

## 2.0



UE5.0 Only

Add Decay System

Add Preserving System

Add Durability System

Add Repair System

Add Restriction Inventory

Add Transformer Exemple System

Add Crafting Failure

Add DroppedComponent (decay, Auto destroyed, Pickup)

Add Item Blueprint Type (for launch Craft)

## 1.2

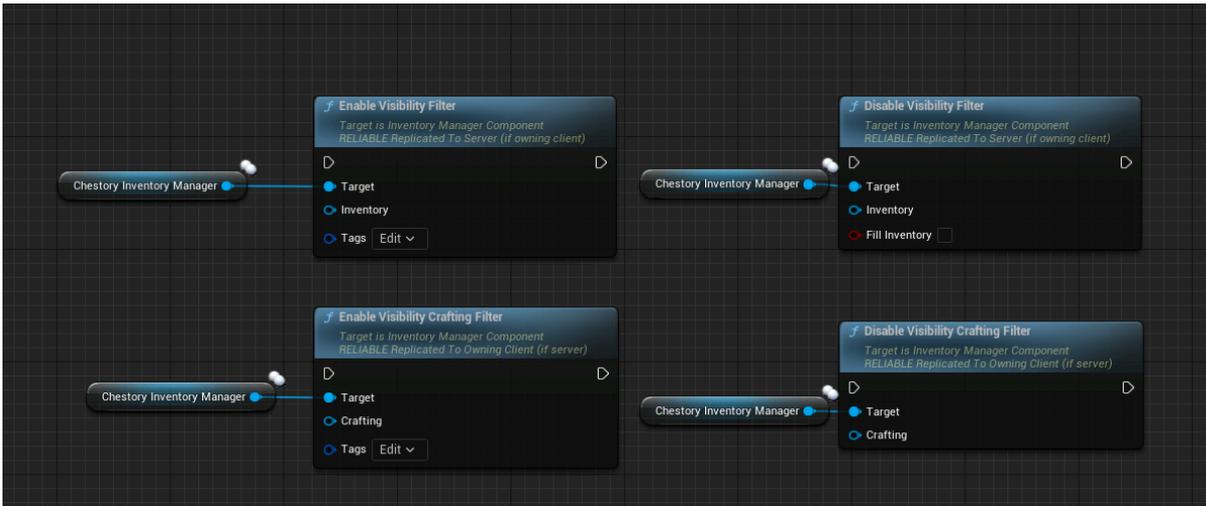
UE5.0 Only

GetItemScriptOfClassFromID return now the type selected

Add Gameplay Tag Container in ItemDataAsset

Add Filter Inventory

Add Filter Crafting

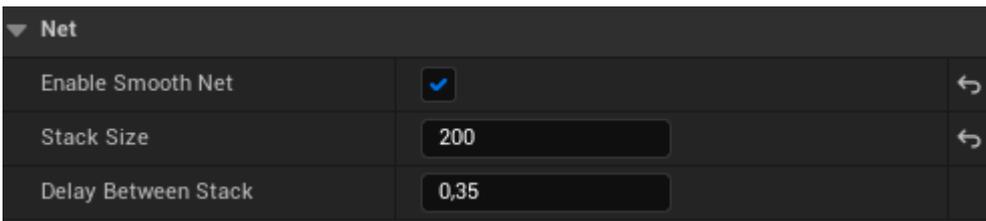


## Network optimization

You can now have hundreds of inventory slots without any problem

The crafts require much less network load.

If you really still have problems loading the player you can smooth the data  
(In InventoryManagerComponent)



## 1.1

Unreal engine 5.0 Only

Add auto ItemDataAsset in AssetManager

The function GetCurrentItemOnMouseHover is now update with Gamepad support  
(FocusPath)

Fix error LNK2019 when you package project

Fix ActorDropped misspelled

## 1.0

Add Shortcut

