Artificial Mir 2 and Phoenix 2.0 Updates and Changelog document

Information:

Please note, not all updates and changes are listed here. Primarily this list includes Database and Environment changes, as well as Codebase changes. Some changes may have been undone or their functionality disabled or superseded by a later update.

These updates are provided in no particular order or importance, and are offered as-is basis, providing a high-level overview of accumulative changes.

Index:

Changes:

Fixed Light Source on HA/MA/OKR armours

MubZombie renamed MudZombie

Fixed Items delivered in RedOctagonalBox / GreenOctagonalBox / BlueOctagonalBox

Rebuilt Drops for RedCave

Rebuilt Drops for HellCave (to Overpass)

Fixes to Boot Random Stat drops

Set RedEvilApe spawns to 5mins

Reduced back to 1 Yimoogi in the Yimoogi Nest

Fixes to various Quests across the game

Prepared maps for RedHell

Added Milestone Announcer

Increase to FlashDash Mana Cost

Fixed various Mask Prices

Removed WoomaHeart from Drop files

SpiritBlade now limited to Wizard / Warrior / Taoist

Assigned AI to WingedOma

Fixes to Both MysteriousScrolls (Also now renamed: MysteriousTownScroll and MysteriousDungeonScroll)

Removed Agi+ and Acc+ from Necklace Random Stats

Fixed Lunar Necklaces dropping with incorrect Random Stats

Various Fixes to Lunar Items DB configuration

Added Original Crafting Recipes

Updated Crafting NPC

Tweaks to XP across the game (bring values to consistent official values for all known areas)

AWT KR Spawns increased

OKR Quest Added

Tweaks to monster stats across the game (complimentary to XP changes)

PoisonSword effect now scales with level

FrostTiger level fixed (54 to 47)

Added Mystery set Random Stats

Set Official values for Lunar Cave Monster Levels

Renamed Weaver to MidWeaver

Renamed VenomWeaver to VenomMidWeaver

Rebuilt Oma Valley Map Movement Events to match Official Route - Now also includes all maps

Amulet prices revised

Grey/Yellow Poison prices revised

Prepared maps for Utopia

SeokchoValley renamed WoomyonValley

TrollMine_1 - 4F renamed SeokchoMine_1 - 4F

Added Auxiliary maps to WoomyonValley

Removed AOC Quest Part I

Improved AOC Quest details

CounterAttack, MagicBooster, Plague , Hemorrhage, NapalmShot added to drop files

AST Quest Challenge changed from EvilSnake to WhiteEvilBoar

Assassin base Acc+ increased to 8 (Superseded by switch to Delphi stat growth model)

Rebuilt APSC Drops

Improvements to high-end boss Drop files

Prepared maps for IceHell

IceThrust, SlashingBurst, CrescentSlash, PetEnhancer added to drop files

Adjustments to PremiumDungeon entrance levels, now: 22-34, 35-40, 41-46, 47-52, 53-58 (Official Values)

Adjustments to PremiumDungeon EXP and Stats (All Tiers)

Extended Official EXP Value List for levels 75 to 85

RedHell renamed ScreamingHell

Rebuilt Monster Stats and Spawns for ScreamingHell

Added HellPass mechanics to HellOverpass

Built Monster Stats and Spawns for PremiumDungeon Tier 4

Built Drop files for ScreamingHell (Unpolished)

Added HeroicExplorer NPC script to HellOverpass

Prepared maps for HellFire

Built Drop files for PremiumDungeon Tier 4 (Unpolished)

Prepared maps for PremiumDungeon Tier 4

PremiumDungeon Tier 4 open for testing

Lunar monster stat buffs

Heroic statues changed to level 50 requirement (previous names removed)

Assassin base Agility now 15 (Superseded by official stat growth)

Fixed issues with Darkness within the mines quest

Completed NPCs for ScreamingHell (Unofficial Route)

Completed Crafting NPC

Added BoneSoup/ChickenBroth/EggSoup to Item DB

Enabled up to 1366 Resolution for Client (from 1024 max)

Added HPBooster(S)/(M) and MPBooster(S)/(M) to Item DB

updated shops across the game with HPBooster(S)/MPBooster(S)

Magic Booster level requirements adjusted to 47/51/55

Potion price re-balance (now official values)

Section 1 of GoldPatternedBoots Quest open for testing

Section 2 & 3 of GoldPatternedBoots Quest open for testing

Fixed Chicken drop rate from Hen

Added ExpPowder to Item DB

Section 4 & 5 of GoldPatternedBoots Quest open for testing

Allowed entry into Lunar 2nd (incomplete)

Fixed Guild Member Limit at all levels (1000 members per guild at all levels now)

Added BattleGrounds Dev NPC to live server

Tweaks to BG Spawns

Reintroduced Assassin Heroic Statues

Enabled Random Teleports in Ancient Ruins

Assigned Correct AI to IncarnatedZT

Created drop file for HardenedRhino

Created drop files for Light and DarkBeasts

Tweaks to Ancient Ruin Spawns

Created drop file for WhiteMammoth & MudZombie

Fixed issue with gold check at Game Network exclusive dungeons

Returned NewbieGuild back to 25% exp bonus

Updates to ArtificialManual

Set official HP and EXP values for all Ancient Ruins monsters

Fixed issue with Lunar Monster Accuracy and Agility (Both too low)

Set official stats for Ice Hell monsters

Prepared Spawns for IceHell floors 1-2

Completed Ice Hell spawns to Ice Hell Kings Room

Built drop files for IceHell monsters

Ice Hell Open for Testing (Unpolished)

Built spawns for Ancient Route

Built spawns for Ancient Remains

Built drop files for Burning and Frozen Zombies

Built drop files for BloodBaboon and DeathCrawler

Built drop files for Demon and Undead Wolf

Added Shard to Item DB

Added Shard to Premium Dungeon drops

Updated DarkDevourer AI

Added IceHellPass to Item DB

Created Script for GuardianMonk (IceHellNorth NPC)

Replaced AwakeningSoul0/1/2/3 with AwakeningHammer0/1/2/3 for Awakening purposes

Set proper AI and HP / EXP values for ManentricSlave, TrollHammer, TrollBomber, TrollStoner and TrollKing

Set proper AI and HP / EXP values for FlameSpear, FlameMage, FlameScythe, FlameAssassin and FlameQueen

Set proper AI and HP / EXP values for HellKnights and HellLord

Set interim stats for ManentricSlave, TrollHammer, TrollBomber, TrollStoner and TrollKing

Set interim stats for FlameSpear, FlameMage, FlameScythe, FlameAssassin and FlameQueen

Added IceHellPass to MasterKenji drop file

Built monster Spawns for HellFire_1F

Added false TrollKing and FlameQueen to monster DB with stats

Fixed No Reconnect Attributes for IceHell onwards

Removed Fire Damage map effect from HellFire

Built monster Spawns for HellFire_2F & 3F

Built Spawns for HellFire_KingsRoom

Built HellLord drop file

Allowed full group teleports at HeroicExplorer

Built drop files for FlameSpear, FlameMage, FlameScythe and FlameAssassin

Built drop files for ManentricSlave, TrollHammer, TrollBomber and TrollStoner

Built drop files for FlameQueen, and False FlameQueen

Built drop files for TrollKing and False TrollKing

Fixed issue with RedDarkArmours giving HP bonus instead of MP

Fixed a few typos in Recipe list

Built drop file for AncientBringer

Improvements to Ancient Wooma Temple drop files

Rebuilt Premium Dungeon [3] drop files

Rebuilt Premium Dungeon [2] drop files

Rebuilt Premium Dungeon [1] drop files

Returned RedMoonEvil to proper HP values

Updated GuardsHelp Script (New file set compatibility)

Rebuilt Premium Dungeon [4] drop files

Rebuilt Ancient Prajna Stone Cave drop files

Added ReturnDragonSlayer Tiers 1 - 9

Added ReturnDragonStaff Tiers 1 - 9

Added ReturnDragonSabre Tiers 1 - 9

Added ReturnDragonBlades Tiers 1 - 9

Added ReturnDragonBow Tiers 1 - 9

Added ReturnDarkArmour Tiers 1 - 5

Added ReturnRing

Added ReturnBracelet

Added ReturnTiara

Added ReturnBoots

Added ReturnBelt

Added ReturnPotionBox

Added ReturnPerseveranceWater

Added ReturnHeroWater

Added ReturnVitalityWater

Added ReturnExperienceWater

Rebuilt Ancient Zuma Temple drop files

Added FrozenZumaGuardian, FrozenZumaStatue and FrozenRedZuma to Monster DB

Rebuilt Lunar 1F - 2F Spawns

Removed monster spawns on all incomplete areas (Already had no drops/stats)

