+) Added tutorial to osume distribution.
- (+) Offset wizard automatically downloads the tutorial.
- (+) Added scheduling support for events occurring on main thread. This is cool, but a lot of code needs to be rewritten to benefit.
- (+) Added special support for the tutorial.
- (+) Added fruits ranking screen.
- (* Added support for hp graph lines on OpenGL.
- (* Ranking screen animated in when spectating.
- (* Fixed spectating causing random freezes which require hard restart of osu!.
- (* Changed fruits scoring, rank and accuracy calculations.

test build 495 is the release candidate. please test it thoroughly and report any game-breaking bugs. focus on ranking, offset wizard, and anything else i mentioned in the changelog above.

aiming for public release within 24hours.

2008-11-04

- (+) Added mousewheel volume adjustment/volume display to main menu.
- (+) Beatmap store will be refreshed on exiting osu!direct (full mode) if downloads were completed.
- (* Fixed beatmap-specific skinned cursor sticking after exiting a beatmap.
- (* Changed offset wizard to use tutorial song.
- (* Fixed holding middle mouse button stopping replay from working.

2008-11-03

- (+) Multiplayer play mode is displayed in lobby listing.
- (* Fixed bug with BSS submission.
- (* Fixed slider bars not following mouse.

- (* Fixed rounding errors on offset wizard.
- (* Added new combo storyboard change support in fruits mode.
- (* Changed taiko break pass/fail graphic to be based off accuracy (>80% is passing).
- (* Fixed alignment of multiplayer scoreboard for resolutions under 1024x.
- (* Improved replay accuracy with sliders.
- (* Improved auto accuracy. (100% on marisa @ 3200% speed while frapsing).

2008-11-02

- (+) Added '/ignore', '/unignore' commands.
- (+) Can use quick jump with 'F7' from main menu.
- (* Fixed flashlight crash.
- (* Fixed red tint shader effect persisting after fail.
- (* Fixed slider misses not showing miss cross at both ends.
- (* Fixed bug where aborting an osu!direct download would render it impossible to download the same map again.
- (* Decreased traffic required when sending request for updated beatmap information.
- (* Increased interval between osu! packet sends.
- (* FPS counter no longer blocks chat buttons.
- (* Fixed bug where songs duplicate on first import when no osu! database is present locally.
- (* Huge multiplayer bug fixes.
- (* Bancho low-level communication improvements.
- (* Improved handling of unplayed maps.

2008-11-01

- (+) Added osu!direct support to spectator mode.
- (+) Added check for flashlight texture issues.
- (* Fixed scoreboard appearing in edit mode.
- (* Fixed in-game dialog messages not displaying in editor properly.
- (* Fixed random characters displaying when clicking a player box in multiplayer as host.
- (* Fixed update bar on main menu losing background after returning to the main menu from another play mode.
- (* Fixed timing changes not prompting for a save in editor.
- (* Fixed threading issues on bancho disconnects.
- (* Fixed flashlight not following mouse properly on slower PCs.
- (* Fixed textured not rendering correctly in OpenGL mode on some PCs.
- (* Fixed vertical flipping not working in storyboard scripting.
- (* Separated GL and DX framesync (so GL defaults to having it turned off - this seems to be a better default).
- (+) Web: Added "Link This" links on each FAQ entry. Use it to link users directly to that entry with minimal fuss.
- (* Web: Fixed play history graph showing skewed stats when over 11 months of play history was present.

2008-10-31

- (* Fixed osu!direct link handing to pickup links with old 'index.php' style.
- (* Fixed ranking dialog not showing online ranking stats.
- (* Fixed taiko autoplay to handle claps correctly.
- (* Fixed pausing causing problems with submission.
- (* Fixed fruits spectator broken with new dash binding.
- (* Restored left-mouse dash mode independent of binding.

2008-10-30

- (+) Added test bancho toggle.
- (+) Added bancho protocol version negotiation. (Means test client can connect to old and new bancho).
- (* Fixed ranking dialog attempting to display online stats for unrankable game modes.
- (* Improved extended chat load time 20 fold. Slight performance increase too.
- (* Avatars are loaded progressively in the background to decrease perceived lag.
- (* Removed red tint shader effect when playing taiko mode.
- (* Fixed hide/show chat button being visible during song outro.
- (* Fixed incorrect cursor show/hide behaviour with fullscreen dialogs.



