Release Notes

1.12.1

03. Sep 26

Fixed

- Compose file was not updated for version 1.12.0, now correctly points towards 1.12.1

1.12.0

03. Sep 26

New

- Support for Beastmaster job
  - Level now shown on sheet and inside /jobs command

Changed

- Switch to in-game job icons for sheet as custom XIVAPI icons not updated

1.11.3

19. Aug 26

Maintenance

- Upgrade DSharpPlus package to prevent potential crashes
- Upgrade packages to fix CVEs

1.11.2

28. Jul 26

Fixed

- Compose file was pointing to outdated container image

1.11.1

28. Jul 26

New

- Copypasta updated for Shadowbringers

Maintenance

- NetStone API SDK updated to fix build error due to revoked Refit certificate

1.11.0

03. May 26

New

- Facewear added to Gear command
  - Both facewear and item to unlock it are displayed
- Dyes added to Gear command
  - Both dye 1 and dye 2 are shown

Maintenance

- Removed unused Discord intents
  - App was requesting all unprivileged intents during startup despite not using any of them

1.10.2

14. Apr 26

Fixed

- Crash on startup due to breaking Discord API change

1.10.1

25. Mar 26

Maintenance

- GitHub workflow now runs directly on runner to drastically speed up build times
  - Build was previously running inside a Docker container

Fixed

- Exception during character retrieval after NetStone API update
- Kerberos library error during startup
  - This was purely a cosmetical error and did not affect functionality

1.10.0

28. Dec 25

This release brings one big new feature and lots of changes under the hood. Whenever a sheet is requested, the character avatar and portrait are now saved to an external storage. When someone later requests attributes, gear, or jobs, the images are loaded from this external storage instead of the Lodestone. This means images won't be replaced on the Lodestone servers and go out of sync with the sheet as it was some hours, days, or even months ago.

New

- New homepage: https://alyx.eorzea.online
- Avatars and portraits are now saved separately when a character sheet is requested
  - Requesting attributes, gear, jobs now loads this separately saved image instead of referencing the Lodestone URL
  - This means images will not go out of sync with an old character sheet anymore
- Use FFXIV ID for authentication
- Support for custom Discord health check timeout

Maintenance

- Runtime upgrade to .NET 10
- Switch to Apache-2.0 license
- Compose file tweaks to modernise dev environment and to make staging and prod as similar as possible
- Use checksums instead of version tags for GitHub workflow steps
- Use NetStone.API.SDK NuGet package instead of submodule
- Use AspNetCoreExtensions provided JWKS endpoint

Fixed

- ASP.NET Core log level was set incorrectly for some environments

Removed

- Debug Guild ID support
  - Regular Discord command registration performs well now and this caused more issues than it solved

1.9.0

28. Oct 25

This release adds another new command. You can now request jobs for your or another character. Due to Discord limitations, this is split into separate subcommands for different roles. The Free Company sheet now has progress bars for Grand Company affinity, and there are fewer buttons below the character sheet, with a new expander to show a selection of details. There are various changes under the hood to make builds and deployments better as well.

New

- 'Jobs' command
  - Requires a "role" parameter due to a Discord limitation with emoji
  - Shows jobs with their icon, levels, experience numbers, and an experience bar
  - Usual 'get' and 'me' subcommands
  - Character sheet now has five new buttons to show jobs for the game's various roles from the time when sheet was requested
  - Jobs response to sheet has a button to show current jobs if jobs from sheet are outdated
- Progress bars for Grand Company affinity on Free Company sheet (/fc)
- "More Details" expander below character sheet
  - Instead of showing all buttons below sheet, buttons to show more details are now hidden until "More Details" button is clicked
  - All responses to sheet buttons are visible to the person who clicked the button only
- Sheet metadata now shows how long each piece of data took to retrieve
  - This time is from how long it took when sheet was requested, not when data was originally cached (if it was)
- Free Company sheet can now be force refreshed
- Main character's home world shows up first in server autocomplete menu

Fixed

- Empty FC ranking if only weekly rank exists
  - Monthly rank could be empty (or vice versa)
  - Now empty ranks simply aren't displayed

Maintenance

- Container images are now built with GitHub Workflow
- Container images are now pushed to GitHub Container Registry automatically
- GitHub releases are now created automatically
- Added global.json to better control .NET upgrades
- Compose files for Dev, Staging, and Production environments now tracked through repository

1.8.0

20. May 25

New commands! Version 1.7.0 added the ability to request a character's gear, both as a command and as a button under a character sheet. The same is now possible for a character's attributes. A new 'FC' command allows you to request information about your own or another Free Company. Fallback support has been extended and messages about it added to more places.

