========*SoulSeekkor's TQ Defiler .NET V1.3.7*========

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(*)**Program Directions**

Installation-FULL (Setup)

This download is for those who need the required runtimes, you should use the 'LITE' download if you can (smaller and less impact on the computer as no shortcuts, etc. are created). Simply place the setup files within the zip in a directory and run the included setup.exe file.

Installation-LITE (Executable Only)

Download this if you already have installed the 'FULL' download or already have the required program runtimes (.NET Framework 2.0). Simply place the executable file (SSTQDefilerNET.exe) inside of a previously installed version of the program or any new folder you wish, it will detect the game's path on its own (as long as you are not running in User mode).

Use

This program has a wide variety of uses, from editing a character to applying hard-coded modifications to the game. Note that making changes to a regular TQ character will require additional steps [1a below] to make that character playable in-game. Please note that making changes to your IT character do not require these steps, but changes made to that character's caravan or the shared caravan such as with TQ Vault will require use of

the ‘Fix All Caravan Files’ feature to correct the checksum in those files. Failure to do so will result in permanent loss of the caravan storage.

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8=How to permanently ‘Patch Game’ Titan Quest, so you never have to do it again.
9=How to not get a file/path access error when going to the mods by screen or while trying to turn on mods.

1a) Fixing a character that can be seen in the character select, but has no avatar or picture. (Corrupted/edited character.)

The easiest way is to simply do this:
1)Run Titan Quest, but ONLY to the main menu, do not go into any sub-menus.
2)Press alt+tab or use some other means to minimize Titan Quest.
3)Run the Defiler, click the ‘Patch Game’ button on the ‘Main’ tab. Close the Defiler.
4)Go back to Titan Quest, go to the character select and you should see your character now. Select and go INTO the game with the character, this is to resave it with the new checksum so you can play regularly from now on. That’s it!

2a) Fixing a character that cannot be seen in the character select.

Sorry, your character is probably completely gone. If you try the steps in [1a] and that doesn’t make your character show up, then it is gone for sure…sorry! (I have heard of an issue where after patching Titan Quest characters could not be seen and it asks you to create a new character, check your save folder to be sure: My Documents\My Games\Titan Quest\SaveData)

3a) Fixing a character that has been zeroed out.

There is no way to fix a character that has been truly zeroed out. The game correctly saved the file with nothing but all zero values, meaning no character data is left what-so-ever. THQ won’t put the resources into fixing this either. If you want to make sure, you can always email the character (just the player.chr file please) to author@soulseekkor.com.

4a) Getting characters from other copies of Titan Quest (different cd-keys) to work.

Follow the same steps found in [1a]. Not applicable for IT characters.

5a) Getting characters that have been edited by the user or some other means to work again, such as by notepad/hex/Defiler/TQ Vault/TQ Chest/etc.

Follow the same steps found in [1a]. Not applicable for IT characters.

6a) Changing your game’s cd-key.

Simply run the Defiler (when the game is not running) and from the ‘Main’ menu, select ‘Change Game CD-Key’. Change the displayed key (your current game key) to the new one, note that you will need to use steps [1a] to be able to play the characters again for regular TQ (not applicable to IT).

7a) Becoming the master of every mastery.

So you want to have a little fun huh? First make sure you already have two masteries selected for the character to start with and the skills you want in those masteries. Next, run the Defiler and select the character you wish to overhaul. Click the 'Character' tab, then the 'Masteries' tab. Click the 'Remove' button next to each of your current masteries that you no longer wish to put skills in. This will allow the game to delete them on its own, but leave the skills behind, make sure your character has plenty of extra skill points! Next, follow steps [1a] for TQ (not required for IT) and go into the game with the character and select two new masteries, select the skills, and repeat as necessary to master all masteries.

8a) Permanently patching Titan Quest so that you no longer have to 'Patch Game' or follow any extra steps when using programs like the Defiler, TQ Chest, TQ Vault, or after editing the character yourself.

This is a feature I implemented in an earlier version that I don't even know is used by anyone, but if you want to it's worth a try. If successful, you no longer have to use any "fix it" procedures after editing your characters with anything. It only currently supports 1.20 and 1.30 at the time of this writing, and is perfectly safe to use. A backup file is created, and a CRC check is done on the file to ensure that it's exactly what it should be before any changes are made. You will have to disable this in order to patch, for example when the Immortal Throne comes out. To use this feature, simply run the Defiler (when Titan Quest is NOT running), go to the 'Mods By…' menu, and enable the 'Permanently Patch Game' mod under the Titan Quest tab. This makes the same modification that 'Patch Game' makes but to the file itself, making the change permanent unless you disable it. Note that it may take some time depending on your machine to check the file being patched. And most of all—enjoy and let me know how this works for you!

9a)You get file/path access errors when trying to apply mods or when loading the mods by screen of the Defiler.

This problem is very common on Vista systems because the new operating system protects all files ending in DLL from modification, even Titan Quest's game files. You get around this you need to disable the UAC for the account you are using (User Account Control) by going to your Control Panel, clicking on User Accounts…and looking under the user you are using. You should see an option for disabling UAC. Also, make sure you have administrator rights granted to the Defiler when running it to avoid registry access errors, you can apply this via a checkbox in the program's shortcut or right-clicking the shortcut and selecting 'Run As Administrator' or 'Run As…' or something similar. This may apply more to XP systems.

For anything else, just run the program, I will add to this section as I have time.

IMPORTANT NOTE: Potions that are currently in stacks on your character will have to be dropped on the ground and picked back up for changes to take affect for the 'Infinite Potion Stacking' mod.

(A)**Known Issues**

1-When you import a main quest character into custom quest, and then rename it, when copying back to main quest you cannot see the character at all. This is caused by the character's unique ID being shared by the renamed character and the original character, I know a way to implement a fix for this, it shouldn't be too complicated to follow, but will require assigning a new ID to the renamed character. See the 'Reset Unique ID' feature under the V1.4.0 updates.
2-File/path access errors when trying to use the Defiler's mods, this can be due to a few different issues. See 9a above in the readme first section (*).
3-Raven's chance/chest mods cause crashes on the 1.20 version of Titan Quest.

(B)**Updates/New Stuff**

==V1.3.8 .NET [Tentative List]==

1-Added a new tab to the 'Settings' screen named 'AllSkins'. Using this tab you can select the path to the AllSkins bumpmap archive. If you have your game's path correctly set, when selecting a character you'll see a new button under the 'Basic' character tab labeled 'Fix Character's Bumpmap'. This will allow you to set the correct bumpmap file for that selected character in a single click. Note that this sets it to match that specific character's texture, so if you want to use another character you'll want to either reset the bumpmap to the default (using a new button labeled 'Reset To Standard Bumpmap') or use the fix bumpmap on the other character you wish to play.
2-Added a new menu under 'Character' for fixing your character's bumpmap.
3-Added an inventory tab to the character, this will be readonly and probably won't provide any actual inventory functionality. It's more of a test at this point and may or may not turn into something later.
4-Added calculations on the stats tab to show how much stat changes will affect your character. For example, how much X amount of strength will increase your damage by.
5-Added a new feature to the 'Character' menu. The 'View/Export Character Summary…' menu can be used to view a quick summary of your character's stats, masteries/skills, kills, deaths, and other abilities for quick export to a text file.
6-Added a new menu option under the 'Character' menu named 'Respec…'. Using this menu you'll be able to easily clear skills/masteries and refund the points as well as reset your stats back to their starting base values. This does not affect quest rewards in any way.
7-The 'Infinite Potion Stacking' mod for Immortal Throne will now apply to the caravan as well.
8-Raven's mods have been reworked for check patterns altogether. In a number of cases when the mods were all supposed to be disabled but were not, this allowed the user to enable these mods as they only check for a byte range that is always available because it's the current value of the mod (1 to 250).
9-Added a new menu and an option on the skills character tab to generate a Titan Calc link for your character's skills and masteries.

==V1.3.7 .NET==

1-Minor changes to allow for easier testing on my part.
2-Major refinement of the readme file. Removed non-applicable items and rewrote/added others.,
3-Added a direct link to the thread with spectre's updated community fanpatch under the links menu.
4-Removed the language pack from the TQ Vault downloads, it is now included in the installer.

==V1.3.6 .NET==

1-Fixed an object reference error that occurred when loading the mods by screen with incorrect TQ or IT game path(s) set.
2-The expand caravan (character and shared) features can no longer be mistakenly used while Immortal Throne is running.
3-Various caravan functions have been slightly modified in case any of the issues encountered are from not running the Defiler with administrator privileges.
4-Modified various caravan functions so that errors should not arise from the file already being in use or locked by the Defiler.
5-Changes are now made to a temporary file before copied over the original for caravan changes.
6-Fixed an error that could occur while detecting a game's version.