Added Lunar 6F Map to DB

Added Tinker, SmallGobby, Mackerel & Gobby to Fishing drops

Adjusted Fish (potion) stack sizes to match Potion stacks

Revised fish prices

Revised Various GameShop Item's gold values

Added 'Dont sell' attribute to various GameShop items

Fixed issue with Quest 132 would not complete due to incorrect monster name

Prepared Lunar 3F - 6F Mapmove events

Added Centipede to BattleGrounds monsters

Tweaks to SnakeScorpion spawns in BattleGrounds

Added official stat values for FrozenZumaGuardian, FrozenZumaStatue and FrozenRedZuma

Rebuilt Lunar 3F - 4F Spawns

Rebuilt RedCave 1F Spawns

Built Lunar 5F - 6F Spawns

Rebuilt Prajna Stone Cave Spawns

Rebuilt Prajna Temple Spawns

Rebuilt Insect Cave Spawns

Rebuilt Mineral Mines Spawns

Rebuilt Foxes 2F onwards Spawns

Built drop files for FrozenZumaGuardian, FrozenZumaStatue and FrozenRedZuma

LunarTemple 1F-2F Renamed LunarTempleEntrance1-2

LunarTemple 3F-4F Renamed LunarTemplePass1-2

LunarTemple 5F-6F Renamed LunarTempleF_1-2

Built Returnee Delivery NPC Script

Fixed various instances where 'No Reconnect' attribute incorrectly pointed to MapIndex instead of MapName

Set official HP & Exp values for RedCave monsters

Set official stats for HellCavern monsters

Set official stats for MineralMines monsters

All level 46 Armours Corrected to level 50

Level 50 Armours given official stats

GuardRental re-added to GameShop

AccuracyPotion re-added to GameShop

Set official stats for AncientOmaCave monsters

Set official stats for AncientStoneTemple monsters

Set official stats for FoxCave monsters

Fixed missing Undead attribute on a few BattleGrounds monsters

Updated Awakening Assistant (Julie) to give correct information on Awakening requirements and limits.

Built drop file for AncientBringer

Swapped AIs of CrackingWeaver and ArmingWeaver (Was previously wrong way around)

Built drop file for FlyingStatue

Added Unable to disassemble attribute to all non-equippable items

Changed Plague damage multiplier from 1x to 1.5x

Reduced PoisonCloud damage by 25%

Updated maximum mined ore purity to official values (21)

Updated FateSword scripts to check for correct purity as per official quest

Added REFRESHEFFECTS command into Level Effect scripts (No longer requires re-log)

Updated Torch/Candles light radius

Updated Mir/HeavenArmour light radius

Updated OmaKingRobe light radius

Removed Escape NPCs from Low Level Cave and Mid Level Cave

SurvivalRing (GameNetwork content) updated to Attack Speed +4 (Rebalance to latest Attack Speed ratios as per YDO update path)

MirGuide NPCs further upgraded (now no issues with line breaks and much better legibility/translations, and added missing section 'Combat Technique')

Reduced Quest requirements for Ancient Wooma Temple entry

Fixed a typo in all Town Teleporter NPCs

Upgraded BattleGrounds NPC from Dev Script to Final Version

Updated ArtificialManual to include new @TransferGuild command

Removed White Valley from Prajna Island and Border Village Sailor NPCs (Not implemented)

Removed Protector James NPC from Sabuk Wall (Not implemented)

Added YinCrystal, TaoCrystal, BloodCrystal and EvilCrystal to Fishing drops

Updated MirGuide NPCs to no longer suggest using F11 to access skill menu (Instead properly suggests use of 'S' key shortcut)

Excavenger_Stuart renamed Excavationer_Stuart

Added Ancient Ruins teleport logic Excavationer_Stuart (Requires completion of his quest)

Added Important_Information post NPCs at future content map entrances (DarkForest, WhiteDragonPassage & ForgottenCity)

Added Returnee NPCs in the following areas: Bichon Wall, Border Village, Mongchon, Taoist Village & Prajna Island (Official locations - placeholder script)

Upgraded legibility of ArtificialManual

Minor tweaks to all tier Premium Dungeon drop files

Auto rev attribute added to Slave

Changed RedDarkArmour / BlueDarkArmour / GreenDarkArmour / GoldDarkArmour / ScaledArmour (M/F) from level 42 to level 44

Fixed Can Tame attribute on Scarecrow, CannibalPlant and BigApe

Fixed Undead attribute on Scarecrow, ElectricElement, CloudElement, GhastlyLeecher, MutatedManworm, CrazyManworm, CyanoGhast, DreamDevourer, DarkDevourer, FrozenZombie, BurningZombie, FrozenZumaStatue, FrozenZumaGuardian, FrozenRedZuma, ManectricBlest, MasterKenji, TrollStoner, TrollHammer, TrollBomber, HellKnight, HellLord, AncientBringer, BichonLord, MongchonLord, WoomyonLord, SerpentLord and OmaKing

Reworked damage values in Magic DB for following skills: MeteorStrike, Blizzard, Plague, PoisonCloud

Updated Premium Dungeon entry locations

Fixed Secret Path Quest

Added LegendaryHero NPC

Removed Safe Zone from Bichon Wall Trust Merchant

Removed Safe Zone from old Ginko Tree Valley (Currently not in use)

Updated Trust Merchant NPCs across the game (Fixed legacy script issue, and better legibility)

Removed all stats from Transforms (Now only cosmetic effect)

All Premium Potions removed from Gameshop

Fixed move and attack speed of Woomataurus

Premium_Guard stats greatly reduced

Octagonal boxes removed from Gameshop (Contained premium potions)

Improvements to mid-level book drops

Fixed item rarity across the game

All Quest Reward Equipment now considered Rare (Cannot disassemble but can be awoken)

Added HealingField to Item database

Changed Deer / Sheep back to Meat drops, and returned to 1/1 drop rate

Added missing Tooltips on Assassin skills

Updated with Can be taught to Heroes to book tooltip for all Hero compatible skills

Removed Mud Wall Storage Safe Zone

Updated all Crafts Ladies with latest Crafting NPC Script

Added HairCutTool1-10 to Item DB

Renamed Transform6 to SpiderWarrior

Renamed Transform9 to FlamingMutant

Added Tooltip to Transform19

Added Tooltip to Transform27

Added HairCutTool script logic

ArtificialManual replaced by @help command

Added Hair Cut Tools to Game Shop

Renamed HairCutTool1 to BasicHairCutTool and lowered priced significantly

Renamed HairCutTool10 to NoHairTool(M) and set to male character restricted

Fixed SV Mines floor 1 Ghoul spawn type

Fixed Darkness in the mines quest (Now requires correct Ghoul type)

Increased SV Ghoul spawns in SV mines 1F

Revised Tao pet stats

Added PlayerHero to Monster Database

Removed following Maps from Map Database: D710A, 0157A, 16ani_catchme, 16ani_DoggabiBull, 14ani_Ringmap06, hell204_e, hell303_e (Not in use)

Fixed issue with missing Crafting Recipes

Improvements to Yimoogi drop file

Removed Map D1801 and removed Map Move Events ('Penal Cavern' permanently removed from game)

Corrected Auto Rev attribute on TrollKing and FlameQueen monsters

Added HeroDrug(HP)/MP, HeroElixer, HeroEXP20%1/3/5/24, HeroRessurection and HeroReleaseScroll to Item Database

Added script logic for Hero items

Updated LegendaryHero NPC with Proprietary Information

Added HeroReleaseScroll to LegendaryHero @BuySell menu

Made all Premium Hero Items available to Game Shop

Fixed Weapons not selling to TravellingMerchant

Fixed Gold drops from EvilTongs

Adjusted all TrustMerchant Scripts to only use new system

Improved HeroRessurectionScroll logic (Now checks for dead Hero and returns scroll if Hero is alive)

Updated HeroReleaseScroll tooltip to include level penalty on failure

Various NPC script improvements (mostly legibility, structure and type errors)

Fixes to gold drop rate of various bosses

Updated Assistant_Jane

Unlocked LegendaryHero NPC for player access

Updated LegendaryHero NPC with level checks and dialogue pre-level 20

Allowed Groups of 6 Players to enter Battle Grounds

Revised Battle Grounds level restriction to level 20 (Previously 25)

Added Hero Guide section to the Artificial Manual

Fixed gold drops for remaining bosses

Various improvements to Gold Patterned Boots quest dialogue

Fixed bad location on Bichon Wall to Wastelands map move event

Review of Shinsu Move / Attackspeed

Moved ArchMage NPC to correct location

Fixed various typos's in Recipes

Fixed Position drop priority in all Bosses and Sub-Boss's across the game

Further clean up to Boss and Sub-Boss drop files (Primarily related to drop priority, but also some rates adjusted too)

