

Creative Elicya | Devlog

Optimization Tools plugin

Current Plugin Version: **v1.4**

Roadmap: [Optimization Tools plugin - Roadmap](#)

- **v1.4 (August 29, 2025)**
 - ↳ Brings multiplayer feature to our Significance system
 - ↳ Complete reworking of C++ Significance code, giving the ability to toggle Significance on the fly and the addition of new parameters
 - ↳ Small adjustment for the other plugin components
- **v1.3 (June 7, 2025)**
 - ↳ Asynchronous Trace feature
- **v1.2 (May 4, 2025)**
 - ↳ Aggregator Ticking feature
- Downloadable example project is now available (**October 6, 2024**)
[Optimization Tools plugin - Example Project.zip](#)
- **v1.1 (September 30, 2024)**
 - ↳ Add overall optimization panel in SignificanceComponent with many more significance parameter variations:
 - Overall optimization thresholds
 - Toggle visibility
 - Toggle collisions
 - ↳ Expose some AnimUpdateRate optimization methods to Blueprints
- **v1.0 (September 23, 2024)**
 - ↳ Initial release
 - Asynchronous tasks core feature
 - Significance system core feature
 - Pool ticking system core feature