==V1.3.5 .NET==

1-Modified the function used to get internet data to function more efficiently.
2-Fixed an error that could occur when attempting to auto-detect your game version with no game path set.
3-TQ/IT character paths as well as the TQ/IT game paths are no longer saved to the registry.

4-When changing your character save paths, you'll be given the option to create backup directories if they don't already exist.
5-Other minor fixes/changes.

Note: A survey has been added to this version of the Defiler. It is 100% anonymous and once taken will not appear again. If you do not wish to participate you can ignore it each time it appears upon the loading of the Defiler and it will stop appearing after August (2011). The data gathered will be used both for future projects as well as my Technical Reporting assignment.

==V1.3.4 .NET==
1-Fixed an error with the patcher stating that a file was in use by another process.
2-Fixed Bman's 'Show All Damage' mod for IT.
3-Mods incompatible with downloadable game versions no longer can be selected.

==V1.3.3 .NET==
1-Various error handling and streamlining improvements.
2-Fixed the 'Fix All Caravan Files' function. This affected anything that used it including the fix all button, copying or renaming characters with stashes, etc.
3-Added a new 'fix' mod by The Lord of Space. This wonderful mod fixes the condition for when a power begins to affect you or stops affecting you, it can incorrectly update your animation timing causing your casting animation to slow to a crawl. Note that this will download an extra small dll file into your game's directory (or copy it if it was downloaded with the program) in order for the fix to work. Also note that this may not be Direct2Drive compatible, if you run into issues starting IT, simply disable this mod.
4-Added an option to hide the messagebox that appears when the character list is automatically reloaded.
5-Previously when using the 'Create Backup(s)' button it would re-enable autobackups even if it was currently disabled, this no longer happens.
6-Fixed Bman's unique chance multiplier mod where when cancelled or an invalid value was entered it became disabled. Those that have had this happen will see it properly enabled with a X1 multiplier, you may simply click to disable (clear) it.
7-TQ Defiler now requires administrator rights upon starting, this will fix many peoples' problem with file access errors due to running it incorrectly. Please let me know if you still get these types of errors.
8-Fixed a bad file number error when fixing the character texture for a character file.

==V1.3.2.1 .NET==
1-Various error handling and streamlining improvements.
2-Changes to make code less dependent on other code functions.

==V1.3.2 .NET==
1-Various error handling and streamlining improvements.
2-Changes to make code less dependent on other code functions.

==V1.3.1 .NET==
1-Various error handling improvements.
2-Improved use of file input/output.
3-Added option to the mods by screen menu, 'Create Backups' will create a new copy of backups from your game files in case you've patched them or changed them (fanpatch for example).
4-The 'Clear TQ/IT' menus now properly clears all selected mods.

==V1.3.0 .NET==
1-Unique chance multiplier (by Raven for both TQ/IT) was increasing the items from a chest after recent adjustments, this has been fixed. The Defiler should detect old versions of the mod and update

automatically when you load up the mods by screen. If the old mod is detected, you will get a messagebox saying this, and that the mod has been updated (this also affects the Increase Chest Items mod code).
2-Other minor fixes/changes.
3-Fixed path does not exist errors when attempting to fix caravan files when you don't have a shared caravan or main/custom characters folder.
4-Fixed tab index error messages on the mods by screen for those who only have TQ or only have their game path/version set for TQ or set for IT.

Special thanks to those who reported these errors!

==V1.2.9 .NET==
1-Made various changes to the Mailer Tool. A valid email address is required now, as I've gotten a few reports that have made me aware of an issue or two but no way to check back for more information. The Mailer Tool can now be used to attach the currently selected character if you wish (to have me fix a character file or check it for example).
2-Overhauled the entire TQ Defiler source code to use new try/catch statements, versus the old on error code. This will provide much more detailed error messages and information when reporting them. Also more detailed error messages and problem descriptions throughout the Defiler.
3-Removed the coloring of the greatest monster killed text (yellow was unreadable).

==V1.2.8 .NET==
1-Removed the 'User-Made' tab from the mods by screen, I don't plan to incorporate this feature in this project. This will be a next project feature for sure for those including the mod engine.
2-Modified the code slightly for Raven's increase chest items and unique chance multiplier mods to allow for a higher item limit. The old value was preventing higher values from being usable with the mod. This change affects both regular TQ as well as IT and does NOT change the limit of 50 currently in place.
3-Upgraded the Defiler's error system to include the ability to submit an error report instantly when it happens. Inclusion of name/email/your description is optional, this should make reporting errors painless and efficient for users. It will also optionally attach your currently selected character and basic system information (Windows version and CPU type) if you wish for more accurate problem detection.
4-New error reporting system can also be used to submit comments, suggestions or questions to me as well via the 'Mailer Tool…' menu.

To really take advantage of the new error reporting system I'll be working on revamping a lot of existing code for the next Defiler version.

==V1.2.7 .NET==
1-Values for experience loss and tombstone recovery were being rounded when they shouldn't be.
2-After loading the settings screen with a character active and selected, you could no longer modify character values after closing the settings screen. This is now fixed and reloads the current character if one was selected.
3-When opening the mods by screen when the game is running, you will no longer receive the game is running messages repeatedly.
4-The 'Patch Game' button is no longer enabled when Immortal Throne is running.
5-Added a new mod for IT named 'Remove Skill Reclaim Cost'. Removes all costs associated with reclaiming your skill points. You will not lose money and you won't get points added to your total points reclaimed (this will also NOT affect current skill points reclaimed) while this mod is active.

==V1.2.6.1 .NET==
1-Fixed minor bug relating to newly created characters and the new inventory code.

==V1.2.6 .NET==

1-Fixed minor bug on the ‘Restore’ advanced screen, when closing via the ‘X’ in the corner the mods screen would remain hidden.
2-The text displaying the number of waypoints in Legendary displayed on the button was being cutoff, this is now fixed.
3-Added a test tab for displaying inventory information/records for the character, this can be displayed/hidden via the ‘Settings’ screen. No functionality currently, but please let me know if you notice anything that looks like it isn’t displayed properly for your character (or if you get an error when loading your character). Note when it’s hidden the inventory isn’t loaded for characters. Currently loading of equipped items has been disabled and will not be shown.
4-Added an option to ignore ‘LoadInventory()’ error messages, this is primarily for testing purposes and is disabled by default. If you get an error please report the error to me, then enable this option to hide the inventory error message. The loading of the character will not be affected.
5-Fixed a bug in the remove mastery where it would add either the mastery total points to the character’s total or the sum of skills in the mastery, but not both.

==V1.2.5 .NET==
1-Updated the ‘About’ tab information, something that has been very long overdue.
2-Updated a few more website links that have recently changed.
3-Added a link to Grim Dawn.
4-Fixed a typo on the ‘Basic’ tab.
5-Removed the ‘Critical Hits Received’ display, as the game doesn’t actually keep track anyway.
6-Numerous labels have been replaced with readonly texboxes so users can copy text from various pieces of information about their characters and a few things have been moved around slightly.

==V1.2.4 .NET==
1-Fixed an error with the skills tab functionality, it was changing the values for skills in memory only and not directly to the file as it should. A leftover from when the Defiler was created to modify characters in memory only.
2-When changing a skill’s level you are now given the option to subtract the points used (or add them) to your skill point total. If this reduces it to 0, your skill point total will be 0.
3-Removed the ‘calculator’ from the skills tab as it is no longer needed and reformatted/resized the record display to show the entire record better.

==V1.2.3 .NET==
1-Added a new mod by EJFudd for IT. This mod fixes Immortal Thrones random number generation to create a more balanced (and varied) loot drop. Item stats may also be affected (not permanently), as the item’s seed may be used in conjunction with the game’s RNG function to determine and display item stats. This mod is for Immortal Throne only (also compatible with the fanpatch).
2-Implemented Rick’s fix for IT (sounds nice eh?) for those who have socket error issues when trying to refresh the list of games for multiplayer. Note while the mod is active you may not get active server pings. Please let me know how this works (as I don’t have the problem myself) for those who get the assertion error when trying to refresh the list of games.
3-Removed date/time build/edited tags from the program and readme.
4-TQ Defiler now uses a pdf file for a readme.
5-The top of the pdf readme file also includes CRC32 and MD5 checksum values (for the program) to prevent any tampering that may occur from third-party websites.

==V1.2.2 .NET==
1-Slight changes done to the skills/masteries portion of the Defiler to fix remaining issues (including removing the dream mastery). This also affected the restoration of the dream mastery. More control has been given to the user as to if they want the skills removed and if they want the points refunded or not and the messages are more specific and descriptive.