2008-10-29

- (+) Added key binding for dash mode. Defaults to shift.
- (* Fixed play mode not set correctly to 'osu!' when entering edit song selection mode.
- (* Fixed mods not being reset when changing between game modes.
- (* Fixed max combo not displaying in editor test mode.
- (* Fixed crash occurring when using '/np' while the current song is not yet downloaded in multiplayer games.
- (* Fixed crash when disabling some mods.
- (* Fixed spectating not playing back correctly, and failing in some cases.
- (* Fixed autoplay not working in editor in some cases.
- (* Fixed taiko mode failing if first hit is missed.
- (+) Web: Added user graph to front page.

2008-10-27

- (+) Current gameplay mode is sent when submitting scores.
- (+) Added special menu background, basic button effects.
- (* Spinner finish has a white flash on plate.
- (* Flashes are bound to plate.
- (* Song selection returns to special menu when clicking back.
- (* Fixed osu!direct links for ancient beatmaps crashing osu!.
- (* Fixed random crashing when starting play mode.
- (* Fixed crash on spectating in some cases.

Starting private bancho testing tomorrow.

2008-10-26

- (* Changed way unplayed maps are stored locally (implemented in database).
- (* Increased leniency on bancho timeout (up to two failures before disconnect).
- (* Vast improvement in performance when changing between sorting modes.
- (* Improved song selection performance.
- (* Fixed slider copy/paste/undo not working correctly in editor.
- (* Fixed status being reported as playing when autoplay is enabled in some cases.
- (* Fixed fail on completion of some game modes.
- (* Fixed progress metre not fading out on song completion.
- (* Fixed editor getting some fruits in it.
- (* Fixed fruits icon being too gray on initial menu load.
- (* Fixed lead-in not behaving correctly with fruits.
- (* Fixed occasional crash after spectating.
- (* Fixed taiko spinner being completed by holding down both mouse buttons.
- (* Improved spinner playback accuracy.
- (* Increased volume of soft clap.

2008-10-25

- (+) Added fruit spinner support.
- (* Improvements to fruit sliders.
- (* Fixed blue fire turning brown in some rare cases.
- (* Fixed background colour resetting when using Song Setup panel.
- (* Fixed slider rotation bug.
- (* Fixed HP drain formula.
- (* Fruit autoplay improvements.
- (!) More major code refactoring.

2008-10-23

- (* Fruits improvements (slider handling, combo handling, plate catching).
- (* Fixed HP bar initial increase not working correctly.
- (* Reenabled score submission. New test build should be out tomorrow.

2008-10-22

- (+) Fruits handles sliders.

2008-10-21

- (+) Initial implementation of 'Fruits' game mode.
- (* Goto time dialog in editor accepts more naturally formatted times (mm:ss, mm:ss:ms etc.)
- (!) Huge code refactoring.

2008-10-20

- (+) New icon for special game modes thanks to LuigiHann.
- (+) Added template special menu.
- (+) Multiplayer games support play mode.
- (*) Reintroduced scoring screen after relax plays on request.
- (*) Fixed incorrect starting modes during multiplayer.
- (*) Fixed bancho bot dodginess with !search.
- (*) Fixed score submission rules.
- (*) Fixed more editor bugginess.
- (*) Fixed osu!direct panel % not reaching the far-right correctly.
- (*) Fixed osu!direct panel sometimes not displaying.
- (*) Taiko mode can be unpaused without positioning the mouse cursor correctly.
- (*) Reorganised mod screen without taiko.
- (*) No more relax mod in taiko mode.
- (!) Known issues: backwards compatibility with multiplayer taiko not handled. Spectator with taiko not handled at all.

2008-10-19

- (+) All BATs are automatically chat admins (when using osu! to connect).
- (+) User statuses are distributed by Bancho.
- (*) Fixed dodgy slider point selection in editor.
- (!) Code refactoring epicness.

