

Breaking changes

Introduction

Our goal is to keep breaking changes between any given version of X Rebirth to an absolute minimum. In some cases, however, we have had to change things which break scripts/mods written for older versions. The same will be true for UI modding.

The following section contains all breaking changes on the UI modding side which are provided on the interface level. This should help you to make any necessary changes to restore compatibility of older mods with new versions of X Rebirth.



The list of breaking changes does **NOT** cover changes in the provided/shipped Lua scripts (i.e. the ones located under `ui/addons/XXX` or `ui/core/Lua`). These scripts can change anytime without explicit notice. If you hook into one of these scripts or provide replacements for these, please check the script for possible breaking changes yourself.

Please note that issues introduced during the beta phase might not be explicitly mentioned as a breaking change, if things would only be broken in-between two beta versions.

The following pages list all breaking changes related to UI modding.