

SDK

- [Release Notes](#)

Release Notes

4.3.0

01. May 26

This release is really only a maintenance release. No consumer facing changes are included.

Maintenance

- Readme updated for new domains and exception type
- Tests migrated to Xunit 3
- Workaround added for enum parsing regression in Refit 10.1.6

4.2.0

20. Mar 26

This release adds support for the new features introduced in NetStone API 4.2.0. Please refer to the API changelog for details.

New

- Facewear
- Gear Dye
- Icon URLs for gear
- Gear rarity

4.1.0

28. Dec 25

This release adds support for the new "CachelImages" parameter and updates the Readme for signed JWT client authentication.

New

- Support for "CachelImages" parameter on Character GET endpoint

Maintenance

- Readme updated to replace client secret with paths for signed JWT client authentication

4.0.9

22. Dec 25

Maintenance

- Update `AspNetCoreExtensions.Keycloak` package to expose `app.MapJwtEndpoint()` extension method

4.0.8

22. Dec 25

4.0.2 to 4.0.7 were me trying to figure out how NuGet packaging works for submodules. Version 4.0.8 replaces all that by using a NuGet package for `NetStone.Common` instead.

Fixed

- `NetStone.Common` contents unavailable because submodule was not added to NuGet package

4.0.1

21. Dec 25

Fixed

- GitHub workflow was pushing to wrong NuGet package
 - Package was technically correct, but it included redundant "Tawmy." prefix
 - It's just "NetStone.Api.Sdk" now

4.0.0

21. Dec 25

The SDK is now a NuGet package! Because NetStone API now uses FFXIV for authentication, the SDK mandates the use of signed JWT client authentication instead of a client secret. The certificate used for signed JWT authentication must use ECDSA.

New

- The SDK is now a NuGet package! It can be found here: <https://www.nuget.org/packages/NetStone.Api.Sdk>
 - Only version 4.0.1 and onwards, 4.0.0 falsely included a prefix in its title
- Use FFXIV ID for authentication
 - The client now uses JWT client authentication instead of a client secret
 - ECDSA certificate required
- API V4
 - Support for Fallback Type as a flags enum
- ClassJob enum now includes ShortNames (eg. SCH for Scholar)

Maintenance

- Runtime upgrade to .NET 10
- Switch to Apache-2.0 license
- NuGet packages are now created and pushed to the NuGet registry automatically
- Added global.json to better control .NET upgrades

Breaking Changes

- New client required as NetStone API now uses FFXIV ID for authentication
- Signed JWT (ECDSA) replaces client secret authentication

3.2.0

20. May 25

New

- Support for custom request timeouts
 - Requesting achievements can take time, so increasing the default may be desired
- Retrieval of characters and free companies from cache by name
- NetStoneException carries more information about errors

Breaking Changes

- "V3" removed from entity names

3.1.2

26. Apr 25

Purely a maintenance update to keep the NetStone Common module up to date.

3.1.1

25. Apr 25

The old NetStone API Client threw `NotFoundExceptions` if the response status code was a 404. The new SDK instead threw an `ApiException`, which was a breaking change and required a dependency on/an import of Refit. It now throws `NotFoundExceptions` again, and a generic `NetStoneException` on other unsuccessful response status codes.

Fixed

- Exceptions would require dependency on/import of Refit
 - Errors now throw `NetStoneException`
- 404 responses would throw `Refit ApiException` instead of `NetStone Common NotFoundException`
 - 404 responses now throw `NotFoundException`, just like `NetStone API Client` used to

3.1.0

20. Apr 25

Initial Release

- Built for dependency injection
- Default .NET resilience handler with extended timeouts built-in
- Support for all Character and Free Company endpoints
- Basic usage guide at <https://github.com/Tawmy/NetStone.Api.Sdk>
- Replaces previous `NetStone.Api.Client`