Set stack limit to 100 on all fishing related crafting ingredients

SacredFoxTemple now always Night

Renamed MC/SC/DC/Power/Health/Magic Stone to Holy MC/SC/DC/Power/Health/Magic Stone

Corrected all Holy Stone stats

Corrected BlackDragonDungeon Boss spawn config

HwanMaJin spawns increased

Updated references to HolyStones in all drop files

2nd Revision of Fox drops

Fixed some drop rate issues in Prajna Temple drop files

Added Helmet to Item Database

Added Meat Quest related Bosses to Monster Database (with drops)

Added Kunbun NPC to WoomyonWoods(S)

Added Martha NPC to BichonWall Tavern

Updated NPC Rupert to include adapted Mir II 1.4 Quest Scripts

Added maps Q001-4 to Map Database

Updated NPC Kunbun with adapted Mir II 1.4 Quest Scripts

Updated NPC StrangeMan to include adapted Mir II 1.4 Quest Scripts

Updated NPC Martha with adapted Mir II 1.4 Quest Scripts

Added map Q011-16 to Map Database

Updated NPC Kim to include adapted Mir II 1.4 Quest Scripts

Original Meat Quest added for testing

Updated server side [SET] index

Fixed PB Trust Merchant Script

Further improvements to spawns across numerous maps

Removed unwanted door on Pranja Island to Prajna Temple

Corrected AI for Black Dragon Dungeon Zuma Statue

Updated Battle Grounds to original spawn timings

All bow type weapons omitted from monster drops (temporarily)

Built missing drop file for CrystalSpider45

AxeOma added to Lightning/Molten Cave (Legacy files only - can't add respawns yet on new files yet)

Tweaks to Plague damage output

Consolidated a couple of unnecessary Game Shop categories

Kyu NPC now only visible from level 50

Fixed a typo existing in most Grocery stores (numerous broken links)

Updated FAQ for creating accounts

Unknown Orb added to PI Grocery Store

All level 33+ Skill Books are now classified as 'Rare' (no changes to drop rates)

New AI added to GreaterWeaver

Removed Auto Rev attribute from following mob: CrystalSpider45, FlyingStatue

Replaced 'BoneRobe' with 'BoneArmour(M)/(F)' in all Craft Ladies

Fixed incomplete Recipe list in various Craft Ladies

BoneArmour(M)/(F) now shows correct Armour when equipped on character

Fixed Durability on BoneArmour(M)/(F)

Fishing now spawns GreenTurtle instead of GiantKeratoid

Added GreenTurtle Stats

Route from LunarEntrance 2nd to LunarPass 1st added

Rebuilt LunarEntrance 1st spawns

Fixed Flash Dash skill's mana usage

Fixed monster spawns not reaching edge of map in some Lunar maps

Tweaks to spawns in LunarPass 1st

Added missing items to Fishing rewards

Revised Fishing catch rates

Tweaks to Premium Dungeon spawns on all Tiers

Rebuilt Drop files for Premium Dungeon Tier 1

Fixed wrong item image displaying for IceLeopard

Updated name of Shard item to SoulBit and updated all drop references

Fixed wrong item image displaying for BlueTiger

Tweaks to Random Added Stat rates

CrystalArmours added to a number of additional drop files

Updated entrance requirements for Mid Level Cave (Now level 22-33)

SharpBracelet and EvadeBracelet added to a number of additional drop files

SharpBracelet and EvadeBracelet now assigned common rarity value

Rebuilt DragonItem (EvilMir) drop file

Further major improvements to DragonItem (EvilMir) drop file

Rebuilt Past Bichon drop files

Added LunarPiece to item database

Added Lunar Piece logic to Pillar NPC

Switched Lunar to correct map set

Updated Lunar Teleport NPC methods to correct maps

Added LunarSkull, LunarCrystal, LunarWater, FlawedLunarRing, FlawedLunarWheel and FlawedLunarNecklace to item database

Updated Fishing section in Artificial Manual

Added World Map section to Artificial Manual

MysteriousTownScroll and MysteriousDungeonScroll switched from Single Use (stacked) to Unlimited Usage 7 day expiry

Any unimplemented areas removed from MysteriousTownScroll and MysteriousDungeonScroll

Lunar Temple added to MysteriousDungeonScroll

MysteriousTownScroll and MysteriousDungeonScroll no longer tradable

MysteriousTownScroll and MysteriousDungeonScroll no longer stackable

Adjusted Sabuk teleport destination in MysteriousTownScroll to outside of castle walls

Fixed wrong hair being applied from HairCutTools

Added gender-specific legend for applied styles for all HairCutTools at Bichon Wall Hair Dresser NPC (Leanna)

Improvements to multiple sections of the player guide in Artificial Manual

Added Game Shop section to Artificial Manual

Tweaks to drops of Khazard and CrystalSpider(s)

Fixed BombWeaver stats

GreaterWeaver no longer has 'Can Push' attribute

TrainingRing now correctly drops as Quest Item

Removed Map Move Events for all unimplemented areas

Fixed issue preventing some Trust Merchant scripts from loading

Updated list of Trust Merchant locations in all scripts

Fixed Coordinates of OldSkull NPC (previously wasn't loading)

Necklaces can now drop with Randomly Added Accuracy and Agility

Belts can no longer drop with Randomly Added Agility

Restricted certain areas on Dungeon and Town Scrolls (Game Shop item) for players below level 40

EvilSnake returned to Official spawn rates

All Archer Books are omitted from Monster drops (temporarily)

All Archer Armours are omitted from Monster drops (temporarily)

Fixed issue with MirGuide NPCs erroneously trying to load Crafting menu

Completed Crafting section in MirGuide NPCs

SurvivalRing now gives correct Poison Resist and Recovery amounts

Premium Dungeon 1 now uses Korean Mir II Structure

Rework of monster stats for Premium Dungeon 1

Premium Dungeon 2 now uses Korean Mir II Structure

Rework of monster stats for Premium Dungeon 2

Rework of monster stats for Premium Dungeon 3

Tweaks to spawn rates of certain monsters in Premium Dungeon 3

Rework of monster stats for Premium Dungeon 4

Tweaks to spawn rates of certain monsters in Premium Dungeon 4

Tweaks to drops of all Premium Dungeon monsters

Level 26 now correctly removes 'NewbieGuild' buff rather than 'EXP' buff

Added logic to HeroEXP scrolls

Added Player Type monsters to Monster DB (Warrior / Wizard / Taoist)

Fixed certain item not dropping from EvilMir due to typo

Built Routes for Past Bichon Invasion

Updated new custom command section of ArtificialManual

Changed low to mid level potion images to original versions

Tidy up of text highlighting in late game Quest descriptions

Removed graphical artifacts in (HP)DrugMedium image

EvilMir stat rework (now much closer to official)

Fixed stats on Yin and YangDevilNode (now official stats)

Fixed stats on MirStatue (now official stats)

Codebase Changes:

dev: finished refractor of character, mail and magic

dev: starting to refactor MailInfo;

dev: finished accounts, characters and auctions;

dev: add auction factory and repository;

dev: added client auction factory;

fix: server account manager correct labels;

fix: server account manager now edits/saves;

fix: removed circular dependencies;

misc: added more server packet enums;

dev: adding repository pattern;

dev: started adding auctions;

dev: adding result type enums to server packets;

misc: code tidy

dev: started converting character info;

dev: extracted common client/server data structs to their own library;

dev: Added dependency injection (Ninject);

dev: started removing static nastyness;

dev: added account factory with proper exception logic;

dev: removing old/pointless limits on usernames/passwords/emails/etc;

dev: preparing static SMain and Envir for complete removal;

dev: adding useful enums for named packet results;

misc: lots more/tidy up...