2-After removing a mastery, the ‘Remove’ button will become a ‘Restore’ button and allow you to re-add the mastery if you change your mind right away (along with removed skills/points). Note this could be done when using the ‘Re-Add’ button on the ‘Skills’ tab for a mastery skill as well.
3-Restoration of a mastery has been modified so when you restore a mastery whose skills have NOT been marked, they will not be included in the restoration (namely their skill points).
4-System tray icon has been removed, as it provides no real functionality and I probably won’t have time to implement what I wanted to with it.

Note: Custom masteries and skills using expansion record paths (“XPack”) would have also been affected the same way the dream mastery was and should work correctly now.

==V1.2.1 .NET==
1-Added a link to download TQ Vault's language pack.
2-Added a messagebox for Bman's infinite potion stack mods for both TQ and IT. This is a note about how large quantities of potions on your character may cause game lag (especially on low-end systems).
3-Browsing for your saves/game path now uses 'Desktop' as a root folder.
4-Updated some readme information including Twitter info.
5-Added ‘PayPal’ donate button and ‘Twitter’ button to the Defiler.

Also investigated and test Raven’s various mods for TQ 1.30 that have been reported here or there as having crash issues. If you have any problems please report to me the type of game, version, and mods that are active along with values used. I did not have any problems on my end so I’m a bit stuck on what’s causing the problem for certain users.

On a side note, please note that all my websites are now subdomains of soulseekkor.com (no more tqdefiler.com etc.). My forums are on soulsforums.com.

==V1.2.0 .NET==
1-Improved handling of version and path issues that may arise when using the Defiler's mods screen when no version or path has been selected.
2-The majority of the mods have had their check patterns increased to avoid false positives when detecting whether a mod is enabled or disabled (or available at all).
3-The mods by screen now displays your currently selected game versions and paths. This is to be more clear to the user and also to help me with troubleshooting.
4-Included a timeout (1 sec per file) on the internet functions so that when no connection is present the program doesn't appear to freeze upon startup for an eternity.
5-Fixed an error on the mods by screen. The screen was supposed to be grayed out when the respective game path was not set, by mistake this was happening when the respective character path was not set.
6-Updated various portions of the Defiler and this readme to reflect new company and website information. Please take note that demortex.com and tqdefiler.com will no longer be hosted as I can't afford to pay for multiple domains and the demortex name is being phased out. They will expire in approximately 3 months.
7-Note that my primary email and Live Messenger/Yahoo IDs have also changed.

==V1.1.3 .NET==
1-No seriously, gender and tunic color changing are really in.

==V1.1.2 .NET==
1-Removed the errant line controls from the settings tab of the Defiler that was causing a crash.

==V1.1.1 .NET==

Starting with this release all website address references will be migrating from demortex.com to soulseekkor.com, please take note of this!

1-Added a new tab to the 'Settings' screen named 'Executables'. Using this tab users can specify a custom executable to run TQ or IT with as well as command line arguments, this will then be used by the program for features such as menus used for running the game. This should solve the problem with Steam users being unable to launch the game from the Defiler. Note that the command line will be used when enabled even if no custom executable is selected. If need be, the starting directory may also be changed if you wish to use a different directory other than the game directory.
2-Rebuilt the update tool included with the Defiler program.
3-Gender and tunic color changing have been turned back on, both were previously disabled.
4-Removed anything related to the Defiler saving changes you make to memory and the undo system. This isn't something that's practical to add this far into the Defiler's development and won't be included.
5-Disabling the game's videos worked fine, but you couldn't enable them again. This is now fixed.
6-Did some organizing of the menus.
7-Fixed the 'Fix All Caravan Files' feature; in the case of the shared storage it was being ignored.
8-The 'Fix All Caravan Files' feature will no longer update the shared storage when it doesn't need to be updated, this had no noticeable effects.
9-Auto-Backup tab will no longer "multiply".
10-Explicit backups now have functionality. (Not recommended for low-end systems.)
11-Various downloads have been removed from the 'Restore' screen of the Defiler, a couple hosts have had more than excessive bandwidth usage on these files. Only large files have been removed; including dialog, level, and scenery arc files.
12-Greatest damage dealt can now be reset again.
13-"Not Direct2Drive Compatible" text has been modified as there are now multiple downloadable versions available and it applies to all of them, not just D2D.
14-The menu for expanding a character's caravan will be disabled when a regular TQ character is loaded.
15-Removed the menu option for downloading the no install version of TQ Vault, as the author will no longer be releasing versions without the install.

It has been a very long time since the last release, please make sure to backup a character before doing a major change, especially with features that are newly added! Thank you.

==V1.1.0 .NET==

1-A new program has been written and included with the Defiler. This will allow easy updating of the program without the need to download and reinstall manually. As such a new menu option has been added under downloads named 'Run Auto-Update', this along with a button which will only appear if a new version is available. The button only shows when the check for latest news/version feature is enabled. If a new version is found the program will notify you and ask you if you wish to auto-update, this can be disabled in the settings screen using the existing 'Disable 'outdated' notifications' option.
2-The auto-update menu as well as the Itemus menu download options now display version numbers.
3-Minor aesthetic changes.
4-Made another rewrite for the functions that use my website. When the website is down or you no longer have connection to the internet there won't be a long lag time for the program to startup anymore (yay!).
5-Quote of the day feature now notifies you by text in the quote box when it fails to retrieve the quote.

NOTE: With this version a new program SSUpdate.exe has been included with the Defiler.NET, this program is required for auto-updates.

==V1.0.9 .NET==

1-All functions using scripting for folders/files have been rewritten so that the scripting.dll file no longer has to be included with the Defiler.NET. This eliminates the 'Can't create instance of object' error associated with users missing this file.

2-The ‘Get News’ feature has been rewritten without the use of the Microsoft XML object. Clicking the button now properly refreshes the news data where the XML object was unable to do so. Also handles errors when it can’t access the files needed better. This eliminates the problem with users who don’t have the XML files required for this feature to work properly.
3-The QOTD feature no longer uses the Microsoft XML object.
4-Caption updater no longer uses the Microsoft XML object.

The primary goal of this version was to eliminate anything that relied on files outside of the .Net Framework. This has been done in this version and will eliminate many problems people had with missing files or version issues with those files.

==V1.0.8 .NET==
1-Added code to help eliminate problems with the mods by screen. Many users experience issues because of Vista UAC and XP file protection as well as not having game paths or versions set. This is all checked as the screen is loaded now and gives helpful messages before the error happens.
2-Fixed the saving and loading of the ‘use custom map’ checkboxes, both were reversed. This also fixes an issue with custom maps not being used until Defiler was restarted.
3-Fixed an issue with Steam users with Immortal Throne who received repeated sets of errors on the mods by screen due to the three Direct2Drive incompatible mods.

==V1.0.7 .NET==
1-Added a list of shortcuts to the rebirth fountains tab. This can be used to jump to the major bosses by selecting one of the items from the dropdown list.
2-Removing masteries was not correctly marking the mastery for deletion, it would remove it once the game was entered as expected but the Defiler wasn’t able to recognize this and was unable to give you the option to re-add the mastery if you wished.
3-Removed unused menus and program screen.

==V1.0.6 .NET==
1-Removed the readme section on saving settings manually as there is no need to anymore.
2-Added support for custom quest characters being loaded via TQ Vault.
3-Added a new tab to the settings screen. This tab is for setting up the location for where you have TQ Vault installed. A button has been included named ‘Detect’ to try to find TQ Vault for you. Also on this tab you can type in the custom map you would like the Defiler to use when launching TQ Vault with a custom quest character.
4-On the new TQ Vault tab is a link that explains the instructions for the easiest TQ Vault installation, and downloads the latest TQ Vault (from my website) directly for you.
5-Updated various outdated website links.
6-Rebirth fountains have been re-added to the program and should be complete in their listing. You can now use these to set your new starting location for your character. Note that the rebirth fountain for an area listed is typically located just before you enter that area. For example, the Boetia fountain is located in Halcyon Coast just before Boetia. You must set the rebirth fountain, enter the game, then exit and re-enter the game for the change to take effect. This behavior will be changed in a later version.
7-Added a new mod for Immortal Throne. ‘All Inventory Bags’ allows your character to gain all 3 inventory bags upon entering the game. To use, enable this mod, load the game and enter the game ONLY with the character(s) you wish to gain all 3 bags with. Exit to the main menu and enter the game again (this step sets focus to the bags so you can see them otherwise you can click where the bags should be as well and they’ll show up), then close the game and disable the mod after you are done using it. If you leave it enabled nothing bad will happen, but you won’t be able to select any other bag until you disable the mod.
8-Added a new mod for Immortal Throne. ‘Lesser Flying Bodies’ drops the distance guys fly after death to near-zero. This is only useful for those who don’t want their loot/bodies flying everywhere after killing

mobs. Note that this is a modified version of Bman's Super Flying Bodies mod, as such only one can be active at any given time.
9-Slight mod engine changes to allow for multiple versions of the same mod (see #8).
10-Fixed Bman's Remove Broken Items mod, it was turning red when enabled instead of blue.
11-Added a download link for the Community Bugfix Fanpatch under the downloads menu (note that this is for Immortal Throne only).
12-Added two download links for Lufe and Fathersquid's AllSkins mod under the downloads menu; one for Immortal Throne and one for the Titan Quest version.
13-If possible the Defiler.NET will now be able to retrieve the relevant versions (and caption updates) for any downloads listed under the downloads menu and update the captions accordingly. This should make it easier to tell when new versions of any mods or programs that you like are released.
14-When the Defiler.NET is run, it now requires administrator level rights. This solves any issues with the mods by screen and those who have trouble fixing the problem on their own.
15-Fixed a bug preventing the 'Fix All Caravan Files' feature from working.
16-The Immortal Throne mods tab will no longer show up when only Titan Quest is installed. If Titan Quest is not installed the tab will be hidden as well and you will receive a message stating your game version and path must be set first.
17-Menus on the mods by screen are now more intelligent, you can no longer clear IT mods when you don't have the expansion installed or add a profile to both TQ/IT when one or the other is not present or found.

