

Please look at the official documentation for additional notes:

<https://docs.google.com/document/d/18MNO4bVAb4EeTjDKQ5K0KEObq1DOK2m-3pmPhx4J4HM/edit?usp=sharing>

Version 1.04.4

09-11-2017

Added: Lua - "small_center" "thin_center" made available in
v.drawString(...) aligning

Added: Lua - *S_ChangeMusicFadeIn(name,looping,int ms) ::* fade in
background music

Added: Lua - *S_FadeOutMusic(int ms) ::* fade out background music

Added: Lua - *S_MusicVolume(int volume) ::* change background music
volume (does not affect digmusicvolume)

Other: Added official documentation and change-log for features and
additions in the original post (at

<http://mb.srb2.org/showthread.php?p=795707>)

07-27-2017

Version 1.03.4

Updated to support Version 2.1.19

05-16-2017

Version 1.3.3

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Added: Lua - Title screen HUD hook (eg. hud.add(hudFunction, "title"))

Bugfix: Support negative scroll speeds on title screen without game crash

Other: added reset for titlemap and other title attribute changes

05-13-2017

Version 1.3.2

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Updated to support Version 2.1.18

05-10-2017

Version 1.2.1

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Added: Lua - add texture offset usage to sectors

Bugfix: Fix titlemap music change bug reported by Larztard

Bugfix: Prevent game crash if you go to a titlemap and it doesn't exist

Other: titlemap no longer prints "SPEEDING OFF TO [ZONE] [ACT 1]..."
on screen when loaded

04-23-2017

Version 1.1.1

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Bugfix: -skipintro no longer hangs then crashes the game

04-21-2017

Version 1.1.0

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Added: titlemap support (eg. ZDooM)

04-21-2017

Version 1.0.0

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Initial release