History of Changes

Table of contents

(changes.rss)

1. Version 3.48 (unreleased - in CVS)

- (mkienenb)

2. Version 3.47 (July 31, 2005)

- • Added Russian translation (Skraelos).
  - Decoded MM6, MM7, and MM8 creature data.
  - Decoded MM8 ddm and dlv file layout.
  - Fixed bug where MM8 odm files were hitting an OutOfMemory error while trying to load as an MM7 odm file.
  - Decoded MM7 ddm and dlv file layout.
  - Decoded Item info.
  - Decoded Door info in dlv files.
  - Decoded and displayed contained item data for MM7 and MM8.
  - Decoded and displayed room data.
  - Display indoor facet vertex attribute lists
  - Decoded extra indoor facet data
  (mkienenb)

3. Version 3.46 (July 15, 2005)

- • Fixed bug where tree view breaks if there were list.size() % 10 = 1 entries.
  - Decoded more of the blv format: Facets, Rooms, general, BSPNodes (with help from Angel_Death).
  - Added first-draft of Chinese localization (with help from YongFish).
  - Added support for MM7 and MM8 odm files.
  - Decoding of D3Object, D3Object's Facets, Sprites, and SpawnPoints (formerly Monsters) in odm files.
  (mkienenb)

4. Version 3.45 (July 07, 2005)

- • Created new treeview for displaying resources with minimal memory usage.
  - Switched Dsft.bin, blv, odm, dlv, ddm to new tree view
  - Decoded dungeon bits, last time visited, sky bitmap name, day attributes, fog range in ddm and dlv files.
  - Decoded DTile.bin
  - Decoded odm TileSetSelectors

- Decoded mapResetCount and lastResetDay for dlv and ddm files (Fenghou)
- Decoded Map Outline Lines
- Fix bug where files named differently from entry names could not be quick-append updated. (Yongfish)
- Improved tree control to better handle lists and partial lists of items
- Decoded Doverlay.bin, DObjList.bin, DMonList.bin, DDecList.bin, DChest.bin
- mm7 and mm8 support for DSft.bin

(mkienenb)

5. Version 3.44 (May 15, 2005)

- - Decoded "artifact found" bits in saved game.
  - Decoded item held on cursor when saving game.
  - Decoded Chest Unknown1 (DChest id -- picture)
  - Converted docs to xdoc format and used Apache Forrest to generate website.
  - Decoded several creature fields based the monster.txt file and on MM7 decoding work performed by Transparent Star.
  - Fixed mm6 dlv parsing. (Fenghou)
  - Choosing recent history file now sets title bar. (Fenghou)
  - party.bin, odm, ddm, blv, dlv switched over to using tree display view to reduce memory requirements. (Weiarc, Fenghou, others)
  - Switched party.bin to an improved tree display view.

(mkienenb)

6. Version 3.43 (May 04, 2005)

- - Party.bin decoding.
  - Integrity checking of file formats while parsing.
  - Support for MM7 and MM8 bin files (excluding party.bin and dsft.bin).
  - Reorganized class and data layout.

(mkienenb)

7. Version 3.42 (April 26, 2004)

- - Indoor level decoding (blv and dlv resources)
  - Fix bug in computing new size of odm files (was always using original size)
  - Other resources partially-decoded:
    - party.bin
    - Dchest.bin
    - DDecList.bin
    - DIft.bin
    - DMonList.bin

- DObjList.bin
- DSounds.bin
- DTft.bin
- DTile.bin
- DSFT.bin

(mkienenb)

8. Version 3.41 (April 20, 2005)

- • More Event decoding
- Add/Delete/Move around events
- Allow save game editing (saved games are new.lod files)
- Handler for npcdata.bin resources.
- Handler for dsft.bin resources.
- Added Monster decoding for odm files.
- Added Item and Chest Content decoding for ddm files.
- Add/Delete/Move around 3d objects, sprites, monsters, creatures, items, and chest contents.
- Improved control for comparing and manipulating unknown data.
- Minor decoding of ddm creatures.

(mkienenb)

9. Version 3.40 (April 2, 2004)

- • Display progress monitor panel for import operations
- Provide better error reporting during import/export operations
- Provide cancel import functionality
- Select filename for new rebuilt lodfile
- Rebuild a lod file directly from a resource viewer/editor. (odm, evt, str, txt, and raw data displays).
- Fixed binary data editor input to properly handle the various display modes.
- Display offset for binary data editor.
- Toggle offset display between hex and decimal on offset-column click.
- Provide user-specified blank cell padding to align binary data horizontally.
- Display progress monitor panel when loading data to display
- Quick-update the current lod resource by appending updated content to the end of the lod file.
- Quick-update a lod resource by appending the contents of a selected file to the end of the lod file.
- Ability to view any lod resource with Data handler
- Peliminary support for displaying/editing outdoor level maps (tiles, heights, 3d object locations, sprite locations)

- Peliminary support for displaying/editing event file instructions
(mkienenb)

10. Version 3.30 (March 6, 2005)

- • Ability to export and import all lod file resources (Thanks to Gabor Toth for keeping me going).
  - Start on displaying Outdoor level maps (Thanks to Richard Johnson for outdoor file format decoding).
  - Fix to display/extract/import all four components of a Bitmap.lod tile.
  - Str resources now extracted as/imported from a txt file.
  - Removed LodEntryHandlerManager code and preference as it's no longer necessary in an open-source project.
  (mkienenb)

11. Version 3.10 (April 2, 2004)

- • Files now have consistent file suffixes when saved.
  - TGA and Sprite file types are automatically extracted as Bitmaps.
  (mkienenb)

12. Version 3.00 (March 27, 2004)

- Initial Import (mkienenb)