misc: removed bin directory for tests

dev: started converting data to mongodb

Added GreaterWeaver Spawning AI and BombWeaver AI Clones of RootSpider and Bombspider

feature/GreaterWeaver

dev: threaded tasks

dev: merged in some Suprcode fixes

dev: adding mongodb libraries/drivers

fix: server build path

dev: adding live config credentials

dev: addFunds renamed to addCredits

fix: addCredits now throws exceptions on error

fix: config transformations fix: accounts not initializing until export

fix: attempts to add zero credits misc: tidy up

dev: matched encryption with PHP side of things;

fix: db columns not created for unsigned ints;

misc: tidy up;

dev: adding test db data;

fix: encryption didn't split salt;

dev: added encryption unit tests;

fix: mySQL (EF6) package versions;

dev: added strong one-way encryption;

dev: removed CSV;

dev: adding unit tests;

fix: chat logs translation

dev: adding initial translations

dev: legacy importer;

fix: guid generation;

fix: database context separation with DI;

dev: database context improvements;

fix: account ui admin update;

dev: adding ability to convert legacy databases;

fix: log4net not logging;

fix: EditEnvir was not correctly injected;

fix: fixing dragons

dev: adding separate language resource project

dev: started moving strings to resource for future translations;

misc: namespace tidy up;

dev: fixing form dependencies;

dev: adding form factories;

fix: dependency issues

dev: finished initial refactor;

misc: import/export server ui removed;

misc: dependency injection failing;

dev: pulling out game actions in to facades

fix: import credits looking at FullName field instead of AccountID

misc: print exception msgs on import

dev: adding debugging for order imports and account export tasks;

fix: build paths;

misc: added version numbers

fix: fixing orders

fix: server build path

dev: threaded tasks

dev: finished moving all database objects to clean POCOs dev: added LazyLoading for mongodb collections dev: moved old database objects to Legacy* files dev: misc sweeping changes to everything else

dev: in the middle of player object refactor too many sweeping changes to note

dev: dragon refactor;

dev: conquest refactor;

dev: moved MirPoint to common lib;

dev: repository refactor to make things less complicated;

dev: players now stored in dictionary against account guid;

dev: removed inefficient array lookups;

dev: added data services for accounts, characters and auctions;

dev: started moving logic in to appropriate services;

dev: separated legacy database reader/writer;

dev: removed player object from characterInfo (eww);

dev: gold, credits and some auction actions now update db in real time;

dev: merged handlers and services classes (old info logic will disappear at some point);

dev: finished moving auction cancel/buy logic;

fix: cyclic dependency injection issue;

dev: removing factories from Envir, now in appropriate services;

fix: now constantly checking for 32bit overflows on gold and credits;

fix: fixed serialization, probably

dev: switching more things to constructor based dependency injection;

 fix: (hacky) missing dependency injection in ItemObject;

Merge remote-tracking branch 'origin/feature/nosqldb_conversion' into feature/nosqldb_conversion

fix: fixes for phoenix environment;

dev: Reimplemented most GMCommands ('@')

fix: chat crashing when player not found;

fix: mongo connection string no longer hard coded, pulled from app.config instead;

fix: added implicit conversions to/from system.drawing.point as a stop gap;

misc: tidy up;

dev: removing unused packages

dev: reimplemented persistent storage (mongodb) dev: reimplemented multithreading

dev: finished in memory database;

dev: refactored legacy importer;

dev: refactored like... everything else;

dev: disabled database connection for now;

dev: removed multithreading;

fix: packet de/serialization fencepost error;

dev: SQL database now saves on time/request (performance c++);

dev: added more tests for networking errors;

misc: re-adding missing files;

misc: reverting spawn multiplayer

fix: map processing speed improvements

fix: unsigned values not being persisted to database

dev: DbContext now provided per thread/environment;

dev: Adding multithreading to map processing;

dev: Adding multithreading to connection processing;

dev: Adding multithreading to map loading;

dev: finished packet/network refactor

dev: improving network/packets/send/recv

dev: started updating packets to use factories

dev: started removing anti-patterns;

fixed: context service injection scope;

fixed: login bugs;

fixed: character creation;

fixed: maps not loading/maps very slow to load;

dev: updating database map form

dev: work loop successfully runs

Fix: Fixed issue with group class check (forgot a few params!)

Fix: Crash when accepting group invite - null check added to lover/mentor buff check

feature: Added NPC Check function for checking the group for counts of players of certain classes. Usage is: CHECKCLASSGROUP (Class) (Count) (MinLevel)

fix: fixed accessing account Storage [Issue #31] fix: also fixes moving items (weight check was broken)

fix: storage not initialised on new accounts

fix: quest progress data not setting tasks counts on quest accept misc: item info client bug fix

fix: quest data correctly read from legacy files nb: 'carryitem' quests seem to complete instantly? might be intended.

fixing quest progress ids quests are now acceptable

Fixing quests some more;

Fixed all quests thinking they needed a prior quest to be completed before being available;

Fixed quests not syncing with client;

Fixed old icon logic fucking up the progress packet serialization;

Fixed quests using wrong id in progress packets;

Fixed quests trying to check for NPC map (instance) ids rather than their actual NPC id;

I think this is correct as I don't see why there couldn't be multiple instances of the same npc (i.e. multiples of the NPC called 'John') and they should all allow their quests to be taken/completed... It would be a bit strange though. New quests are now showing in the client correctly ('!' symbols now appear);

Accepting quests works server side;

fix: quests are never sent to the client;

fix: friends were never sent to the client;

dev: adding npc quest script converter

fix: monster names no longer display digits on the end. This is not really a fix, but will do for now;

Fixed crash when creating guilds;

Guild creation no longer checks incorrect account id value

Fixed crash when sent packets cannot be serialized

Fixed poison skills crash when no Amulet is equipped [#18] Fix for issue [#18]

fixed items not stacking / able to be moved twice [#20] fixed issue with items not stacking correctly as well as items in general not moving correctly on the server. [#20]

fixing build issues adding hard to find directx dlls enabled automatic binding redirects removed preview nuget packages

Added connection check for mongo db misc: changes to git ignore misc: minor changes to app.config

Fix for NPC's not loading Rather than lookup npcs from the map collection we send the map data and get the npcs if they match the map id.

Fix ranged magics Using MirPoint rather than point.

fix: text pos

fix: new client graphics now working as expected;

fix: progress bars re-implemented;

fix: quit button;

added: psd files;

misc: cleaned up client background image;

fixing unit tests

fix: fixing more user weight calls this looks like I ran a 'replace all' incorrectly.

Fix: Special repair was charging normal price, changed to x3

Fix: Resurrection bug where first time would fail (even on successful resurrection cast)

Fix: tweaks to Shoulder dash to try and remove freezing

Fixed: dash/repulse bug allowing players to be attacked in sz

Fix: Reincarnation shout fixed so that it doesnt broadcast to whole server, just near by players instead.

Fix: game freezes when completing quest

Fix: Correct ColourBroadcast GetColour reference.

Fix: Bug with Trap Rock AI trapping player after it has been killed

Fix: Changing items and displaying the old items hover info.

Fix: Added null checks to SW GetRepairCost to prevent crash

Fix: Random Item Stats MC Bug

Fix: When you reset a item with Awaking reset it will remove expire item time.

Fix: Purity/Hwan was giving double set bonus - resolved.

Fix: bug with smash set giving double a.speed

Fix: Partner Divorce crash

Fix: bug which allowed unlimited stats to be added by gems

Fix: Altered interval on message "You cannot cast x for x seconds" to remove any spam when using spells with cool downs less than two/three seconds.

Fix: Adjusted drop item label to be more inline with official

Fixes: implimented fix for invisible textboxes in latest windows when full screen.

Fix: updated FF damage formula to match official, favoring base mc, also capped deva from leveling as per official

Fix: mirroring updated to match official, fixed casting issue in client

feature: Added Teleport To Target feature for monsters (BG) this can be toggled on the Monster edit form

Reverted a refacor that was causing server to crash when combining certain items, though not entirely sure why.. (Storm Orbs in the test case)

Change: Smaller less intrusive Message box, requires new proguse.lib - will add to patcher

Added upto F12 as skill keys, also correctly implimented the ~ toggle skill mode

Added Tao QOL feature - allow amulet from Bag, auto poision swapping (if target is already poisioned us alternative in bag)

dev: Introducing strictly typed Ids;

dev: removing need for IIdentifiable<> interface;

dev: implementing more guild features;

Tweaks to the HellBombs AI / Frames - now only explodes after player is in range and

Added move delay to monsters less than level 50 whe hit by certain magic spells to match official. This Includes : Firewall, Thunderstorm, FlameField, Firebang, Icestorm, SoulFireBall, FrostCrunch, FlameDistrupter, FireBall, GreatFireBall, Thunderbolt. This change should allow for duo TSing (to be tested)

Added missing framesets for Hell Bomb explosions

Changed to use official formulas for base stats, archers may need some attention, left old code commented out incase we want to add a toggle/switch back.

Added option to add a final desination to a route by using -1 as the delay, to be used for monster invasions like PB.

dev: conquests refactored for new guild facade pattern

Server side guilds rewritten;

In middle of refactor dev: server side guild code almost done;

(client untouched!) misc: lots of code tidy up;

Tweaks to Ghost AI, Pets no longer attack before they are visible, the mobs disappear after loosing target, added extra check to reduce packets broadcast.

Added Ghost Mob AI - 207, with Effect = 0 they will appear when in melee range, when Effect = 1 they will only appear when they have been hit.

Tweaks to the ToString provided for the Item/MonsterData to make editor more usable, also added sorting.

Added additional effect for DreamDevourer, AI = 67, Effects = 2 (para). The DarkDevourer is AI = 67 Effects = 1 (green)

adding more guild logic

dev: starting guilds from scratch with facade pattern note: will provide a good basis for others to re-implement other things correctly using the facade pattern.