2008-10-18

- (+) Added initial version of osu!direct panel management system.
- (+) osu!direct handles links in chat.
- (+) Added friend list support.
- (+) Added 'Special' mode selection button to main menu. Currently just enables Taiko mode.
- (*) osu!direct selection download status is visible even after searching again.
- (*) Doubled performance of extended chat display.
- (*) Offset wizard falls back to currently playing song if specific one is not available.
- (*) Fixed '/watch' crash if no username is specified.
- (*) Fixed shaking notes moving from their set location.
- (*) Changed look of scrollbars.

2008-10-17

- (+) Added bancho status for osu!direct.
- (*) Bug reports contain more detailed information including current beatmap and play mode.
- (*) Fixed bug where songs folder could be deleted when choosing to delete an unmapped mp3 from song select (sorry rolled).
- (*) Fixed osu!direct fail message appearing inappropriately during multiplayer downloads.
- (*) Fixed mouse cursor clipping to a certain bounds when osu! is minimised in fullscreen mode.
- (*) Fixed mouse cursor clipping to wrong bounds when the window is moved during play mode.
- (*) Fixed occasional crashes on initialisation of multiplayer game.

(* Fixed bug where transferring host in multiplayer game means the host can no longer select maps.

(!) HUGE code refactoring. Its a pity I can't share the beauty of this with you guys 🍷.

This is tiring

2008-10-13

(+) Added OpenGL fallback for cards that don't support ARB texture extensions (Intel integrated graphics).

(* OpenGL texture extension choice efficiently chooses best available method based on hardware.

(* Improved spinner performance by around 100%.

(* Improved video performance by around 100%.

(* Improved the look of gl sliders (a bit).

(* Increased 'passing' standard for O/X in break.

wooo gl is going great.

2008-10-12

(+) OpenGL rectangle primitive support.

(+) OpenGL slider rendering (basic) added.

(+) OpenGL frame sync (limit framerate) option now supported. Try toggling to check performance.

(* When direct3d fails to start up, users are given the option to swap to OpenGL or not, rather than forcing this behaviour.

(* Distance snap enabled by default.

(* Improved performance of beatmap title display (at start of play mode).

(* Fixed FPS counter setting not saving correctly.

008-10-10

(* rajio improvements ;p

2008-10-09

(+) Added osu!direct integration in multiplayer mode.

(+) Added toggle for progress bar positioning (with 3 positioning modes).

(+) Added button to access Echo's offset wizard.

2008-10-08

(* Fixed crash when opening osz files etc when osu! is already open.

2008-10-07

(* Must be logged in to view online scores (avoids various consequences of not having bancho connection).

(* Moved progress bar - does it feel better?

2008-10-06

- (*) Fixed autoplay replays saying "played by local player".
- (*) Fixed mouse disappearing at strange times.

2008-10-05

- (*) Bancho fixes.

2008-10-04

- (+) Clicking the bpm/offset in timing mode selects the appropriate field in timing popup.
- (+) New dialog for importing beatmaps.
- (*) Fixed storyboard animations running too slow.
- (*) Fixed mouse not appearing on initial login screen in OpenGL renderer mode.
- (*) Fixed message popups turning white after mouse hover.
- (*) Minor changes to error reporting dialog.
- (*) Bancho !search is always private. Uses new searching algorithm (fulltext rather than part-matching).
- (*) Bancho IRC quit message overflow fixes.

2008-10-02

- (*) Fixed colour of popups turning white unexpectedly.
- (*) Fixed mouse locking to osu! window when enabling autoplay in editor test mode.

compo judging and (unsuccessful) opengl debugging ate my time.

2008-09-30

- (+) First testing release with OpenGL support. Keep in mind editor doesn't work and sliders don't render. Changing resolutions requires a restart. Fullscreen doesn't work. Combo fire/shaders are not supported.
- (+) GL renders in standard window.
- (+) GL runs with no DirectX dependencies (but will not work with Mono yet due to many native calls).
- (+) Added toggle for FPS display and GL/D3D renderer.
- (*) Editor won't prompt to save a map if no changes are made.
- (*) Reorganisation of options menu.

2008-09-29

- (+) GL renderer loads sprites from raw data.
- (+) GL renderer loads sprites from files and streams correctly.
- (+) GL video displays correctly (still using directshow for rendering).
- (*) Improvements to download code.