New

- Fallback support for "character get" command
  - Alyx now tries to retrieve a character from cache by name if searching the Lodestone fails
- 'Attributes' command
  - Shows all character attributes
  - Adjusts for disciples of the hand/land
  - Usual 'get' and 'me' subcommands
  - Character sheet now has 'Attributes' button to view attributes from the time when sheet was requested
  - Attribute response to sheet has a button to show current attributes if attributes from sheet are outdated
- 'FC' command
  - Shows information about Free Companies
  - Usual 'get' and 'me' subcommands
  - Free Company sheet has buttons for opening a Free Company's Lodestone profile or its members page
  - Character sheet now has 'Free Company' button to view Free Company from the time when sheet was requested
  - Free Company response to sheet has a button to show current Free Company if Free Company from sheet is outdated
- Fallback information added to character gear command (+ new attributes and free company commands)

Changed

- Character gear now saved when sheet requested, button shows gear at time of sheet
  - Previously pressing the "gear" button would refresh character gear and not show gear from sheet
  - Now pressing the button will show the gear visible in the sheet, with an extra button to show the character's current gear instead if it's outdated
- Component limits increased on the Discord side, so some containers now use more separators for an improved structure
- Interaction data keys now use V7 Guids instead of randomly generated string
- Header in character specific responses now has a home world icon
- 'Character' and 'Copypasta' commands now use Discord Components V2
  - Only sheet metadata response now still uses V1

Fixed

- Exception when requesting character sheet for a character whose free company crest is not using all three layers

Removed

- Default ASP.NET Core WeatherForecastController (lol)

1.7.0

26. Apr 25

Components V2! Discord announced brand new components just four days ago, so naturally Alyx now uses them. Messages with image uploads will keep using V1 components until a Discord-side bug is fixed. There is a new '/character gear' command, allowing you to request your own or someone else's gear. The '/character get' and new '/character gear get' commands show your recent searches for the character name now.

New

- Discord Components V2
  - Existing dialogues have been rebuilt from the ground up for Components V2
  - Higher flexibility means more information can be displayed in a more customisable manner
  - Guidance through character claims should be clearer now
- 'Character Gear' command
  - '/character gear get' allows retrieval of anyone's gear
  - '/character gear me' allows retrieval of your own gear
    - 'force_refresh' parameter allows refreshing character data manually once every 24 hours
  - Both commands have the 'private' parameter
  - Character Sheet now has "Gear" button
    - Shows character gear privately to not clog up chat
- '/character get' and '/character gear get' name parameter now has autocompletion
  - Suggests up to 25 most recently searched characters by user, ordered by last searched
- '/about' command shows shows more information
  - Additional statistics
  - Copyright notice for usage of Square Enix's assets
  - Credits to open source libraries used, including their license

Changed

- Character Sheet now shows '0%' for minions and mounts if they're private
  - Previously kept the space empty

Fixed

- Typo in force refresh error message
- Asset loading in Blazor was still using .NET 8 format

1.6.2

25. Apr 25

Fixed

- Exception when character not found
  - Caused by move to NetStone API SDK with v1.6.0, fixed in SDK version 3.1.1

1.6.1

22. Apr 25

Fixed

- '/about' command was missing banner

Maintenance

- Switch to MIT license

1.6.0

20. Apr 25

A new "about" command shows some basic info and statistics about Alyx. The '/character me' command now has a new parameter to force a data refresh every 24 hours. And Alyx now uses the new NetStone API SDK to be more resilient and handle private Lodestone profiles and Lodestone maintenance.