Fixes: Tweaks to MudZombie AI, Fixed Shoulderdash freeze by caching the reference to the CharacterData object on the PlayerObject.

dev: refactoring guilds so it compiles dev: pulling out connections into a registry dev: pulling out PlayerObjects into a registry (for now) misc: code cleanup

Added AI for MudZombie (206), refactored some AI and added basic ranged/alternate attack methods to the base monster object. Also fixed RedMoonEvil AI so it's HP doesnt act like a tree!

Added AI/Framesets/Effects for Dark Beat (203), Light Beast (204), White Mammoth (205), tweaked HardenRhino(202) AI to dash 300ms after stomp.

Added AI/Fameset for HardenRhino, uses AI 202.

Merge branch 'Chriz' of https://bitbucket.org/artificialmir/artificialmir.eu into Chriz

Fix: added frame set for NPC 47 with effects loop functionality

Feature: Added Alt + Left click to move item from/to bag to NPC/TM/Storage etc.

Fix: Client performance issue when displaying a large amount of floor item labels, added caching for hover effect and also resolved a memory leak and possibile null reference.

Added Boss Flag - when checked the monster cannot be affected by Stun, Slow, Freeze.

Added: ReusableScript Item type, exactly like scipt type however the item is not consumed on us

Fix: Added condition so that Para/Slow/Pois is only applied to the target the attacker is facing

Added AI: Burning Zombie (31 - same as right guard) added frames for effects. FrozenZombie (209) local AoE frames added

Added AI: DemonWolf (208), 2 attacks one normal with effects and one that hits 2 spaces, with chance of stun.

Fix: Current Map Id is now saved

Fix: crash was occuring when trying to create an item with random stats, reimplimented logic

Fix: Item weight was not being imported during conversion as expected.

Fix: Gems/Orbs not being consumed after use (logging off and on restores them)

Movement tweaks - fixes run after casting and insta run on pause

Added compression to maps, also added converter to autopatcher to convert all maps to type100 (crystal format) - aims to eliminate freezing relating to bad map formats

Fix: Inspect Player crash, Storage Crash, Trainer poision crash

Fix: issue with spawns i introduced! woops

Fix: changed the Envir.GetPlayer(string) to lookup based on the character naem being passed in stead of account username. Created new method for previous functionality: GetPlayerByAccountUsername

Fix: issue with loading gold drops

Fixed importer to allow Xander based import, fixed map movements, basic chat fix, fixed issue with respawndata containing instanced monsterdata instead of referencing the main table.

TM upgrade - added average price suggestion and a collect all button.

dev: adding more guild features left to do: guild wars experience/buffs and tick()

Added Fody for automatically embedding dll's into client EXE for better portability

Auction/TM Upgrade applied along with initial MailService Implimentation (WIP)

Added random images for login scene background. Also added multithreading to the loadlibary method, client now ingame within 3 seconds :)

Improved walk mechanics to match official - when running into an obstacle that can be 'walked around' will force the player to walk in the next available direction. Also tweaked the auto hit when locked on monsters to allow you to move away using right click like on official.

Tweaks/fixes to the extended skill key system. Also decreased clean delay on client to reduce memory footprint

updated/consolidated nuget packages

misc: facade comments

dev: separated guild settings from Server.Settings;

fix: guild member cap now increases on experience gain;

fix: guild experience list is now additive;

dev: created guild form factories where needed;

dev: more guild tests;

 dev: added tests for guild rank changes;

dev: re-added exception logging to file in server;

dev: rejigged guild start war;

fix: misc tests;

dev: added bson serializers for Dictionary that use Guids as keys;

 Guild management bug fixes and ui updates;

dev: added helper for easier ui form building;

fix: guild members are now listed correctly in client;

fix: guild members were able to incrase a ranks position to above their own;

fix: guild members were able to promote users to a rank above their own;

fix: guild ranks page is a bit less garbage;

fix: guild ranks are now listed in order;

dev: added separate button to update rank position;

fix: guild rank changes were not received by client;

fix: guild rank name change was not received by clients dev: additional sanity checks added to change member rank calls;

dev: additional sanity checks added to change rank position calls;

dev: separated rank permissions and rank position editing;

dev: adding rank hierarchies to rank system;

dev: added separate button for changing rank name;

dev: added separate button for changing rank permission;

fix: rank permissions flag correctly set by client;

dev: added two new rank permissions to client;

dev: removing exception handling where not needed;

fix: rank update packet not being sent to client;

fix: disallowed changing name of the default and owner ranks;

fix: guild members now show correct ranks;

dev: adding rank options to client;

fix: server now correctly sends owner rank to the owner;

fix: guild fixes fix: player objects not removed from player registry;

fix: guilds not remembered at startup;

fix: player not removed from guild on leave (client);

fix: leveling up guild breaks if too high;

fix: tickables not running;

dev: implemented kernel installers;

fix: players now removed from player registry correctly;

fix: guilds no longer forgotten on shut down;

fix: guild invitations now work;

fix: ability to delete guilds;

fix: player action reporting had no player information because a 'player' was not in its own child kernel. fix: checking if a player is in a guild now checks against null and guid empty;

misc: removed old logham folder;

dev: added @TransferGuild command

fix: map move uses title not filename

fix: guild member count

Guild fixes and nuget upgrades dev: upgraded nuget packages;

fix: guild join/leave;

fix: unit tests;

dev: more unit tests;

fix: package issues;

fix: fixed all compile errors

dev: started client guild fixes

dev: implementing guild wars

Fix: Resolved text DPI scaling issues and implemented a fonts cache to improve performance. Previously font objects were being instantiated all over the place.

Fix: GIVESKILL GM command (needed to be able to test skills at different levels)

dev: removing old Obfuscation attributes;

dev: moved common assembly to folder with matching name;

dev: signed all assemblies;

dev: tidied up folders;

dev: removed old 'common' folder

dev: implemented basic db backup on save;

misc: removed unnecessary logging;

dev: reverting map move change to use file names;

dev: new call added specifically for mapmove chat command to use map name, rather than file name;

dev: database now save asynchronously;

dev: database synchronously saves as failsafe;

dev: server saves to JSON file as a last resort;

fix: removed objects that are not supposed to be in data models and were causing serialization to fail;

Fix: Plague spell adjusted as required. Further balancing may be required.

Fix: GIVEPET npc command to spawn pet, Behind if possible, if not valid spot try in front, if not then on top of player.

Fix: resolved issue with Frozen zuma mobs appearing stoned all the time. (Reported them to the police)

Fix: for TM listing seems to have been lost in merge! following npc script should be used for TM: [@Main] #ACT GOTO @Market [@Market] #SAY [@Consignment] #SAY

Tweaks to targeting

Increased ticker time on creature update packets to reduce packet spam.

Fix to Demon wolf AI - now adds paralysis instead of stun. still with the stars effect.

Fix: Mapmovement issue - one of the params in the object array was being cast a point instead of mirpoint causing an exception.

Adding HintPaths to resolve dependencies

Fix to MutatedManworm AI to resolve crash due to mob being attacked before it has a target, then trying to reference the target object for its teleport logic.

Merged in fix/guild_experience_calulations (pull request #5) fix: guild experience;

fix: guild experience;

fix: guild ownership transfer now updates client;

fix: guild owner can no longer be kicked;

fix: leave guild no longer checks for current wars;

Feature: extended autopatcher so that it will download all 'vanilla' files from the official mirror, any custom files from our server. Saves bandwidth.

dev: adding more audit transactions;

dev: added dragon factory;

dev: added monster factories;

dev: added credits table to audit db;

fix: client uint/ulong issues;

added: audit system bindings;

dev: map respawn factory;

dev: re-arranged audit system files/folders;

added: many audit transactions methods stubs;

dev: gave Guid id to transaction sets;

dev: implemented overflow/underflow auditing;

dev: GMCommands finally has its own factory too;

dev: implementing gold/credit auditing;

added: MongoDB EF context for auditing tables;

fix: checking if a player can receive gold no longer results in that player being given extra gold. fix: gold no longer has potential to dupe for a range of transactions;

fix: gold is now stored as an unsigned long;

fix: added serializer for unsigned values without using the [NotMapped] attribute for MongoDB;

misc: moved inline classes to their own files;

Fix: Tweaks to the ElementGuard AI (212) - damage is now correctly applied, PC has a 12 second

Fix: completed the used goods facility to allow npc to optionally sell used goods back to the players after the buy back period has expired. the following heading needs to be added to the NPC scripts to allow used goods to work: [@BuyUsed] #SAY Which item would you like to Buy? <Buy Back/@BuyBack> Back/@main

Added movement delay after Blade Avalanche cast

Fix: Added support for 1920x1080. Add Resolution=1920 to config file to use this. Needs adding to autopatcher selector

Fix: resolved issues with expiry items

Fix: Reimplemented player Inspect, now works as expected.