==V1.0.5 .NET==
1-Fixed an issue with the Steam version of Immortal Throne which caused overflow errors on the mods screen due to incompatible mods.

==V1.0.4 .NET==
1-Fixed an issue with Steam/D2D versions of Immortal Throne causing overflow errors on the mods screen.
2-Fixed an issue where the SoulSeekkor mods frame as well as TEAM AG.RU frame were staying enabled when they should have been disabled when no version was set.
3-The TqitD.exe file is no longer a file that is backed up by the Defiler. There are no mods that modify this file at this time, the Defiler will ignore it if it does exist from now on.

==V1.0.3 .NET==
1-Various fixes and changes to the install program.
2-Added support for the Impulse version of Titan Quest 1.30.
3-Fixed an issue with the new saving in the Defiler.NET that made it so only auto-detected versions saved to the settings file or versions retrieved from the registry. Manually changing your game version will now correctly save to the new settings file upon closing the settings screen.
4-The Defiler's title bar now reflects the correct game versions selected after changing them.

==V1.0.2 .NET==
1-Fixed an issue where using the 'X' to close the mods screen would create a situation where you were unable to close the Defiler. This is because the main screen is hidden when the mods screen is loaded, using the 'X' now properly displays the main screen again.
2-Fixed the icon not properly unloading from the system tray when closing the Defiler.
3-Added limited functionality to the system tray icon.
4-Fixed an issue that could cause settings.dat settings to be read incorrectly.
5-Fixed an issue that could leave the 'Run …' menus disabled after changing the game path until the program is restarted.
6-Fixed the 'Only Show Immortal Throne Characters' option, it previously had no effect unless set in the settings.dat file or set manually every time the program was loaded.

7-Removed the Defiler's auto-detect version feature upon startup. This will only be used once when the settings file does not currently exist instead of every time the Defiler loads.
8-The Defiler will no longer create backup folders on the root folder of the hard drive when the character path(s) are not set.
9-Removed the option to disable the "non-default save directory" message, as this message no longer exists.
10-Fixed an issue where when closing the Settings screen using the 'X' it wouldn't save settings.
11-The 'Default' buttons for character tags are now functional. Also changes made to the tags no longer require a restart of the Defiler to apply.
12-The function to detect the character save path has been updated and should better detect the user's paths for character save locations.
13-[IMPORTANT!] The Defiler no longer uses the registry regularly to load or save settings. Instead a file located in the Defiler's directory (settings.dat) will be used to save/load any settings, this avoids issues with the Defiler being run without administrator privileges. The Defiler will attempt to use your current settings and can also attempt to detect your registry settings for you, but only on the first time loading without the settings file being present (unless you manually try using a button found on the settings screen).

NOTE: This settings.dat file can be copied for later use, if you uninstall or install the Defiler on another computer simply copy this file to retain your settings.

==V1.0.1 .NET==
1-An error message is now shown when the quote of the day cannot be retrieved.
2-Added an alternative website to find the community patch as the main website is currently down.
3-The 'Changes' menu will now be hidden since the Defiler currently does not feature making changes in memory…if it will at all. The undo/redo system and save/save as features are not needed.
4-Removed the 'Inventory' tab as there won't ever be an inventory system added with TQ Vault around and I don't see being able to really integrate TQ Vault into the Defiler in any way (other than the menu).
5-Fixed various messages in the Defiler as some still included outdated information ('Fix Me' button ring a bell?) and made them more consistent and helpful.
6-Teleport, rebirth, and respawn data versions have been moved to the 'Misc' tab.
7-Removed the 'Rebirth' tab as it currently isn't functional and doesn't contain a complete rebirth fountain list. The way it has to be done to update the location also isn't very intuitive because of the game.
8-Renamed a couple tabs to make use of the added space and to be more descriptive.
9-Fixed an issue that could cause multiple blank 'Character' tabs to be created.

==V1.0.0 .NET==
Please note that the Defiler.NET will only make use of the 'save changes as you click' method, as it would have taken too much time to implement the undo system at this time. Also some changes to characters will still cause characters to reload in the Defiler, this will be refined over time to not have to do this anymore. Waypoints will retain the old 'Save WP Data' button in the meantime to save changes.

Please note that some changes/features in this list may not actually be completed yet.

1-*(Currently disabled in this release. Memory streams are in fact used for loading however.)* The Defiler.NET uses memory streams to load characters instead of loading directly from the file. This will allow you to make changes and then save them or undo them when you want to. You can also select to save as you make changes (like the old Defiler) via the settings screen.
2-The character's load function has been completely rewritten to be more efficient, character loads should now be instantaneous. As a side effect, quest rewards are now loaded and can be seen under the skills list

if you choose (hidden by default). This is intended as the quest rewards are in fact considered skills by the game.
3-The Inventory Sample screen has been removed for now, as the most important part was to be the inventory aspect and this is covered by TQ Vault anyway.
4-Removed the character texture from the display.
5-Removed the 'Save Gender/Tunic Color' button as it is no longer needed.
6-Removed the 'Character Type' display as it is redundant and not functional.
7-Split the information that used to be on the 'Misc' tab between two new tabs 'Deaths/Kills' and 'Misc'.
8-The waypoints are no longer on a separate screen.
9-Custom exe has been removed from the settings screen since it has no functionality anyway.
10-Directories tab on the 'Settings' screen has been redone to be cleaner and more user-friendly.
11-Replaced the 'IGN TQ Forums' link with a general link to the site.
12-Caravan expansion functions have been rewritten to be more accurate and efficient.
13-Renamed Raven's 'Increase Chest Items' mod to 'Increase Items In Chest By #'.
14-The enable/disable intro video options now use checkboxes instead of caption changes.
15-The restore buttons on the mods screen has been replaced with menus.
16-A combobox has been added to the mods by screen that will allow you to select a premade profile with mods you selected. This will be useful if you want to have specific setups for challenges, fun, etc. You will be able to import/export these profiles if you wish. You can edit these via the menu that was added.
"Add" prompts you for a profile name and creates one with the mods you have selected specific to the tab you are on.
"Add Both" prompts you for a profile name and creates one with the mods you have selected for BOTH tabs.
"Remove" removes the currently selected profile.
"Import" prompts you for a profile file to import.
"Export" prompts you for a profile file to export the selected profile to.
17-*(Currently enabled by default in this release. Setting cannot be changed currently.)* A new option has been added to the settings screen. "Save as you make changes" will make the Defiler.NET behave in the Defiler fashion by saving as you make the changes to the character. The following settings file tag has been added:
[instantsave]=1 (1 for 'true', 0 for 'false')
18-Removed the 'Refresh' button for the character list, this list is refreshed automatically anyway.
19-Latest news box has been "improved" and even allows links now. This should make it easier to read.
20-Added two menus on the mods by screen for quickly clearing any selected mods.
21-Added a system tray icon for various things including status updates.
22-The status of TQ and IT mods are now checked through memory streams like the character. This should be faster and also prevents file access errors from occurring (I hope)…at least until you actually try to enable a mod.
23-The progress bar and other indicators have been removed for character loading as they are no longer needed.
24-The skill enabled option has been removed from the skills list tab as it seems to have no purpose in-game.
25-Modified the Defiler to allow loading of non-standard tunic color names.
26-Added a new mod by Bman for Immortal Throne v1.10. "Show Hidden Prefixes/Suffixes" will display any prefixes or suffixes usually hidden for items by the game…typically on epic and legendary equipment.
27-Added a new mod by me for Immortal Throne v1.10. "Show Anger Graphs" will display the anger graphs normally hidden by the game when enemies are near you.
28-All websites within the Defiler have been updated for my website to reflect the new tqdefiler.com web address, please note the change. My email address has also been updated, although the old one will still work fine.
29-Fixed endless "List of characters has changed…" messages.
30-Fixed endless error messages when an error has occurred on the mods by screen.
31-All mods now use my new "mod engine". This mod engine allows me easy one call access that can both enable or disable a mod, and automatically recover when it fails to apply mods. It will be robust