2008-09-28

(+) GL renderer supports sprites to an equal level of DX renderer. Can't handle reading textures from disk yet (reads via DX memory)

(* Fixed newline escapes in chat.

(* Fixed video seeking randomly when stopped at 00:00:00.

(* Fixed bug with snapping notes using inherited timing sections.

(* Fixed bancho bug causing multiplayer chat to appear in active chat buffer (needs bancho restart).

2008-09-27

(+) Can copy timing information to clipboard (Ctrl+C at timing screen).

(* Fixed spinner autoplay bug.

(* Fixed timing setup window not selecting current timing point correctly when using Inherit mode.

2008-09-26

(* .osb files are not asked to be deleted when exporting maps in editor.

(* Fixed 'clap' sample notes not working correctly in Taiko Mod.

(* Fixed personal score not updating correctly when clicking 'retry' at ranking screen.

(* Fixed slider selection glow sticking when creating repeat sliders.

(* Fixed osu!direct showing newest maps for wrong categories.

2008-09-25

(+) Initial framework for powerup play mode.

(* Osz v2 export/import works correctly at first stage of implementation. go echo!

(* Changed slider highlighting in editor to be more like before endpoint sample assignment. Should feel better.

(* Editor code refactoring (huge internal changes).

(* A notice is displayed when a segment is too short to insert break time.

(* 3 D.P. bpm is only displayed while ctrl is held down (fine adjustment mode).

(* Fixed personal online high score not updating on scoreboard when choosing retry from ranking screen.

(* Fixed rank swapping bug 'ZOMMMMMG' etc.

(* Local offset adjustment is back to 5ms intervals. Hold Alt to get 1ms changes.

(* Local offset is adjusted when a new online offset is found, rather than reset. newLocal = local - online.

2008-09-24

(+) Editor exports in osz2 format (beta).

(+) osz2 format can be imported (but doesn't really work yet).

(* Fixed Autoplay/SpunOut/Flashlight not displaying on /np.

(* Fixed some sliders being misinterpreted as triple time tick rate.

(* Fixed a bancho client-wide crash under certain conditions.

(* Fixed some osu!direct crashes.

2008-09-22

- (*) BPM is editable to the third decimal place.
- (*) Sprite class accounts for load time when assigning transformations.
- (*) Fixed mods not displaying in multiplayer mod selection dialog.
- (*) Fixed chat buttons not hiding during gameplay for some users.
- (*) Fixed hp bar exceeding its maximum bounds when PC is lagging.
- (*) Fixed rare spinner display order bug.
- (*) Fixed osu!direct default display mode being inaccurate.
- (*) Fixed custom override in timing window not loading previews correctly.
- (*) Fixed random editor sprite appearances.
- (*) Fixed ghost matches bug with duped logins.
- (*) Fixed '/r' not working for usernames with spaces.

Released public build 427.

2008-09-21

- (+) Added new sound sample 'clap'.
- (+) Added display options to osu!direct.
- (*) Storyboarded samples stop playing when paused/failed.
- (*) Music loops correctly in osu!direct.

Released public build 426

2008-09-18

- (+) Added 'wait' argument to metadata display.
- (+) User permissions are sent by bancho to osu! client.
- (+) [User permissions are displayed on main menu.](#)
- (*) Display title generated by BSS.
- (*) [Better effects on display title.](#)
- (*) Fixed copying multisample sliders not copying sample setup.
- (*) Fixed 'NAMES' list not compatible with mirc.
- (*) A few more anti-spam Bancho limitations added.
- (*) Fixed text alignment on BSS window.
- (*) Fixed pending/ranked status not being read correctly from database.

Skip a day-

2008-09-16

- (+) Support for online offset adjustments.
- (+) [Support for online metadata reading.](#)
- (+) [Custom offset is displayed on song selection screen.](#)
- (+) [Added progress bar for song selection wheel.](#)
- (+) [Added progress bar for music player on main menu.](#)
- (*) Fixed tags not loading correctly on importing new beatmaps.

- (* Fixed multiple monitor support? Kind of.
- (* Adding/removing favourites can be done without entering favourite grouping mode.
- (* Web: Tags/Source can be searched from web beatmap listing.
- (* Web: Changed beatmap searching to use fulltext search methods.