Fix: Added BroadcastAppearanceUpdate method to playerObject to allow Hair to be updated without relogging.

Fix: Added bigger light ranged for torches, up to the maximum casting range.

Changes to purchase of extra inventory space - now costs 2,000 credits for 4 slots perm.

Fix: Reimplemented expanded storage, now costs 10,000 credits for 90 days. when expired items are locked in, further renewal required to unlock.

Added AI: IceGuard (213): Can FrostCrunch at range, melee up close. Also added mechanic to allow for poison to be applied as a delayed action so that it only appears after the FC missile actually hits the target rather than before.

Fix: Added BreakTimeRecall to: Town Revive Group Recall Lovers recall Town Teleport Dungeon Escape Teleport Home Teleport skill

Fix: Allow the NPC command GroupTeleport to also teleport solo players.

dev: added GameShop items;

dev: removed signing

Added: AI for DemonGuard

Tweaks to Plague skill as per Wittins requirements

dev: more RPC feature/xplatform_support

dev: adding RPC methods;

misc: namespaces;

Adding cross platform support;

dev: migrated to .net core;

dev: separate UI from server;

dev: added RPC server (Grpc);

dev: added new common library for RPC api calls;

dev: moving namespaces around due to conflicts;

 initial heros code - WIP. to be massively refactored once working as intended.

Merged in fix/missing_resource_image (pull request #16) Fix/missing resource image

fix: removed missing resource image;

dev: added comments;

dev: moved namespaces;

dev: added new credit transactions;

dev: added monster factory instantiation for new monsters from merge;

 dev: general ui improvements;

dev: async transaction savings;

fix: audit log only saved when the rest of the server data is saved;

misc: removed packet logging;

dev: added exception logging;

dev: better logging ui view;

fixing merge conflicts

fix: monster instantiation;

dev: very basic audit document insert with mongo;

fix: fixed server db saving when not running;

fix: server dialog not resizing;

fix: server dialog for npc script conversions no longer sucks;

fix: application name;

fix: client resource exception;

dev: credit auditing implemented;

misc: auditing system namespace tidy;

dev: started auditing unit testing;

dev: reverted ulongs to uints now gold auditing is complete;

misc: tidied previous unit tests;

dev: finished gold transactions;

dev: started credit transactions;

Fix: tweak to wording for skill set toggle

Fix: Added character name to shout.

Fix: Added hint to chat box when changing skill sets using ~ mode

Fix: message when expanding bag to maximum.

Fix: removed duplicate count figure from item names

Fix: Adjusted a speed scaling, max A Speed is now effectively +16. Also amended trainer statistics/feedback mechanism.

fix: keepalive not being sent when minimized;

dev: added mail collection in safezones option;

fix: chat log no longer trims last two lines;

fix: mail auto collection now works as expected;

fix: missing IGoldAuditTransactionFactory injection;

Added logic to restrict GS purchases to credit only. can be undone by toggling the bool in globals. Not been able to test this but should work...

Changes to enable Buy used by default on the [@BuySell] tag, no longer need to add the extra [@buyused] key

misc: removed old ico files

fix: made IGuildInstaller binding less strict;

 fix: missing IGuildInstaller binding;

 Fix: Improved spawn logic, each map respawn now generates a list of valid respawn points with the map load, rather than trying to brute force it at run time, there is a couple hundred MB ram usage, but this is well worth the cycles saved - which is a common cause of lag in crystal based files. I have also changed the MirPoint struct to use a short instead of int to save on memory - this is still overkill, but a byte isn't quite enough ;)

misc: added logging to try and find info about intermittent crash;

misc: added logging to try and find info about intermittent crash;

fix: map move cmd uses filename, falls back to name;

Fix: prevent player from duplicating stackable items through merchants

Fix: resolved issue with [@exit] not working for NPC scripts

fix: monster speed adjustment max length;

dev: added global monster speed adjustment setting;

dev: added autoscroll for server admin ui;

dev: re-implemented GM commands TRIGGER, READLOADNPC, RELOAD DROPS;

dev: newly spawned players only spawn at 'start points';

dev: removed unused packages;

dev: changed build paths to ./bin/ dev: fixed default bindings for client;

fix: 'start guild war' permissions check;

fix: client pdb files now generate again;

fix: import no longer duplicates data;

dev: save on server stop/reboot;

dev: refactored async saving;

Fix: Crafting & recipes reimplemented.

Fix: Added ExpNPC and NewbieGuild buff types to allow stacked EXP buffs

QOL: Added Mag Icons to the skill assignment dialogue

Fix: Drop view 2 to also show 'added' items

Fix: Pet enhancer draw order change

Added: PlaySpellSound method to the sound manger

Fix: changed draw order so that spell objects are not drawn underneath the front map object layer.

Changes to drop view, now three modes - Off, 1 (Wittin style) or 2 (Chriz style)

Added offensive ability to healing circle

Fix: reimplemented Counter Attack skill, should now function as intended.

dev: adding a lock when saving to database;

dev: adding check when closing app to make sure we are not in the middle of saving to the database;

fix: fixed game shop items not showing;

dev: added ability to update quests from legacy files;

dev: added options for all envir files;

fix: database was not connected to unless server started;

dev: added ability to export database to json file;

dev: moved menu items around ui;

misc: removed debug exception on import failure;

Fix to healing field to respect attack mode. few other small tweaks.

Fix: Changed draw order for map spell objects so that they display correctly, also Added HealingCircle skill!

fix: error when item object created without an item (only gold);

dev: switching back to InMemoryDbSets for now; will break json importing.

dev: updating bindings;

 Fix draw order (flying deer)

fix: characters having a buff no longer causes an exception on save;

fix: database saving on form close;

downgrade fody - having build issues

Hero tao

fix: characters having a buff no longer causes an exception on save;

fix: now refreshes in-memory db after legacy import;

dev: added factory for items;

dev: added factory for spells;

dev: added registry for MapObjects by Guid;

misc: code tidy;

fix: order of chat commands with repeating symbols;

fix: a slow 'stop' no longer fucks the database

fix: fixing merge issues;

dev: cross platform support;

feature/xplatform_support_rebase

Heroes - wizard logic implemented

misc: made it clear that relog time is in ms;

dev: adding re-log delay;

dev: added check for multiple instances;

fix: database no longer wiped on reboot after exception;

fix: leave guild owner check negated;

Hero work

Added NPC Commands: IF: HASHERO HERODEAD ACT: REVIVEHERO

dev: adding new icons;

Merged in fix/#67_guild_war_cannot_be_started (pull request #30) fix: 'start guild war' permissions check;

Approved-by: Logham Logan

dev: re-added logging binding for windows build;

fix: merge issues;

fix: inventory storage bug;

dev: monsterservice no longer static;

Hero - fixed manual spell override

Hero Fixes, remember credentials on login screen

fix: concurrency issues;

fix: concurrency issues with object registers;

fix: concurrency issues with installers;

fix: tests for installers;

fix: environment not being injected in to map object;

fix: some log messages;

fix: overflow exception when creating map objects;

fix: installers not binding configurations correctly;

hero Fixes

Bug fixes: - hero inventory move item - fix bug - manual casting override - add skill icon to skill assignment - revise the hero behaviours UI/logic buttons on client to match official - review stash UI - hero ui - alight text to center for name/level

misc: changed default logging to 'info';

dev: added ability to change logging level in UI;

fix: Spell factory not creating child kernels correctly;

misc: added factor/installer tests to avoid/ confirm fix;

 dev: added node js web ui;

fix: Ninject & ETO x-platform bugs/errors;

fix: now successfully runs on linux;

dev: server tests now uses .net core and xUnit;

fix: bad merge variable names (Envir) fixed;

merging with develop

merging latest development changes

Hero Taos2

Fix: Spawn not working for single point map respawns

fix: build issue with new CefBrowser nuget package

dev: updated browser control to chromium;

feature/StressTestTool

Adding Basic Stress testing tool

Build fixes

Fixes - Heros and other misc.

Fix - TrapHex, Trap, FatalSword fixes.

Fix - TDB Poison moved from initial cast to CompleteAttack

Fix bug allowing dura 0 pickaxes to work

Fix mob slow bug 2

Fix mob slow bug

Fix bounceback issue when player is overladen.