enough to allow for user-created mods soon. (You will need the knowledge to create the mod in the first place, sorry!)
32-Fixed endless error messages when the Defiler performs a character or directory check.
33-Added a link to the links menu for the Immortal Throne community patch website and have bolded it along with various other links to make them standout.
34-Fixed a possible issue with the refresh timer on the mods screen becoming disabled by mods with wildcards (experience multiplier, etc.).
35-Added a quote of the day scrolling text (sorry, couldn't help myself). This can be disabled on the settings screen. Added another tag to the settings.dat file which is tied to the "Disable quote of the day scroller" checkbox, add this line:
[disablequote]=1 (1 for 'true', 0 for 'false')
36-Fixed a nasty little bug that would cause path not found errors after loading the Defiler.
37-The directories tab in the settings screen now includes examples to help prevent confusion.
38-Added a button to reset the greatest damage dealt on a character to 0.

Features Not Currently Included:
-Gender and tunic color changing.

==V3.4.5 (Final VB6 Release)==
1-Created a more permanent fix for compatibility issues related to custom skill records. Another issue was found with the first portion of the path, when it was in all lowercase it would not be detected altogether, this is now fixed. In addition, when a mastery skill record is found the Defiler finds the "tree" that is linked with it (the portion in the path right before the record) and can find all skills within that tree on its own, without the requirement of having to have anything match between the two. The only requirement is if you want a mastery to be recognized within the Defiler is that it ends with "mastery.dbr" (case does not matter).
2-Also fixed an issue where custom skills that had a "0" in the record name would cause the Defiler to think it was marked for deletion when it wasn't.
3-Fixed an issue with skills using the expansion records (normally only the Dream mastery) being tagged in the wrong place.
4-You are now given the option to re-add all associated skills (and remove skill points from your total if you wish) when re-adding a mastery skill previously marked for deletion. This is more or less a 'reverse remove mastery' option.
5-The Defiler now detects masteries that are flagged for deletion.

==V3.4.4 (NO LONGER APPLIES)==
THIS UPDATE HAS BEEN INVALIDATED BY THE NEW VERSION ABOVE, THERE IS NO LONGER ANY REQUIREMENT AS STATED BELOW FOR RECORD NAMES.
1-Fixed an unforseen compatibility issue with the Defiler and custom mods that change the name of the mastery record. This only affected the remove mastery feature and when you choose to remove all associated skills in that mastery. For future reference any mods that want to stay compatible should at least contain the base of the skill's record (mastery name) within the title of the mastery record itself. Case does not matter. For example:

"Stealth\Skills\Blabla.dbr" (skill) and "Stealth\Skills\stealthrocksmastery.dbr" (mastery) would be fine.

"Stealth\Skills\Blabla.dbr" (skill) and "Stealth\Skills\NewMastery.dbr" (mastery) would NOT work.

==V3.4.3==
1-All websites within the Defiler have been updated for my website to reflect the new tqdefiler.com web address, please note the change. My email address has also been updated, although the old one will still work fine.
2-Fixed a nasty little bug that would cause path not found errors after loading the Defiler.

==V3.4.2==
1-My 'Ignore Item Requirements' mod has been remade for both Titan Quest and Immortal Throne. This new version of the mod now fully works as originally intended. Any equipment can be used or equipped regardless of level or stat requirements, even relics and charms can be used. The Defiler will automatically disable the old version of this mod if it finds that it is enabled.
2-Updated my 'Ignore Item Requirements' mod to work with all versions of Titan Quest.
3-Updated my 'Remove Death Penalty' mod to work with all versions of Titan Quest.
4-Updated my 'Remove Skill Cooldown' mod to work with all versions of Titan Quest.
5-Updated my 'Disable Zeus Speech' mod to work with all versions of Titan Quest.
6-Updated my 'Money Never Goes Down' mod to work with all versions of Titan Quest.
7-Updated my 'Unlimited Health' mod to work with all versions of Titan Quest.
8-Updated my 'Unlimited Energy' mod to work with all versions of Titan Quest.
9-Updated Bman's 'Relics/Charms Are Relative' mod to work with all versions of Titan Quest.
10-Updated Bman's 'Relics/Charms In All' mod to work with all versions of Titan Quest.
11-Updated Bman's 'Remove Broken Items' mod to work with all versions of Titan Quest.
12-The various 'Run Game' commands now prioritize the D2D version before the CD/DVD version.
13-The timeout for the news/update check has been adjusted so that loading doesn't take forever when the website is down for one reason or another.
14-Fixed a bug with the Expand Caravan function. This would cause the shared storage to be set to the incorrect size.

NOTE: Mods updated for versions of Titan Quest other than 1.30 are untested.

==V3.4.1==
1-Fixed certain menu options under the 'Character' menu not being enabled after loading characters.

==V3.4.0==
1-The newly added 'User-Made' mods tab has had a lot of work (found under the 'Mods By' menu). Using this tab users will be able to create new mods for Titan Quest or Immortal Throne for use within the Defiler by simply putting in a name and description, and adding the values changed. A file named Mods.dat will be created by the Defiler in its application path, this file may appear empty but it is not…DO NOT DELETE or you will lose any custom mods! This may be crude for a first version, any and all feedback is welcome to make changes to these screens!* This will be an early release version, this will not be functional yet.**
2-Characters that have been loaded and critically changed by the Defiler will now be marked. Critically is defined as anything drastic such stats, skills, experience, or just plain deceptive such as kills or deaths. Characters will also have a history attached to them by the Defiler with a listing of any changes you have made (using this version up that is). You can view the history (and mark(s)) by using the 'Character' menu-->'View Character History'. This may be expanded to the Defiler viewing debug information while the game is running, including things like DPS, chance to block, etc. This would then be stored with the character for viewing or comparison later. This will only be viewable within the Defiler.* This will be an early release version, this will not be functional yet.**
3-If you have a compatible operating system, the Defiler will be capable of loading your character through memory mapping. This should be a faster way of loading the character and in a future version of the Defiler will allow changes made to the character to be done in memory instead of instantly to the file itself. This will allow you to undo changes and save the character when you are ready. Although this is currently working 100% it has been disabled until further optimizations can be done.*
4-Added a new mod for Immortal Throne v1.10 that was originally created by Team AG.RU named "No Gold Drops".
5-Converted Team AG.RU's new 'No Gold Drops' mod to work with Titan Quest v1.01 to v1.30.

6-Added a new mod by Bman for Immortal Throne v1.10 name 'Show Pet Damage'. In order to use this mod you must have the 'Show Criticals' feature in-game active as well as Bman's 'Show All Damage' mod.
7-Converted Bman's new 'Show Pet Damage' mod to work with Titan Quest v1.01 to v1.30. Read the note for #2 for the requirements to use the new mod.
8-Added a section to the program instructions for those who have missing file messages when running the Defiler. Also added a reference to it in the known issues section.
9-Added a section to the program instructions for path/file access errors when trying to use the Defiler's mods. Also added a reference to it in the known issues section.
10-Fixed an issue that could cause the Defiler to think TQ or IT was installed and load the respective path when it was in fact not installed.
11-Added an option to disable notification of a nondefault save directory (no character saves were found more or less). This is for those who may be using the Defiler for mods at the moment and/or don't want to see the message because they don't have characters at the moment.
12-Added a message for Bman's 'Show All Damage' mod indicating the required option that must be active inside of the game.
13-Added a timer that displays how long a character load is taking.

NOTE: At the time of this release, the TQ Portable will be brought down from my website. Bman's TQ Vault will be reuploaded to version 2.14. Also please note that mods converted to TQ have only been tested with version 1.30 of Titan Quest.

*#1/#2/#3 is not supported on older operating systems such as Win95/98, and if you can play TQ/IT on these systems then kudos to you, but no character history for you. ;)
**Due to the time needed to complete these features, this version has been released early for users to benefit from the other changes, additions, and updates.

