

# 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 "CacheImages" parameter and updates the Readme for signed JWT client authentication.

### New

- Support for "CacheImages" 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`

Revision #13

Created 20 April 2025 06:57:40 by Tawmy

Updated 30 April 2026 22:49:37 by Tawmy