Merged in feature/Heros (pull request #34) Feature/Heros Approved-by: Chriz Approved-by: Logham Logan

dev: allow update from import file;

feature/update_import

Moving logic out of UserMagic poco

Heros data rewire

Merged in develop (pull request #35) Develop

Tweak to DS animation speed

fix hero being unhittable by player + sin animation fix (was limiting speed)

hero tweaks/clean up

post merge fixes

Heros - warrior, assassin logic, fixes

dev: added initial check for db load when starting;

dev: path fixes in game files for cross platform;

fix: reduced spawn rate;

removed: fody / costura;

added: obfuscation msbuild target;

fix: merge fixes;

dev: added 'no death drop monsters' flag to items;

dev: added check for broken database on boot;

misc: added missing hex values to BindMode enum;

misc: code formatting;

fix: magic ui crash;

fix: random item stats;

fix: player rankings;

added: spell object pooling;

fix: pool object instantiation;

fix: player delayed events not firing;

fix: removed unnecessary Node property from MapObjects;

fix: moved environment init to non ui thread;

fix: added lock to tickable registry to avoid over allocation of threads;

added: pooling, concurrency c++, tickables, activation starts, game time dev: monster drops are now staggered;

dev: all item objects are now pooled;

dev: pools are now initiated on envir start;

dev: item objects refactored for correct init/dispose of properties (for pooling);

dev: multiple item factories experimented with. dev: removed Ninject extension methods in favor of activation strategies;

dev: rewritten/ordered thread processing (workloop);

dev: added operations per thread (OPs) counters;

dev: concurrency for connections;

dev: concurrency for maps;

dev: concurrency for monsters;

dev: concurrency for map Cells;

dev: mob spawns are now concurrent;

dev: map loading now concurrent (bug seen with null CurrentMap, but NOT caused by concurrent loading);

dev: IGameTime now handles all game time values;

dev: switched from long to float for time keeping;

dev: MapObjects no longer add themselves to map object registry;

dev: MapObjects use IMapObject;

dev: Task processor for ITickables;

dev: activation strategies for ITickable;

dev: activation strategies for IMapObject;

Fixes: heroes

dev: creating push notifications for server console messages;

fix: merge issues with Heroes feature;

dev: improving website news loader;

dev: adding angular site;

Fix - added luck+1 base stat to players

Fix - duplicate idle hero appearing at death location after reviving

Fix hero skill leveling exp showing at level 3

misc: spelling mistakes;

dev: adding batch file for easy PFX creation;

fix: reset debug spawn value;

fix: pools sizes set by ini file;

fix: map spells no longer instantiate from pools;

dev: listener and auth factory;

misc: code tidy up;

dev: reader, writer and buffers now in place;

dev: added reader;

dev: added certificate check at boot;

dev: switched to gameTime;

dev: changing to IMirConnection interface;

dev: using ssl;

dev: adding ssl + certificate to client;

dev: adding ssl handshake;

dev: add certificate provider

misc: tidying up messages;

dev: client and server now use SSL/TLS;

added: config options for loading pfx certificates;

fix: client obfuscation errors;

added: missing build target files;

fix: reduced item and spell pool sizes;

dev: identity service;

misc: server strings updated;

misc: removed player location logging;

fix: player lost stats/location on re-log;

Fix for Trap hex crash

Changes to blending on client

World map in a semi working state, needs tidying up.

importing drop injection fix

Added beginnings of World Map

fix: drop injection;

fix: incorrect dispose called on map objects;

 fix: items not dropping correctly (duping);

fix: MirPoint equality operators were missing;

fix: pools now force objects to Dispose when entering the pool;

fix: making sure cell.Objects are immutable outside of locks;

fix: item pool items being added twice;

fix: items not dropping in correct locations;

dev: added basic debug console to client on HOME key;

dev: added pool information to server;

dev: added more thread info to server;

dev: added branch name to version into on server;

dev: chat handlers split in to read/write;

dev: removing unnecessary usage of cell.Objects.Any() checks prior to foreach loops;

dev: new @command to clear GMs inventory;

test: concurrency;

test: item drops;

misc: code tidy;

dev: creating read/write lockable list;

dev: version numbers are now created automatically at build time;

dev: more memory improvements;

dev: improving memory usage of maps;

fix: import fails to load monster drops on initial run;

fix: pool maximum cannot be less than one;

dev: allow pools to be disabled in settings;

fix: EXP wasn't being applied to players not in a group;

fix: checks for group members correctly;

misc: code style;

fix: legacy magic data not imported;

fix: importer not waiting for database persist before loading;

hero exp gained changed to 85%

White fox AI update to give them shinsu pet

Max chat length set to 180 and trust merchant values updated to match game image/guide

Fix wings effect for heros armour on display screen

Fix Spell issue where the itickable is not being initialised - causes object to remain forever!

Fix drop style

Fix null reference

Fix delay cast spam

Hero run/walk tweaks

Fix Group crash no exit game

Fixes - also added right click to move to spot on map for GM

Fixes / tweaks

World map - added option to map movements to select map icon

World map fixes & improvements

World map updates - scrollable object list added and Path finder

Spawn initial mobs before kicking off the task processor

Fix mail collection

Hero fixes

world map adding npcs

World map - removing duplicate icons

World map adjustments

Fix issue with hero dialogue causing crash

Moved Monster Attacked logic from player thread into the mob threads by using delayed action. Also moved the drop handler to be ticked from the monsters tick rather than being its own ITickable - it only needs to be called when a monster dies, previously it was creating an additional 90k itickables on the bg threads which do nothing until the monster dies.

Updated ArtificialIdentity submodule version

Added artificial identity sub module added the identity server git repository into this project

feature/website_integration

Fix Blue first names for any monsters with a _ in the name (Royal_Guards, Premium_Guard etc)

Fixing player targeting - previously couldn't detect weapon

Fixing null exceptions relating to groups

Added setting for hero PVP buff cooldown, default is 30sec.

Added Buff cool down to taos during PVP 30sec since last attack. Also changed Hero follow master code so that it will walk anywhere near the master rather than just the back.

Fix TM Average Prive

Fix Guild/Group Chat

Adding 'Magic Struck' as a damage type to the trainers output.

Fix: stop tao guards from killing heros.

Fix for spells never ending - accidentally disposed the initialise/dispose events on pooled objects.

Fix - MirconnectionWriter would (on a rare occasion) stall because another thread is running a write at the same time, added in a wait. Easy way to trigger this logic is to spawn 1000 mobs and kill them instantly, it will flood with enough packets. (This is what causes the mob ghosts, client never gets the 'die packet')

dev: registration process complete

Threading optimization, added sleep where approriate, map maps ITickable, added additional check to prevent duplicate registry of ITickables. (I'm convinced that monsters are being registered twice the OPS seem to total double the mod count)

Threading tweaks

Fix hero keybinds

Fix Playericon placement

Fix guild chat

Auto patcher tweaks, added user count.

Update solution to include AutoPatcher project

Moving Auto patcher into its own project

Added count to TM GUI also amended average price calculation to take into account items with >1 count

Fixing bugs with binding

Fix for Respawn data GUI

Fixed: Stopped MongoDB from storing a copy of the BaseItem ItemData for each user item, also the same for UserMagicno longer store a copy of the MagicData. The Server binds these properties on object construction based on the master document.

Fixed implemented to allow floor items to expired (they seem to have stopped being processed as some point) They will now be iterated on map.tick

Status Connection worker implemented

Shifting IO used for player reporting to a Task to take the cycles off the main thread

Fix issue with MagicData not saving

Fixed monsters dropping gold in a non monster drop zone.

Added AutoStart option to the Setup config

Added radius/spread option to @mob <name> <count> <spread>

Added Greyscale pixel shader support to map on death, tweaked FW animation speed, Adjusted run/walk logic to reduce bounceback and improve smoothness

Added new SaveToMongoClass

Added caching to the world map system, previous packets would take ~100ms to complete

weapon sound fixes

Added drop twinkles

Fix hero null reference

Fixing issue with fist sounds and SSW

Fixing issue with message boxes

Adding a config option to adjust BG thread sleep interval

Added option to update historical BaseItems for UserItems in the Item edit GUI

Tweaks to resolve issues with Server GUI crashing when adding new items/monsters etc

Removing MP bars from player, only visible on own hero now. (Which makes the most sense)

Added Hero goto control (CTRL + left click), Added MP bars to Heros/party members. Re-jigged the methods handling interactions with the Storage/Inventory/Equipment/Refine UserItem arrays - we no longer need to call ToArray as we store the array in Mongo now. (Should hopefully fix the cause of the inventory being duplicated into storage)

starting docker changes

Client tweaks, always able to target dead player objects, default settings

Removing IMongoDocuments

Merged in feature/identity_server (pull request #47) Feature/identity server Approved-by: Logham Logan

Removing identity submodule

Purchases database is now committed when game database is

Finished purchases API

Shifted Player.Process off BG workers to main thread - need to switch back once certain aspects have been split (delayed actions need to be processed fast but the sleep on the BG thread is noticeable, most notable on click npcs)

Blend testing

crafting fix

Fix recipedata issue

fix crafting bug

add Blend shader

Updating IdentityServer

started auditing of items 2

started auditing of items

Adding player purchase checking/synchronising Added unit tests for purchase handling;

Added try catch around task processor;

