

# Mod SDK changelog

This is the changelog for the Core Keeper Mod SDK. It will contain changes to the SDK itself as well as internal changes to the project that isn't covered in the regular changelog.

It is still very much recommended to also read what is in the changelog for the Core Keeper application on Steam: <https://store.steampowered.com/news/app/1621690?updates=true>

## 0.7.2

- Upgraded Unity version to 2022.3.10f1.
- Upgraded DOTS/ECS to 1.0. See links for upgrade instructions. The Translation component should still work as before, and any baking changes aren't relevant because we are using our own baking system (PugConversion).
  - <https://docs.unity3d.com/Packages/com.unity.entities@1.0/manual/upgrade-guide.html>
  - <https://docs.unity3d.com/Packages/com.unity.netcode@1.0/manual/upgrade-guide.html>
  - <https://docs.unity3d.com/Packages/com.unity.physics@1.0/manual/upgrade-guide.html>
- Burst version upgraded to 1.8.9.
- A lot of ECS systems have been converted to use ISystem instead of SystemBase to improve performance.
- Added an option for you to bypass the security check, adding a notice about it to the user: "Caution: 'Elevated Access' mods have increased access to resources outside the game like user files and internet. For the best experience, install only from reputable sources." The reflection API might be removed in the future in favor of using this option instead.
- The Unity.Collections package is embedded in the SDK, but the only change is that we have added the old FixedString32/64 types which are still used for some serialized components. Changing these to the new versions would have broken serialization.
- The DOTS version uses a very different serialization format for ECS worlds. As a result there is a separate application in CoreKeeper\_Data/StreamingAssets/Patcher which is used to convert saves from before 0.7.2 to an interim format that the new version can read.