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

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

Updated to support Version 2.1.18

05-10-2017

Version 1.2.1

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

Version 1.1.1	
Bugfix: -skipintro no longer hangs then crashes the game	
04-21-2017 Version 1.1.0	
Added: titlemap support (eg. ZDooM)	
04-21-2017 Version 1.0.0	

Initial release