==V3.3.5==
1-Updated the 'Relics/Charms Are Relative' mod's description to more accurately reflect what it does.
2-Added a new 'Only Show Immortal Throne Characters' option to the 'Settings' screen that hides the regular Titan Quest characters from the main screen list and auto-backup screen.
3-Added another tag to the settings.dat file which is tied to the "Only Show Immortal Throne Characters" checkbox, add this line:
[showitonly]=1 (1 for 'true', 0 for 'false')
4-Added another option to hide individual tags from the list. Used in conjunction with the ability to hide Titan Quest characters this will clean up your list quite a bit. Simply uncheck the box next to the tag you no longer want displayed next to your characters' names.
5-The following settings.dat file tags are available for the hiding of the tags:
[hidemain]=1 (1 for 'true', 0 for 'false')
[hideitmain]=1 (1 for 'true', 0 for 'false')
[hidecustom]=1 (1 for 'true', 0 for 'false')
[hideitcustom]=1 (1 for 'true', 0 for 'false')
6-The total number of characters loaded is now displayed under the listbox on the main screen.
7-Changing any of the tags on the settings screen will no longer trigger the "List of characters has changed…" message notification.

==V3.3.4==
1-With special thanks to WookieGirl for help finding this issue, the Defiler will also look in the Immortal Throne game directory for TQ Vault when using the 'View Inventory' menu option.
2-TQ Vault would not open using the 'View Inventory' option when no character was selected, this is now fixed.
3-Added a download link (in the program and on my website) for Deighvyd's TQ Camera Mod, this download comes in at ~31MB and requires Titan Quest v1.30.

4-Added a download link (in the program and on my website) for Deighvyd's IT Camera Mod, this download comes in at ~17MB and requires Immortal Throne v1.10.
5-Started using a new installer program that will hopefully solve the issues that the old one created (never-ending reboot for example).
6-Links to download the required files separately will be removed from my website and others.

==V3.3.3==
1-With special thanks to mhard for both the idea and a lot of testing, I have added a brand new screen to the Defiler named the 'Recursive Caravan Fix' screen. This screen allows you to pick a directory for the Defiler to search through along with all subdirectories for all caravan files…set the paths to anything you want and recalculate the checks. This was a request from someone who swaps out their shared storage while in game in place of using mules, and who has 250+ of these files to set the current path for. This screen can also be used to fully expand all character's caravans, or just the shared storage (either just the current shared storage or while fixing all storage files found). This new screen can be found by using the 'Advanced Caravan Options…' menu under the 'Character' menu.
2-The 'Expand Caravan' menu option will not grey out when no character is selected, but warn you that a character has not been selected yet if you try to use it.
3-The 'Fix All Caravan Files' button will no longer search subdirectories under the "Sys" folder.
4-The Defiler correctly changes the values for Dream-related skills now, the length of the expansion records were not being taken into account (6 character difference). This was ultimately due to the change in the way the Defiler edits/changes skills from a previous version. Thanks to aeoncrux for pointing this out to me.

==V3.3.2==
1-Fixed an unintended side affect when entering invalid values for mod parameters. This affected mods like 'Unique Chance Multiplier' where entering an invalid # would leave the box checked when it should be unchecked. This had no affect on the program, but shouldn't happen.
2-Updated the Defiler's support for TQ Vault (by Bman). The Defiler will now check for the installation path as well as looking for TQ Vault in the game's directory, and the Defiler's program directory. It will also support loading Immortal Throne characters from the Defiler now. Thanks to VillageIdiot for pointing this out to me.
3-Updated the current features section of this readme.
4-Immortal Throne characters are now loaded before Titan Quest characters instead of after in the character list (and auto-backup screen)…it just makes more sense.
5-A new 'Expand Caravan' button has been added to the inventory tab and 'Character' menu. This will allow you to give your character its first or second expansion for their caravan, or even max that character's caravan so that it contains the second expansion plus two extra columns on the right of the caravan screen. It can also be used to return the character's caravan to its starting size. This button/menu will be disabled if the character has no caravan files created yet.
6-A new 'Expand Shared Storage' button has been added to the inventory tab and 'Character' menu. This allows you to switch between the default size or the max size for the shared area of the caravan storage…adding 3 new columns and 3 new rows.

==V3.3.1==
1-The folders created for the Defiler's backup feature are now under "Defiler Backups" instead of "Backups". These can be found directly under each game's "SaveData" folder.
2-The auto-backup feature has been re-enabled with full Immortal Throne support. The new backup system now backs up both TQ and IT characters all at once, and also includes the caravan files for IT characters so that you can rest easy knowing you'll never lose an entire caravan again! Remember that all you need for the feature to work is to have the Defiler running, you do not have to have the settings screen open for it to work. The same goes for the explicit mode backup.
3-Preed's mod 'GetItAll' has been denoted by (TQ) so show that it is a Titan Quest mod.

4-Added a new link for Kreelo's and SuePitt's 'Itemus' custom module for IT that includes all Titan Quest and Immortal Throne uniques, and a whole lot more!
5-Added a new download link for Raven's TQ Mercury program under the 'Downloads' menu with (Quest) denoting that it is a quest-related program. TQ Vault has a similar note.
6-The 'Skills' tab has been renamed to 'Skills List' to better describe its contents.
7-Thanks to Ian Einman for pointing me in the right direction, when you rename, copy, or copy to main quest any character the caravan will now go with them as the proper integrity check is calculated by the Defiler.
8-In addition to #7, a new feature named 'Fix All Caravan Files' has been added that recalculates the check as well as paths for all caravan files for all characters instantly (including the shared storage). Mainly useful when you've just moved to another computer or install and need the paths and checks updated. This can be found next to the 'Patch Game' button and may be changed in appearance or use later. This is a very complex feature, and although it does make backups of files changed, it's recommended that you also make a backup of your characters and shared storage before attempting to modify them all.
9-Fixed a bug with the new skills editing that when deleting a skill caused the 'skill enabled' code to trigger resulting in the character's class being slightly modified. The game could then not determine what class the character was making the character not visible in-game. To fix this issue with an existing character, simply load the character in the Defiler, it will detect and correct the issue and notify you.
10-You can no longer have both Bman's 'No Artifact Ingredients' and 'Remove UnCommon Items' mods active at the same time. You will receive a conflicting mod message stating that you must disable the other mod before continuing, as both of the mods active at the same time cause a crash when attempting to make an artifact. If both are currently active, one will be disabled for you automatically the next time to open the mods screen in the Defiler.
11-Added a new miscellaneous bit of information for the character's 'Misc' tab—the Kill-To-Level ratio, thanks to Negerove for the idea (derived from his mob to lvl ratio). See how many kills you averaged per level or compare to others and try to improve your character.
12-Added a new miscellaneous bit of information for the character's 'Misc' tab—the XP-To-Level ratio, thanks to Negerove for the idea (derived from his experience to lvl ratio). See how much experience you averaged per level or compare to others and try to improve your character.
13-Fixed an error that could occur with the 'Kill-To-Death' ratio when the character has no kills and one or more deaths.

==V3.3.0==

1-Added the formula needed to determine the experience you gain from getting your tombstone after a death in each difficulty.
2-The tombstone recovery portion of the death penalty text will only show for Immortal Throne characters.
3-Updated the file download list for the restoration screen.
4-Added two new menus to the 'Downloads' menu of the Defiler, these can be used to view community-created item checklists for either Titan Quest or Immortal Throne separately.
5-Adjusted when the backups are made for files changed by mods so that the 'Restore' button is properly enabled after creating new backups.
6-Added a new screen to the Defiler (located under the 'Game Options' menu) that will be used for changing game settings, many of which normally must be changed via a settings file. This screen only shows your current settings at the moment, functionality will come soon after this release.
7-Skills that have been marked for deletion by the Defiler can no longer be modified or deleted (again). They can still be seen in the skills list and can now be re-added to your character by a simple click of a button. You are also given the option to remove the skill points used in that skill from your available skill points.
8-The 'Reset' mastery buttons have been renamed to 'Remove' and now give the option when used to remove all skills associated with that mastery AND add the applicable skill points to your available skill point total. You can also optionally add just the points spent in that mastery to your available skill points.

9-Fixed an issue that could occur when selecting a skill, then loading another character and trying to change the previous character's skill.
10-Now when removing a skill on the skills screen you are given the option to add the points spent in that skill to your character's available skill points.
11-Added a link to the new Titan Quest general wiki.

==V3.2.9==
1-I have added a new screen to the Defiler. Now when on the mods by screen you can access advanced restore options by clicking the '. . .' button next to the 'Restore' button. This new screen allows you to instantly download any and all backed up original Titan Quest and Immortal Throne files direct from my website.

==V3.2.8==
1-Fixed Raven's 'Skill Points Gained Per Level' mod to correctly read values greater than 3.
2-Updated the Titan Quest mod wiki website to reflect its new home.
3-Updated all of Raven's mods for Titan Quest. These will no longer be compatible with previous versions of Defiler or Portable, a new version of Portable will be released to match these new Immortal Throne coded mods.

.NET Only Changes
1-Added a new download link for downloading the latest .NET executable only version.