2008-09-15

- (+) Netcode supports deflate http Content-Encoding type.
- (+) Online Selection makes it clear when a song is already available locally. Prompts for confirmation before downloading.
- (* Fixed threading bugs (song selection and online selection).
- (+) Unified sampleset sliders have blue borders when selecting, non-unified are red.
- (* Fixed catchup behaviour when window is inactive for long periods.
- (* Fixed some bugs with sample assignment in editor.
- (* Fixed volume display depth problem.
- (* Implemented faster random number generation code. Improves starburst performance marginally.
- (* Reduced loading time when first opening chat console.

2008-09-14

- (+) Added UNRANKED graphic to notify player they are not being ranked.
- (+) Added volume indicator when adjusting volume in play mode.
- (* Fixed soft sampleset not correctly getting assigned samples.
- (* Taiko slider algorithm FIXED. This should make taiko mode with standard beatmaps a LOT more playable.
- (* Fixed taiko rolls not displaying correctly.
- (* Fixed taiko large hits not getting dual button presses in autoplay.
- (* Fixed autoplay being usable in multiplayer. Eek.
- (* Taiko autoplay cursor is no longer visible.
- (* Fixed editor dealing with slider samples and combos.
- (* Fixed problems with map filenames containing '#'.
- (* Fixed autoplay bug in test mode when completing a map with autoplay on.
- (* More minor slider graphic adjustments.
- (* Sliders are more transparent than before.

2008-09-12

- (+) New mod 'Autoplay'.
- (+) New mod 'Spun Out'.
- (+) Autoplay can be toggled in editor test mode.
- (* Fixed a few threading bugs.
- (* Fixed novideo status being reset after each multiplayer game.
- (* Fixed taiko-specific maps not always playing in taiko mode in multiplayer games.
- (* Fixed resolution bug when selecting "Edit" from beatmap menu in song selection while running in fullscreen.

- (* Fixed chat nickname matching failing on symbols '+' etc.
- (* Fixed some maps not showing grade on song selection wheel.
- (* Fixed timing point inheritance not saving in editor.
- (* Fixed timing point inheritance not transferring sampleset changes etc.
- (* Fixed resolution dependent replay problems.
- (* Improvements to spinner speed accuracy on slower PCs.
- (* Spinner replay playback is perfected.
- (* Hard limited hitcircles to the playfield range.
- (* Removed shaking notes on combobreak (decided it looks gay).

2008-09-10

- (+) Sliders shake when hit too early (like circles).
- (+) Notes shake on combo break.
- (+) .osu support for slider endpoint sample separation.

Editor support will be finished off tomorrow. So tired lately.

2008-09-09

- (* Increased security for private releases.
- (* Online Selection downloads to a temporary folder to prevent incomplete downloads from cluttering imports.
- (* Fixed file associations.

2008-09-08

- (+) Blue fire for combos over 500 hits.
- (+) Slider endpoints can be selected in editor. This is the beginning of the ability to alter sound additions per-endpoint. More to come..
- (* New online selection graphics.
- (* Editor shows times to the millisecond.
- (* Triple timing sliders really fixed? Maybe? Matty??
- (* Fixed ratings not displaying in online selection for some cultures.
- (* Fixed file associations being broken for new installs of osu! (old users only).
- (* Clicking your own panel in F9 view brings up different options.

2008-09-07

- (* Fixed secondary sort not working in many cases.
- (* Fixed web links not working in online selection.

2008-09-06

- (+) In-game download support initial release.
- (+) Added sort mode 'Rank'.
- (* Fixed combofire height during hard rock.
- (* Fixed some lobby crashes.
- (* Fixed rank not displaying after completing approved maps (on ranking popup).

(*) Removed approved mode message for replays.

2008-09-02

(+) Added toggle for comboburst.

(*) Reduced Flashlight multiplier to 1.12x.

(*) Fixed display bug in multiplayer lobby.

(*) Fixed some songs not selectable in song select (near the top of the list).

(*) Fixed bug with repeating sliders.

(*) Changed spinner RPM to reflect actual mouse spinning speed (rather than spinner revolutions).

(*) Fixed bancho ghost multiplayer games.

(*) Web: Flashlight scores display correctly.

2008-09-01

(+) Added '/watch' to quickly spectate a user.