New

- Force Refresh parameter for '/character me' command
  - Once every 24 hours, all character data can be force refreshed
  - Helpful in case Lodestone refreshes within an hour of last sheet request
- "about" command
  - Shows basic info and statistics about Alyx
- NetStone API Client replaced with SDK
  - Uses standard .NET resilience pipeline
- Private Lodestone profiles and Lodestone maintenance show appropriate messages now
  - Cached data is shown instead, if possible
  - Appropriate message is shown in sheet metadata or response, if not cached
- Data protection for ASP.NET Core encryption keys
  - Keys are encrypted using X.509 certificate and stored in database
- Health check for data protection certificate expiry

Fixed

- Discord banner on home page

1.5.2

05. Apr 25

Changed

- /character get now prefers exact name matches if there is more than one search result

Fixed

- Claiming character was impossible for characters that had more than one match from the Lodestone
  - Lodestone search uses Fuzzy search, so "Max Surname" could return "Max Surname" and "Maxine Surname"

1.5.1

24. Mar 25

Maintenance

- Update NetStone API Client to 1.5.1 to support more granular fallback types

1.5.0

23. Mar 25

New

- Support for NetStone API cache fallback
  - When Lodestone unavailable, sheet shows cached data
  - Clear warning is shown when this happens
  - Sheet metadata shows which data used fallback and why
- When retrieving Lodestone data for sheet, HTTP Client now retries on failure
  - Uses the standard .NET resilience handler
- Commands in messages now clickable
  - eg. "you can use '/character me' to view your character"
- Buttons to open mount and minion pages for character below sheet

Maintenance

- Runtime upgrade to .NET 9
- Upgrade to NetStone API Client 3.0.0

Known Issues

- Bot status disappears after a few hours
  - Bug in Discord API .NET library

1.4.1

17. Dec 24

Fixed

- Error while retrieving disciples of the hand

1.4.0

06. Dec 24

New

- Landing Page
  - https://alyx.tawmy.net

Changed

- Level 100 now displayed as "X" on character sheet
  - Previously shown as "1X"
  - Please stop at level 100, Yoshi-P

1.3.1

30. Sep 24

Fixed

- /ffxiv copypasta was missing 'private' parameter
  - Also made wording on parameter description more clear
- User context menu was not working for user install, only in guilds
- Commands were not showing up in DMs (private + group)
  - Commands (slash commands + context menu) should now be available everywhere

1.3.0

30. Sep 24

New

- User context menu command to retrieve character sheet
  - Right click a user -> Apps -> Character Sheet
- /ffxiv copypasta command
- Interaction data now persisted to database
  - No more "Data for this interaction has already been cleared"

Maintenance

- New health endpoints
  - Will help with monitoring bot health
  - Database connection, NetStone API connection, and connection to Discord
- Various adjustments to logging, mainly to reduce clutter

1.2.1

27. Sep 24

Fixed

- Job icons for Pictomancer and Viper clipping out of the job frame
- Grand Company parsing fails under certain circumstances
- Wrong primary attributes for Ninja and Viper

1.2.0

27. Sep 24

New

- User Installation
  - You can now add the bot to your account and use it anywhere!

1.1.1

26. Sep 24

Fixed

- Metadata would be wrong after a while
  - It was fetched from API again, character might have gotten refreshed in the meantime
  - Metadata is now persisted once sheet is created and retrieved from there

1.1.0

26. Sep 24

New

- Character Claim command
  - Accepts name and world parameters
  - Generates code for user to put on Lodestone profile
  - Offers button to validate code. If found on profile, character is claimed
- Character Unclaim command
  - Allows to unclaim a previously claimed character
- Character Me command
  - Quickly request a character sheet for your claimed character
  - Skips having to enter full name and world each time sheet is requested
- New metadata button below character sheets
  - When pressed, privately shows when character, class jobs, mounts, and minions were last updated
- Database for storing character claims
- Data persistence service for storing command data between interactions

1.0.0

22. Sep 24

Initial release

New

- Character Get command
  - Accepts name and world parameters
  - Returns character sheet with various character data
    - Name, title, and home world
    - Active job + level
    - Free company + grand company
    - Item level
    - Percentage of mounts and minions collected
    - Most important attributes for active job
    - Levels for all jobs
    - Character portrait
    - Link to Lodestone profile
  - Command can be run privately
    - If run privately, if search result is no perfect match, a select menu with results is shown
    - Sheet is shown after selection
    - If not run privately, sheet is always shown for first character, even if no perfect match

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