Added cancellation tokens to ITickable behaviour;

Removed sealed partial from PlayerObjects in an attempt to make it more mockable for unit tests;

Item Linking functions

King scorpion attack animation fix

Bug fix for item linking

Added Great Weaver AI -> 215 Also added setting for mob name

Fix timed recall issue

Added Item chat linking, ctrl + click an item to link to chat

Fixed item dupe bug when merging items (wasn't deleting original item after merge) Also fixed some binding issues

Fixed Evil Mir

Implemented OpenId

Removed anti dump for common lib This feature is stopping connect to the server

Better obfuscation options

Improved obfuscation and fixed related client GUI errors [#91]

Fixed spells not gaining experience on use [#97]

Fixed spells not gaining experience on use

Fixed certificate requiring password in dev fixed certificate name check;

added certificate name to certificate errors;

moved log4net configuration from assembly file, to code;

Replaced NGitVersion with MSBuildTools Added versioning using msbuildtools nuget package rather than ngitversion submodule;

Fixed user magic and server versioning

Fixed network packets being sent out of order Removed task factories from standard network processor;

Fixing user magic, disabling purchase polling

Fixes task processor attempting to set a negative sleep value

Fixes friends list crash

OpenID login automatically links existing accounts When a user logs in using OpenID: if an account is not found, it will attempt to link an existing account that uses the same email address as OpenID. If no accounts are found then one is created.

Fixes save bug when player exists but has no character

Fixes importing of legacy databases;

requires methods that load item data to specify the database context they use to get items;

Switching to drop and recreate db until tracking is tested/ready

Implementing database agnostic tracking/reading/writing Everything should now get accessed via the Context Manager;

You can tell the context manager to save/delete entities;

Currently the context managers uses an in-memory database with tracking, so save will just mark entities as being 'dirty';

On 'persist' it will update the database using the tracking information provided;

db save fix

Fixed standard task processor memory issues #120 Reverted back to the exact logic that was working previously (no more int casting or math.min);

Moved task processor classes in to their own files;

Added human readable time spans

Attempted fix for standard task processor memory issues #120 Reverted back to the exact logic that was working previously (no more int casting or math.min);

Moved task processor classes in to their own files;

Added game time info to UI Changed refine item time remaining to be human readable;

Added human readable extension to TimeSpan;

Added game time info to UI

Fixed refine system [#98] Fixed null ref. for early Envir.Instance usage;

Database migration required: db.CharacterData.update({}, {$unset: {CurrentRefineId:1}}, false, true);

Fix mongo serialization

Code tidy up around player's RefineItem() method

Added more information to the duplicate item checker [#110] Fixed error in character service's getAccount() logic;

Also replaced '==' with 'Equals' in the character service

Fixed game shop ignoring quantities [#103] Game shop now correctly calculates item quantity when sending items directly to the players inventory

Tidied up player's GameShopBuy() method

Removed Envir access for player Inspect method Removed use of Envir access when the player registry can be used instead.

Fixed gold duplication bug avoid gold dupe when players use simultaneous pickup action by wrapping the actions in a lock(cell);

Added gold duplication tests Extracted interfaces required in order to mock players and test gold duplication when two players pickup simultaneously;

Added easy debug login;

Added debug login functionality;

Removed entity framework as it isn't needed atm;

Disabling blend shader from loading - not currently used. Stops error message.

Fixed black lines at the edges when moving using higher resolutions - increased map buffer size.

Fixed hero despawn error when logging out

Fixed mail error when being sent to heroes

Fixed quests flow and ground spells [#124] [#123]

Fixed rankings not persisting [#106] Increased list from TOP 20 to TOP 100;

Decreased ranking request timeout from 5 mins to 1 second;

Added SignalHub to further decouple behaviours;

Upgraded Nuget packages;

Code tidy;

Added @! GM shout command

Attempted fixed for NPC key error [#107] Attempted fixed for players getting "was prevented access to NPC key" error;

Switched to checking strings with Equals() instead of ==;

 Fixed assassin max carry weight [#118] changed from 12+((y/45)y)+(y/7) to 12+((y/35)y)+(y/7)

Fixed map spells not spawning correctly [#122] Maps Spawned() method was overridden by spells, but not implemented. Removed the override.

Fixed not being able to complete some quests [#112]

Fixed audit tracking cloning

Removed debug database saving Stopped server saving game data to 'test_db';

Updated assembly info;

Fixed collection time error on refined items [#98]

Fixed heroes from dying from poison after resurrect [#104] Removed heroes buffs on resurrect;

Heroes now spawn with % health defined in 'HeroesSystem.ini' on resurrect;

Fixed database asynchronous saving Fixed audit database error when saving;

Fixed async stack returning early (before save was completed);

Can no longer run two saves at the same time;

Can no longer exit application whilst save is in progress;

Added synchronous calls to everything that was async only;

Added check for save in progress;

Audit database now uses new db entity tracking system to save new items to the database;

Stopped automatic character clean up Removed character deletion can be avoided during BETA;

Added more db tracking ground work;

Fixed refine item collection [#98] dev: changed game time Now to always be the current UTC time.

Fixed client player inspection not working from client The client is sending a map object id, rather than a character/hero id. The latest changes to 'inspection' meant that this was no longer expected. Updated the connection handler to convert to expected ids.

Hero merge fixes

Merge branch 'develop' into ChrizDev

Moved heroes namespace for merge

Merged in feature/private_loadouts (pull request #67) Feature/private loadouts

Commands reworked / Players can disallow equipment inspection Fixed inspect errors;

Allow players to set equipment to private;

Namespaces moved;

Can also inspect heroes;

Added @allowinspect true|false;

Added @inspect <name>;

Game commands separated out, and can now have help text, success messages, etc. to help players use them;

Fix: issues with hero manual targeting (still more to be done)

Adding function to encode colour values into an integer (to be used by lightning further down the line)

Fix: Added null check to poison processing to fix a rare crash

Fix: Issue with process hanging after trying to close - the status connection thread was not being terminated correctly (my bad)

Fix: issue with MutatedManworm AI resolved

Added basic packet flood protection to limit the number of packets processed per cycle per player

Added @HeroLevel <playername> <level> command works same as @level for the players active hero

Hero fixes: relogging no longer review hero, resurrection scroll/npc should work as expected, release scrolls should now be consumed, also resolved an issue with the hero state between the client/server becoming unsynced.

Increase data range to support larger resolutions

Fix Quest reward Credit to show gold icon instead of big dialogue

Added MobTaoist AI 218

Fix Intelligent Creature spawn issue

Added War/Wiz Mobs for testing purposes

Added DXT1 support

QoL: Adjusted Spell range checking on client to cast the spell in the closest valid spot rather than giving the 'target is too far message' this resolves a number of issues relating to skills which don't even need a range check like flamefield, magicshield, summons etc.

Fix: Hopefully resolved issue with deva showing as a ghost only. Still an issue of deva ghost effect being drawn on top of building etc though.

Added lost connection prompt to the keep alive timer. Also made the DX Image cache more forgiving, only cleared once a minute rather than once a second, we don't really have ram issues and no reason to constantly reload resources from disk.

Fix: disabled shift melee when chat box is visible.

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Merged Chriz' method to delegate actions to the correct map thread to safely handle the Cells.Objects collection. merged with fixes

Fixed concurrent map cell access issues

Merged Chriz' object to hold the data which gets cloned each save, this is effectivley overwritten every time however the point is to reuse the same memory space rather than GC having to collect a large object each time.

Added kill command

Merge fixes

Fixed merge issues

Merged Chriz' threading build which shifts processing to a per map basis - running some player actions on the same map thread as the monsters to reduce amount if lock waits. Global player actions (chat, trade through TM etc) as all still processesd on the main thread - this is split when packets are processed. Main thread still sends all data to clients. I removed some concurrent collections for testing purposes - ideally need to go back for concurrent dictionary for map.players to allow for safe map transitions and also add a similar collection to contain monsters with masters (pets), map.heros also need to be moved to concurrent collection

Adding method to delegate actions to the correct map thread to safely handle the Cells.Objects collection.

Added new tickrate based task processor

Added chriz' GC changes for saving to database removed saving to a backup database, it shouldn't be needed anymore.

Merge branch 'ChrizDev' into develop

Experimental threading build which shifts processing to a per map basis - running some player actions on the same map thread as the monsters to reduce amount if lock waits. Global player actions (chat, trade through TM etc) as all still processesd on the main thread - this is split when packets are processed. Main thread still sends all data to clients. I removed some concurrent collections for testing purposes - ideally need to go back for concurrent dictionary for map.players to allow for safe map transitions and also add a similar collection to contain monsters with masters (pets), map.heros also need to be moved to concurrent collection

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Merged in fix/#135_right_click_inspect_broken (pull request #68) Fixed client player inspection not working from client

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