==V3.2.7== (.NET Version of Defiler Available)
1-Immortal Throne executable files are now backed up properly for use by the mods by screen.
2-Tweaked various aspects of the loading of the character list.

.NET Only Changes
1-Auto-reload for the character list has been turned on.
2-Fixed the version detection for IT, it will now correctly detect version 1.10.
3-Fixed a problem with the mods for Immortal Throne having access errors and file already open errors.

Known Issues (.NET Version Only):
1)Error message when switching characters after the waypoints screen has been loaded.
2)Slow character loading.
3)No transparency for images and some labels.

==V3.2.6== (First .NET Version of Defiler Available)
1-When changing the IT game cd-key, the TQ game cd-key was displayed as the default value, this has been fixed to display the IT game cd-key.
2-Characters were loaded twice upon startup, this is now fixed. This was affecting the previous auto-reload feature for the characters that would detect when the list of available characters changed. The feature has been re-added.
3-The ability to rename your character has been turned back on for Immortal Throne, note that a BIG warning message about losing your caravan when you do so has been added. Please use the copy character feature so that the caravan can be moved from the previous character if possible.
4-Greatest damage dealt can now be reset to 0. Note that this information is currently only displayed on the new interface sample.
5-The new interface sample now displays a blank space if no mastery has been chosen instead of "<Unknown>".
6-Removed the time portion of the program's version check. The time is no longer used for anything.
7-The ratio for the stats tab correctly uses 25 to 1 for health and energy instead of 4 now.

Known Issues (.NET Version Only):
1)Error message when switching characters after the waypoints screen has been loaded.
2)Slow character loading.
3)No transparency for images and some labels.

==V3.2.5==
1-Fixed a bug that affected users with only Titan Quest installed. Various mods would be disabled and none of them would stay turned on (because they were disabled).

==V3.2.4==
1-The 'Relics/Charms In All' and 'Relics/Charms Are Relative' mods for Titan Quest were also switched, this is now fixed.

==V3.2.3==
1-I have created a new mod for Immortal Throne v1.10. 'No Artifact Ingredients' allows you to create artifacts without having to have the reagents required, only money is needed. This accomplishes the same thing as Bman's mod, but has no other ties to it. This mod is not Direct2Drive compatible.
2-Added a note to Bman's version of 'No Artifact Ingredients' to save before and after attempting to create an artifact, as there is a known issue with the game sometimes crashing when attempting to create one.
3-The 'Relics/Charms In All' and 'Relics/Charms Are Relative' mods were switched, this is now fixed.

==V3.2.2==
1-Added a new mod by Bman for Immortal Throne v1.10. 'Show Items Toggle' allows you to press the show items key (filter key) in-game once to leave it on, or press it again to turn it off instead of holding it down. This mod is not Direct2Drive compatible.
2-Using Bman's new code, 'Remove UnCommon Items' will no longer cause a crash.

==V3.2.1==
1-The Raven's 'Experience Multiplier', 'Stat Points Per Level', and 'Skill Points Per Level' mods have been rewritten for Immortal Throne with Raven's new improved code. This also fixes the compatibility issue between Elysion's version of these mods and the Defiler. The new ranges for all three are 1 to 250.
2-Rewrote both Raven's 'Unique Chance Multiplier' and 'Increase Chest Items' to use new locations, as his new code for the other 3 mods interferes with the old ones and causes them to be disabled.

==V3.2.0==
1-Bman's mod 'Relics/Charms In All' has been renamed to 'Relics/Charms In Uniques' to avoid confusion with newly added mods.
2-Added a new mod by Bman for Immortal Throne v1.10. 'Relics/Charms Are Relative' allows you to combine any type of relic/charm together, allowing you to clear out all of those crap pieces to form one good piece if need be. The relic/charm you pick up will be turned into the relic/charm you combine it with. I have updated this to support Titan Quest v1.20 and v1.30.
3-Added a new mod by Bman for Immortal Throne v1.10. 'Relics/Charms In All' allows you to place relics/charms on any item, regardless of the item type that relic normally has to be placed on. I have updated this to support Titan Quest v1.20 and v1.30.
4-Added a new mod by Bman for Immortal Throne v1.10. 'No Artifact Ingredients' allows you to create artifacts without having to have the ingredients for them.
5-Added a new mod by Bman for Immortal Throne v1.10. 'Remove Broken (Grey) Items' removes those unwanted greys from chests and monsters. Be warned, monsters will be tougher. Based off of S_L's work on the TQA program. I have updated this to support Titan Quest v1.20 and v1.30.

6-Added a new mod by Bman for Immortal Throne v1.10. 'Remove Common (White) Items' removes those unwanted whites from chests and monsters. Be warned, monsters will be tougher. Based off of S_L's work on the TQA program.
7-Added a new mod by Bman for Immortal Throne v1.10. 'Remove UnCommon (Yellow) Items' removes those unwanted yellows from chests and monsters. Be warned, monsters will be tougher. Based off of S_L's work on the TQA program.
8-Added a new mod by Bman for Immortal Throne v1.10. 'Unique Chance Multiplier (Monsters)' multiplies the chance that a monster will spawn with a unique item. The current allowed range is 2 to 30000. Based off of S_L's work on the TQA program.
9-Updated Raven's 'Unique Chance Multiplier' mod to include '(Chests)' to differentiate between his and Bman's multiplier mod.
10-From Bman, 'Show All Damage' has been updated for Immortal Throne v1.10.
11-From Bman, 'Rockin' Criticals' has been updated for Immortal Throne v1.10.
12-Added the rest of the mod descriptions.
13-Both the 'Unique Chance Multiplier (Chests)' and 'Increase Chest Items' mods for IT have been rewritten with new code to be much smaller and faster to update. The new 'Rockin' Criticals' mod also uses this new code, other mods will soon follow.
14-The new code being used for the mods will be a launch pad of sorts for when I have time to make the mods page more modular in that it will allow the user to add his or her own mods to the program to test and use, even share if they wish with others. Shared mods will be considered public and confirmed working mods that I deem "worthy" will be added to the Defiler with due credit. This is something that will take time to implement.

==V3.1.7==
1-Added a new mod for Titan Quest v1.20, v1.30, and Immortal Throne v1.10. 'Ignore Item Requirements' allows your character to equip anything, regardless of what the stat or level requirements are. Not sure you want to hang on to that piece of equipment? Don't know if putting those 10 stat points into strength is worth it for that piece of armor? Now there is no need! Simply equip it and try it out before you buy it, so to speak. ;) Note that this does not remove the requirement from the item, you can still see what requirements you do or do NOT meet, it simply forces the game to ignore them.
2-Readded the link for downloading the latest setup package, note that the setup will not work properly until I repackage it on a 32-bit system.

==V3.1.6==
1-Fixed a bug with the 'Unique Chance Multiplier' for Titan Quest that would cause it to become disabled and unusable when various other Titan Quest mods were enabled/disabled.
2-Removed the 'View Inventory (TQ Chest)' menu item, at least until it gets updated.

==V3.1.5==
1-Added a 'Restore Files' button to the 'Mods By' screen. This will only be enabled if backups of the original game files were found, when clicked this will delete your current modded files and replace them with the backups, leaving the backups intact to be used again later. Whenever you patch to a new game version, new backups will be needed. To help with this, if your detected game version changes, you will be given the option to remove your existing backups (so that new ones will be created automatically).
2-Added warnings for the 'Increase Chest Items' mods when a high value is used.
3-The fixes for having a missing character texture or out-of-range difficulty is now built-in to the Defiler. Simply follow the on-screen directions (for difficulty fixing) to restore the character.

==V3.1.4==
1-Updated the 'Increase Chest Items' mod to support increasing a chest's items by up to 50 (not recommended unless you have a very good computer).
2-Updated the 'Unique Chance Multiplier' mod to support multiplying the chance by up to 50.

3-Added a new mod for Titan Quest v1.20, v1.30, and Immortal Throne v1.10. 'Remove Death Penalty' removes that pesky experience loss those bosses like to give you. In Immortal Throne this also removes the tombstone normally created when you die.

==V3.1.3==

1-Fixed an overflow error when enabling only the 'Increase Chest Items' mod.