(*) Fixed nothing playing after deleting a beatmap.

(*) Secondary sort is group-based.

(*) Fixes to pause resuming (when clicking is disabled).

(*) Sprite engine fixes.

(*) Replay/spectator mode fixes.

(*) Triple-time repeat slider fixes.

(*) Song selection sorting fixes.

(*) Fixed source appearing in forum thread subject.

2008-08-31

(+) Added message to explain the new unpause method.

(+) Implemented secondary sorting.

(*) Fixed show chat button disappearing when skip+paused.

(*) Mouse via keyboard controls work for pause menu etc.

(*) Slider animation improvements.

(*) Fixed problem with 1/3 snap repeat sliders.

2008-08-30

(*) Change pause resume method.

(*) Fixed spectator list not displaying in some cases.

(*) Fixed player acting like host in some situations.

(*) Fixed bug with masked sprite display (visible on mp lobby).

(*) Flashlight mod adjusts size depending on performance.

2008-08-29

(*) Temporarily removed pause changes. New implementation tomorrow.

2008-08-27

- (+) Personal online best can be seen in play-mode scoreboard, highlighted orange-red.
- (+) Added local user's user panel to multiplayer match setup. Stats increases will display here after completing a multiplayer game.
- (*) Improvements to pause algorithm.
- (*) Fixed '/me' actions highlighting the user which types them.
- (*) Fixed timing changes in the timing setup window making sliders disappear.
- (*) Fixed popup dialogs not displaying while spectating.
- (*) Spectator mode can't be initialised while playing (to avoid accidental spectating).
- (*) Added 'Stop Spectating' option to currently spectating user's option list.
- (*) Increased leniency of Bancho flood protection (ever so slightly).
- (*) Fixed Bancho flood protection kicking in during error reports.
- (*) Slightly more visibility during LightsOut.

2008-08-25

- (+) Added lights-out mode to flashlight.
- (+) New button for selection options.
- (*) Improved gameplay performance with fewer external function calls (may help fight "lag"?)
- (*) Show chat button now defaults to showing minimal chat mode, even if extended chat was previously visible.
- (*) Fixed keyboard selection not working after selecting a new category.
- (*) Fixed songs not allowing editor speed changes after first import.
- (*) Fixed avatar masking error in extended chat display.
- (*) New icon for flashlight mod.
- (*) Song selection tidy-up.

2008-08-21

- (+) New default skin spinner, approachcircle and sliderfollowcircle sprites.
- (*) Improved all gameplay stars physics.
- (*) Fixed song selection stars getting out of hand with negative offsets.
- (*) Flashlight is fixed in position during taiko play.
- (*) Nickname match notification in /me works.
- (*) Fixed song selection crashes.

2008-08-18

- (+) Multiplayer host can be transferred to another player on request.
- (+) Multiplayer host is denoted by a crown icon.
- (+) Skins can be auto-extracted. More details to come.
- (*) Large changes to song selection screen.
- (*) Fixed user options screen not viewable in multiplayer.
- (*) Fixed '/r' only working once for PM replies.
- (*) Fixed /savelog not saving /me actions.
- (*) Fixed private messages not working for usernames containing underscores.
- (*) Clicking away from a dropdown closes it.

- (*) Starbursts on song selection are in time to beat.
- (*) Added approved status to bancho search results.
- (*) Various bancho improvements.

2008-08-17

- (+) Timing points can inherit previous section's timing - useful for sample/volume changes.
- (+) Added personal high score to song selection screen.

2008-08-16

- (+) Added four new pack-based achievements.
- (*) Fixed achievements not displaying correctly in-game.

2008-08-14

- (+) Added new mod "Flashlight", based off adamskii_uk's concept ([viewtopic.php?f=15&t=4804](#)).
- (+) Added option to disable letterboxing in break time.
- (*) Fixed editor allowing hitcircles to be moved off the gamefield at resolutions >640x.
- (*) Fixed editor bug where using song select after setting a custom volume in timing points resets volume to 100%.
- (*) Generic button middle section expands its width so it no longer needs to be one pixel wide.
- (*) Slight graphical changes to default skin.

