

API

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Changelog

3.0.1

24. Mar 25

Changed

- useFallback parameter accepts "None", "Http", and "Any" values now
 - Previously it was simple bool
 - "Any" behaves as previous "true", catching all exceptions
 - "Http" catches HttpRequestExceptions only
 - HttpRequestException is thrown when connection to the Lodestone fails (eg. when it's down, rate limited, etc)
 - Other exceptions are likely to be parsing bug and swallowing them may not be desired

Fixed

- Landing page "OpenAPI Spec" button was opening V2 API spec

Maintenance

- Fallbacks are logged as warnings

Breaking Changes

- useFallback type changed from bool to FallbackType enum

3.0.0

23. Mar 25

New

- API V3 with fallback support
 - New useFallback parameter
 - If set and parsing fails, API returns cached data
 - New V3 DTOs have fallbackUsed and fallbackReason properties for transparency
 - AutoMapper removed in API V3, replaced with manual mapping
- OpenTelemetry Metrics
 - Helps getting an overview over how much each endpoint is used, how long requests take on average, and how many fail
- OpenTelemetry Tracing
 - Helps getting insight into how long each part of a request takes exactly, for performance optimisations
- New unit tests comparing API V2 and V3 responses

Maintenance

- Runtime upgrade to .NET 9
- Switch to MIT license

Fixed

- Free Company focus mapping
- Character not assigned to achievements if retrieved after achievements were already cached
- Error while retrieving free company members in edge case where character was retrieved before, but free company was not
- Free Company not always updated when player changed/left FC

Removed

- API V1

Breaking Changes

- API V1 removed
- None in Grand Company affiliation renamed to NotSpecified

2.1.2

03. Jan 25

Fixed

- Exception while attempting to cache character that had a name or world change

2.1.1

05. Nov 24

Fixed

- Page margin too large on mobile
- Landing page scrolling horizontally on mobile
- Demo too wide on mobile once data loaded

2.1.0

03. Nov 24

New

- Landing Page
 - Basic introduction to the project
 - Demo for retrieving data
 - Links to Changelog, Swagger UI, and OpenAPI definition
- "Data refreshed" exchanges
 - Previous queues were published to queues whenever data was requested through queue, no matter whether it was cached or not
 - New exchanges are published to whenever data is refreshed from Lodestone, not when it was cached

Changed

- Outgoing queues are now exchanges
 - See "Breaking Changes" for further details
- Default API version is now 2
- API version 1 marked as obsolete
 - Will be removed in a future release
- Swagger UI now always available

Breaking Changes

- Outgoing RabbitMQ messages are now published to exchanges instead of queues
 - Allows fanout exchange to publish messages to multiple queues
 - Requires manual configuration of exchange -> queue binding
 - If RabbitMQ was used before, both exchange and queue will exist and only

2.0.3

28. Sep 24

Fixed

- Free company members failed to parse if at least one of its members had been cached before

2.0.2

27. Sep 24

Fixed

- Grand Company parsing fails under certain circumstances

2.0.1

22. Sep 24

Changed

- Version is printed to console on startup

2.0.0

22. Sep 24

Complete revamp of the API. Instead of simply parsing and returning NetStone data, Lodestone data is now mapped onto database entities and cached. Retrieving character data can now return cached data as DTOs, or refresh data from the Lodestone and return as said DTOs.

New

- Character achievement parsing
- NetStone entity to database mapping
- **Caching of database entities**
 - Character + attributes
 - Character ClassJobs
 - Character Minions
 - Character Mounts
 - Character Achievements
 - Free Company
 - Free Company Memberes
- **NetStone.Api.Client project for easy data retrieval in .NET projects**
- Various unit tests to compare parsed data and data mapped to database entities and DTOs
- Additional properties in DTOs like whether data is cached, when it was last refreshed, and collection totals + percentages
- RabbitMQ support for all endpoints

1.1.0b

15. Jul 24

New

- Dawntrail Jobs parsing
 - They were ignored before, now data is actually being parsed

1.0.3b

01. Jul 24

Fixed

- Exception when parsing Dawntrail jobs

1.0.2b

15. Apr 24

Fixed

- Exception when parsing free company rankings for free companies without ranking(s)

1.0.1b

27. Jan 24

Fixed

- Exception when parsing disciples of the hand/land

1.0.0b

25. Jan 24

Initial Release

- Character parsing
 - Character
 - ClassJobs
 - Minions
 - Mounts
- Free Company parsing
 - Free Company
 - Free Company members

RabbitMQ

Queues (inbound)

Name	REST API method	Associated Exchanges (see below for details)
netstone-get-character	<u>/Character/{lodestoneId}</u>	netstone-get-character-result netstone-get-character-refreshed
netstone-get-character-class-jobs	<u>/Character/ClassJobs/{lodestoneId}</u>	netstone-get-character-class-jobs-result netstone-get-character-class-jobs-refreshed
netstone-get-character-minions	<u>/Character/Minions/{lodestoneId}</u>	netstone-get-character-minions-result netstone-get-character-minions-refreshed
netstone-get-character-mounts	<u>/Character/Mounts/{lodestoneId}</u>	netstone-get-character-mounts-result netstone-get-character-mounts-refreshed
netstone-get-character-achievements	<u>/Character/Achievements/{lodestoneId}</u>	netstone-get-character-achievements-result netstone-get-character-achievements-refreshed
netstone-get-free-company	<u>/FreeCompany/{lodestoneId}</u>	netstone-get-free-company-result netstone-get-free-company-refreshed
netstone-get-free-company-members	<u>/FreeCompany/Members/{lodestoneId}</u>	netstone-get-free-company-members-result netstone-get-free-company-members-refreshed

Exchanges (outbound)

Name	Sent When
netstone-get-character-result	Character data requested through queue.
netstone-get-character-refreshed	Character data refreshed from Lodestone.
netstone-get-character-class-jobs-result	Character's class jobs requested through queue.

Name	Sent When
netstone-get-character-class-jobs-refreshed	Character's class jobs refreshed from Lodestone.
netstone-get-character-minions-result	Character's minions requested through queue.
netstone-get-character-minions-refreshed	Character's minions refreshed from Lodestone.
netstone-get-character-mounts-result	Character's mounts requested through queue.
netstone-get-character-mounts-refreshed	Character's mounts refreshed from Lodestone.
netstone-get-character-achievements-result	Character's achievements requested through queue.
netstone-get-character-achievements-refreshed	Character's achievements refreshed from Lodestone.
netstone-get-free-company-result	Free Company data requested through queue.
netstone-get-free-company-refreshed	Free Company data refreshed from Lodestone.
netstone-get-free-company-members-result	Free Company's members requested through queue.
netstone-get-free-company-members-refreshed	Free Company's members refreshed from Lodestone.

- "result" exchanges are always (cached or not) filled when data was requested through inbound queue, NOT when requested through API.

- "refreshed" exchanges are filled whenever data was refreshed from the Lodestone, no matter whether through inbound queue or API. It is however NOT filled when data was returned from cache.