

Flex Partition Changelog

Version 1.8 (WIP)

- **Core Changes:**
 - Replaced ActorStreamingIdentifier with FGuid for more reliable and consistent actor identification. (Renamed GetStreamingGuid accordingly.)
 - Added FActorStreamingConfig to centralize and simplify streaming settings at the class level.
 - Introduced bEnableSave in FlexPartitionComponent to control whether an actor participates in save operations.
 - Updated FlexPartitionHandle (Support for K2 Nodes).
- **Save System:**
 - Added optional automatic level name prefix for save slots. (Controlled by bUseLevelPrefix in Editor Settings.)
 - Exposed Save and Load functions to Blueprints through UFlexPartitionFunctionLibrary.
 - Implemented auto-save support for streaming actors.

Version 1.7 (March 5, 2025)

- **Restructuring & Optimization:**
 - Removed archetypes to allow grid modifications on level-instantiated actors.
 - Eliminated registration queues for a more streamlined system.
 - Replaced line trace (**Check Floor**) with a more efficient collision check using World Partition's streaming query.
- **Expanded Functionality & C++ Support:**
 - Introduced **FlexPartitionHandle** to centralize and customize actor spawning and despawning, giving developers full control over streaming behavior.
 - **FlexPool**, an actor pooling system, is now supported through **FlexPartitionHandle**, improving performance by reducing redundant spawning and reusing existing actors efficiently.
 - Improved modularity to facilitate **custom C++ implementations**.

Version 1.6 (November 3, 2024)

- **Soft Object Class Fix** – Resolved dedicated server issues related to soft object references.
- **Source Streaming Enhancements** – Added component to simulate streaming points, such as player positions.
- **Manual Streaming Controls** – New setting to enable or disable the player's position as the streaming source.
- **Improved Debugging Tools:**
 - `FlexPartition.DrawActorLocation` now excludes obstructed visibility.
 - Added console variable to control debug bounding box thickness.
- **Initialization Optimization** – System initialization now occurs before `BeginPlay`, improving startup reliability.

Version 1.5 (August 6, 2024)

- **Grid Restructuring** – Optimized sector-based grids for 2D and 3D environments, improving search and performance.
- **Actor Identification System** – Introduced a new variable for customizing actor parameters.
- **Multiplayer Optimization** – Ensured consistent computational costs across multiple players.
- **Global Actor Functions** – Expanded support for `Spawn`, `Destroy`, and `Get Actor` commands.
- **Debugging Improvements:**
 - Added tools for drawing inactive actors.
 - Visualized the grid's center markers.
- **Spawn Safety** – Implemented `Check Floor on Spawn` to ensure actors are placed on valid surfaces, preventing placement issues on uneven terrain or slow streaming scenarios.

Version 1.4 (May 30, 2024)

- **3D Grid Mode** – Introduced dynamic 3D grid support with customizable settings for per-level configurations.

Version 1.3 (May 23, 2024)

- **Debugging Actor Locations** – Enhanced tools for precise location tracking of actors.
- **Multiplayer Support** – Optimized grid systems for multiple player controllers.

Version 1.2 (April 17, 2024)

- **2D Projection Support** – Enabled grid structuring for irregular terrain.
- **Z-Axis Relevance** – Added Z-axis as a factor in grid relevance calculations.
- **Spatial Grid Debugging** – Improved debugging for grid visualization.

Version 1.1 (April 11, 2024)

- **Persistent Debug Grids** – Always displayed independently of the main subsystem.
- **Performance Optimization** – Calculations now occur only when actively debugging.
- **Streaming Filters** – Added filters to prevent duplicate actor registrations in World Partition maps.
- **Error Logging** – Improved log clarity for core functions.