2008-08-13

- (+) Added simple Dropdown UI element. Can select sort method from it in song selection.
- (*) Editor "goto time" popup has text selected by default.
- (*) Fixed BSS bug with '#' characters in filenames.
- (*) If no replay data is found, the user is not returned to song select rather than the main menu.
- (*) Fixed spinner "SPIN!" overlapping "CLEAR!" on shorter spinners.

2008-08-11

- (+) Added 1 new achievement.
- (+) Added user menu with some options when clicking users in F9 extended chat view.
- (+) Added notification of '/r' command when receiving first PM in in-game chat.
- (*) Fixed bug where bottom-right position display shows "1st" even when failing a multiplayer match.
- (*) Fixed song select bug where game freezes on trying to hit up/down arrows while no search results are displayed.
- (*) Clicking users to specat at them is blocked during an active local play to avoid any misclicks.
- (*) Web: Achievements in profile have text hint/description.

2008-08-10

- (+) Added estimated time remaining and numerical percentage measurements to BSS upload

window.

- (* Fixed grid sizes not displaying correct names in editor.
- (* Fixed skip button acting strangely when clicked then given focus again.
- (* Fixed backgrounds/videos in .osb duplicating into .osu files.

2008-08-07

- (* Fixed source not saving in song setup a well.
- (* Fixed spinner not always giving 'geki'/'katu' bonuses.
- (* Fixed audio not updating when swapping between spectating songs.
- (* Fixed scoreboard losing background graphics after a multiplayer taiko match.
- (* Moved scoreboard during MP taiko games to be more visible.
- (* Changed size of taiko target circle to match small notes.
- (* Made taiko hit-window more lenient (about 40% moreso, depending on difficulty settings).

2008-08-06

- (+) Ranking is displayed during break where possible.
- (* SPIN! sprite stays on screen for a bit longer, even if you are spinning.
- (* Improved mp3 preview performance by a lot.
- (* Fixed tags not displaying in the song setup window (although they are saved).
- (* Fixed updater crashes (stuck processes shouldn't happen anymore).
- (* Fixed search results showing incorrect numbers, and multiple difficulties when they shouldn't appear.
- (* Fixed audio lead-in breaking after watching a replay or spectating someone.
- (* Fixed accuracy displaying above pause screen buttons.
- (* Web: Fixed chat feed not showing names with '-' correctly.

2008-08-05

- (* Changes to BSS dialog wording.
- (* Fixed pause button occasionally not working.
- (* Fixed spinning counter-clockwise not triggering CLEAR! sprite.
- (* Fixed overlapping checkboxes in skin selection.
- (* Fixed avatar size issues with multiplayer.

2008-08-04

- (+) Added new skin: Xi-Style by Xiaounlimited.
- (+) Progressive accuracy is displayed in breaks.
- (+) Added option to skin selection screen to choose whether to force Taiko skin during taiko mod play.
- (* Backups of score/beatmap database are made in the case that osu! has to recreate them from scratch. They will be in your osu! folder.
- (* Added check for hitobjects existing before the start of the mp3.
- (* Removed all scoring elements from Relax mod.
- (* Fixed player status text not displaying properly.

2008-08-03

- (+) Added winner panel to multiplayer ranking screen.
- (+) Scoreboard in multiplayer displays avatars.
- (+) osu! won't exit play mode when receiving a new song (from an Open With... command or drag).
- (+) Full Vista support (will run without administrator privileges).
- (* Fixed bancho replying to public messages not prefixed with '!').
- (* Modifications to SPIN/CLEAR sprites and animations.
- (* SPIN disappears after the player begins spinning.
- (* Fixed some miscellaneous crashes when receiving beatmap data (not visible to users).
- (* Huge memory optimisations.
- (+) Web: Modding Control Panel initial release. (Echo)

2008-08-01

- (+) Added "get more skins" button on skin selection panel, which opens osu.me in the extras tab.
- (* Web: Server performance optimisation.

2008-07-31

- (+) Added 'Approved' beatmap status.
- (+) osu! support for approved maps. Displays message on map start to ensure the user is aware.
- (* Removed build number from titlebar of public builds (no longer necessary). Added on options screen.
- (* Fixed spinner RPM appearing in edit mode.

<https://osu.ppy.sh/forum/p/38945>