

Version	Release Notes	Date	File
2019.1.2.0	# 2019.1.2 fixed error with asset generation in Unity fixed code generation on gamedata file with empty ProjectSettings	03/04/2019	<a href="#">Charon_Bundle_2019_1_2_0.zip</a>  Size: 5.19 MiB  MD5: ef595844cf8c7e965235eed824e1a647
2019.1.1.0	# 2019.1.0 fixed error with unbound formulas in generated code fixed 'Generate Code & Asset' routine	03/03/2019	<a href="#">Charon_Bundle_2019_1_1_0.zip</a>  Size: 5.19 MiB  MD5: 1dee11ada3d6c7459c04da884953c9e8
2019.1.0.0	# 2019.1.0 fixed error with unbound formulas in generated code fixed 'Generate Code & Asset' routine	03/03/2019	<a href="#">Charon_Bundle_2019_1_0_0.zip</a>  Size: 5.19 MiB  MD5: ee94b4d4fbb8ecdf411ca7fd4dec780e
2018.4.7.0	# 2018.4.7 fixed bug with wrong nullable types de-serialization (zeroes are deserialized instead of nulls) fixed bug with Date type saving from UI (wrong day is saved) fixed bug with unbound formula code generation (formula without signature cause compilation errors) fixed error in patching logic during game data loading added option to display game data patching during loading. This will give some performance improvement and reduce amount of generated code.	12/26/2018	<a href="#">Charon_Bundle_2018_4_7_0.zip</a>  Size: 5.19 MiB  MD5: 0444e26fc34de62b771778780bf32e7a
2018.4.6.0	# 2018.4.6 fixed exporting to XSLX from web interface fixed no errors while saving record with duplicate id (in embedded documents) fixed save/update error display in UI added 'DATA CREATEPATCH' CLI command which could extract difference between two databases into patch file added 'DATA APPLYPATCH' CLI command which apply patch file to existing database added 'patch' parameter to generated GameData class. This extension allowing 'load-time' patching of game data. relaxed validity checks on 'Bulk Update' operations (Import, Import Localization etc) added few fixes in 'Bulk Update' operations to track metadata change. moved 'notes' field in LocalizedText attributes to the last place in document upgraded publication mode of Export to better stripping redundant data (null values, empty lists, zeros) fixed order of 'ToolsVersion' and 'ChangeNumber' fields in game data file (they are switches randomly on save) fixed validation command with 'Repair' now saving changes if migration occurs. ('Validation+Repair' could be used as 'Migration' substitution)	12/17/2018	<a href="#">Charon_Bundle_2018_4_6_0.zip</a>  Size: 5.19 MiB  MD5: 81501e3ac47948242f953bd6e89657af
2018.4.5.0	# 2018.4.5 fixed path resolution on Unix like systems	10/29/2018	<a href="#">Charon_Bundle_2018_4_5_0.zip</a>  Size: 5.07 MiB  MD5: 33ebe97d863aee314cf508d0eb733070
2018.4.4.0	# 2018.4.4 fixed opening files with spaces in path	10/23/2018	<a href="#">Charon_Bundle_2018_4_4_0.zip</a>  Size: 4.85 MiB  MD5: b27968109d27ebb47fe35771ce910a4a
2018.4.3.0	# 2018.4.3 added configurable 'Display Name Attribute' for Entity fixed Formula type lookup code fixed code generation for data with disabled formulas	10/15/2018	<a href="#">Charon_Bundle_2018_4_3_0.zip</a>  Size: 4.85 MiB  MD5: 9021ef9fcd89216dd3e0c36a9d41d7ed

2018.4.2.0	<p># 2018.4.2 fixed XLIFF import error with text containing XML entities updated C# code generation templates (BSON, MessagePack deserialization errors are fixed)</p>	10/15/2018	<p><a href="#">Charon_Bundle_2018_4_2_0.zip</a> Size: 4.85 MiB MD5: a48484b5a02d924a6c379436146d9438</p>
2018.4.1.0	<p># 2018.4.1 added new export mode 'Extraction' for exporting valid sub-graph, while default mode is exporting fragment of data. added --credentials parameter to most CLI method. It is used for authentication on remote server. added support for de-duplicating 'Custom' ids added additional data stripping in 'Publication' export mode added few optimizations in generated C# code fixed few bugs with data CLI and it's parameters fixed errors with i18n import/export and Arabic language fixed errors with i18n import/export CLI parameters fixed error with BSON Object Id generator fixed search box in UI, now it's properly searching inside all attributes of documents</p>	09/13/2018	<p><a href="#">Charon_Bundle_2018_4_1_0.zip</a> Size: 4.85 MiB MD5: 184b42ab05070adbd399215a2cee52d2</p>
2018.2.1.0	<p># 2018.2.1 fixed relative paths in --input and --output parameters of CLI UI: fixed default display name generation for Attributes for numbers and acronyms</p> <p># 2018.2.0 added 'ChangeNumber' field to game data file and 'changeField' private field to generated game data class. This allows to track version of game data from code. added 'primaryLanguage', 'languages' private fields to generated game data class. fixed 'SupportedLanguages' property value for generated game data class. It is filled with actual data from 'ProjectSettings' entity from file. fixed conditional expression parsing (a ? b : c) for method call in place of 'b'</p>	05/22/2018	<p><a href="#">Charon_Bundle_2018_2_1_0.zip</a> Size: 5.12 MiB MD5: 3dbf1d47b5092749e4172c1b29dbece7</p>
2018.2.0.0	<p># 2018.2.0 added 'ChangeNumber' field to game data file and 'changeField' private field to generated game data class. This allows to track version of game data from code. added 'primaryLanguage', 'languages' private fields to generated game data class. fixed 'SupportedLanguages' property value for generated game data class. It is filled with actual data from 'ProjectSettings' entity from file. fixed conditional expression parsing (a ? b : c) for method call in place of 'b'</p>	05/22/2018	<p><a href="#">Charon_Bundle_2018_2_0_0.zip</a> Size: 5.12 MiB MD5: c2c292a2b0073fd6550dd62593c3cb23</p>
2018.1.2.0	<p># 2018.1.2 added URL download/upload capabilities to all API commands e.g. importing from 'ftp://example.com/data.xml' or exporting to 'http://example.com/upload'</p>	04/17/2018	<p><a href="#">Charon_Bundle_2018_1_2_0.zip</a> Size: 5.12 MiB MD5: 98677042ff25d072a9831cf8a42ff3b9</p>

2018.1.1.0	<p># 2018.1.1 fixed bug with 'report issue' action</p> <p># 2018.1.0 fixed bug which cause data loss on entity and attribute renaming fixed bug with localization import updated t4 code generation templates</p> <p># 2017.4.4 default value fix added boolean to valid types for identifier close button fix fix id generation for non number types</p> <p># 2017.4.3 added local Clipboard fixed C# code generation template (Visitor class) fixed inner document tools visibility</p> <p># 2017.4.2 added pretty names for PickList/Flag names fixed bug with attribute rename fixed bug with new sub-document's id can't be changed fixed bug with id repair fixed validation messages fixed precision on numbers (separated display from edit precision) fixed error with editing IsPublished attribute</p>	04/11/2018	<p><a href="#">Charon_Bundle_2018_1_1_0.zip</a></p> <p>Size: 5.12 MiB</p> <p>MD5: eb7524039e52563aa4d4c2a500f06e62</p>
------------	---	------------	--