==V3.1.2==

1-The code for loading the version information and auto-detecting the version has been rewritten, this will solve some people's issues where mods were disabled and the version wasn't already detected for them.
2-Fixed a bug relating to the 'Unique Chance Multiplier' and 'Increase Chest Items' mods that kept it from actually increasing chest items, this works correctly now, as the first chest after Helos will drop 8 potions instead of 3. This affected Titan Quest v1.20 and v1.30; and Immortal Throne v1.10.
3-I have properly updated Raven's 'Unique Chance Multiplier' and 'Increase Chest Items' mods to work PERFECTLY with Immortal Throne v1.10, have fun and try not to take up too much space with all the new items! :)

==V3.1.1==

1-I've added a new mod for Titan Quest v1.20 and v1.30 and Immortal Throne v1.10. 'Undo Masteries Anytime' is a nice mod that keeps the in-game button for undoing your mastery available. You still need to remove your skills with a mystic, but you can undo the mastery and select another a bit easier, for those who don't want to use the Defiler's 'Reset' mastery features. Keep in mind if you do NOT remove the skills first, those skills stay present just like using the mastery reset feature in the Defiler. This does not work with the D2D version of IT.
2-I've moved the 'Patch Titan Quest' menu to the mods screen as my own 'Permanent Patch Game' mod. I feel it is a more appropriate place for it and will help avoid the confusion of having the menu and the button on the same form.
3-Added a new mod for Titan Quest v1.20 and v1.30 and Immortal Throne v1.10. 'Disable Zeus Speech' gets rid of that annoying text and audio after defeating Typhon.
4-Added a new mod for Titan Quest v1.20 and v1.30 and Immortal Throne v1.10. 'Remove Skill Cooldown' removes just that.
5-Updated the 'Money Never Goes Down' mod for Titan Quest v1.20 and v1.30.
6-Updated both the 'Unlimited Health' and 'Unlimited Mana' mods for Titan Quest v1.20 and v1.30.
7-Added a description for each mod, view by clicking the blue '?' next to the mod.
8-Mods are supposed to be disabled when no corresponding game version is selected, this has been fixed.
9-I have removed the link to download the 'FULL' version of the Defiler from my program and from my website, there will be only the smaller download from now on. If there is a required file that you need, email me and I'll upload it to my website. I'm having too many issues with the setup and people having 'outdated file' messages because of my 64-bit system and the way it packages it.
10-When the 'Patch Game' cannot determine the type of game your using, it will give you the option to patch as whatever type you wish or cancel.
11-Added a new 'Supporters of the Defiler/Portable' section to the Defiler with a list of those who have donated.

==V3.1.0==

1-Revamped the whole mods area of the Defiler. To free up room, this is now contained on its own screen, in addition a new 'SoulSeekkor's' section was added for a few simple mods I'd like to add. These may be for my use, but I'll throw them out there for those who want to use them. This screen is a definite subject to change item, if I find a way I'd like to organize them better or if you have a suggestion, send it. Also, if Immortal Throne is installed it will display those first. If either do not have a game version set, they will be disabled.

2-Added a new ‘Money Never Goes Down’ mod for IT, this keeps your money from going down when you buy things, but still allows it to go up when you sell things or pick up gold from drops. This isn’t for infinite money, but can be used as such if you use the Defiler to edit your money high enough to buy any one item the vendor sells.
3-Added a new ‘Unlimited Health Player/Monsters’ mod for IT, this makes the player invincible and currently monsters as well. If possible this will be modified to be player-only at a later date.
4-Added a new ‘Unlimited Energy Player/Monsters’ mod for IT, this gives the player an infinite amount of energy and currently monsters as well. If possible this will be modified to be player-only at a later date.
5-Updated MaxSound’s ‘Freeze Time of Day’ mod for Immortal Throne, thanks to him for updating this so I could include it in my program.
6-Fixed an issue with the ‘Copy to Main Quest’ where the ‘Backup’ folder was not being deleted if the character didn’t already exist in main quest.
7-Important! The ‘Patch Game’ feature is now compatible with the Direct2Drive version of Titan Quest v1.30 (may also work for v1.20)! The Defiler checks which game (D2D or CD/DVD) you are using and patches accordingly.
8-Fixed an issue with the function that cleans up the path which was making it difficult to get network paths to work for people with characters or games on network drives.
9-Running multiple instances of the Defiler is no longer allowed.
10-You are now notified via a message on the main screen if you are not an administrator and the consequences. This might require another ‘FULL’ download to work for you.
11-I have disabled the auto-refresh for the character list and re-added the ‘Refresh’ button due to a number of people having issues with the check for character list changes.
12-I have re-enabled both the ‘Unique Chance Multiplier’ and ‘Increase Chest Item’ mods for Immortal Throne, they are still unsupported and when turned on are shown as red. They also tell you this when you turn them on.

==V3.0.4==

1-Fixed a potential issue with paths being checked incorrectly by my file exists function, this may solve problems with the Defiler checking if your game files exist, etc. Updated some code to be more flexible with set paths.
2-The program now detects if either Titan Quest or Titan Quest: IT is running, not just Titan Quest. Also, both changing the difficulty or waypoints will now warn you if the game is running.
3-Having IT running will now enable the patch game feature, but trying to use it will state that it’s not needed for IT. This was done to avoid the ‘Patch Game’ will not enable question.
4-Unique Chance Multiplier and Increase Chest Items have both been disabled, you will be able to select either if you currently have them enabled, but afterwards they will stay disabled. If you wish to use these two ‘unsupported’ mods then you will have to continue using version 3.0.3.
5-Updated the loading of settings to properly load the game versions from the registry, etc.

==V3.0.3==

1-Fixed a problem with Immortal Throne characters not getting the difficulty loaded, this was due to two new IT fields being added before it so the program didn’t recognize the location. Those who tried to change this either changed the wrong spot or got an error, causing their character texture to reset and difficulty to change; this caused the Defiler’s “Character texture or difficulty not found.” message. This should fix that.
2-Versions that were entered via the settings.dat were not being selected in the version comboboxes, this is now fixed. (Had no affect on the program.)
3-I have added support for Raven’s mods in Titan Quest version 1.30 as well as Immortal Throne version 1.10. This includes ‘Experience Multiplier’, ‘Stat Points Gained Per Level’, ‘Skill Points Gained Per Level’, ‘Unique Chance Multiplier’, and ‘Increase Chest Items’.
4-Removed Raven’s download links for his programs as they are out of date.
5-Removed the download link for TQ Chest, it is out of date and I do not know if it will be updated.
6-Removed the link to TitanQuest.net forums.

IMPORTANT: Note that the 'Unique Chance Multiplier' and 'Increase Chest Items' mods do not fully work as intended yet. I haven't tested every situation, and they are stable, but currently having these enabled will disable grey, whites, and yellows from dropping from chests. This can be good or bad, I'll be working on making this an optional aspect when I can.

==V3.0.2==

1-Fixed a potential issue with the settings.dat file which prevented correct usage of game paths.
2-Fixed a problem with entering the game's version in the settings.dat, auto-detection was running regardless of the entered setting causing the game's version to result in N/A. This affected both TQ and IT.
3-Fixed a bug with 'Copy to Main Quest' and regular Titan Quest that resulted in a file not found message.
4-I have added a new section to this readme (**) with the purpose of describing the process of creating a manual settings file when needed for Defiler. It also has the complete list of tags thus far in one place.
5-Added descriptive messages to both the 'Copy to Main Quest' and 'Make A Copy' features for IT.

==V3.0.1==

1-Fixed compatibility to detect Immortal Throne skills, this affected only the dream mastery and dream skills which previously were not being loaded.
2-Fixed an issue with the character auto-refresh which occurred when a folder existed under the character save path with no "player.chr" file under it. The Defiler would then continuously attempt to refresh the characters until the directory with no character file was removed.
3-The 'Copy to Main Quest' feature now transfers an Immortal Throne character's caravan storage if it exists. This feature also now copies instead of renames the existing quest/map data if it exists. See note below.
4-The 'Make A Copy' feature now transfers an Immortal Throne character's caravan storage if it exists. See note below.
5-Renaming a character in Immortal Throne is now a restricted feature, as doing so will cause that character's caravan items to disappear. Once a way is found to keep this from happening, I'll add the necessary code to transfer the character's caravan. See note below.
6-Updated more of the in-program messages to reflect the fact that there is no longer a 'Fix Me' feature and that 'Patch Game' is used, or nothing at all in the case of Immortal Throne.

NOTE: There must be some kind of check for the caravan files so that duplicates are not made, I do not have a way to check or bypass this right now so ANY characters that are copies or in main quest from custom quest will lose any items in the caravan, please make sure you know this before doing either of these. It will not affect the original character being transferred or copied, but the target character will have no items in that character's private storage.

==V3.0.0== (1st Immortal Throne Compatible Version)

1-Added "1.30" and "1. 10" (IT) for selectable game versions. Note that these are separate and each have their own combobox to select from that you may have to change.
2-Overhauled the interface to clean it up some.
3-Removed the 'Refresh List' button for the characters, the program will now auto-detect if the available characters change and will warn you and reload automatically.
4-Added the new Dream mastery and all possible combinations.
5-Fixed the Corsair (Warfare/Rogue) not showing up correctly as a class combination.
6-Immortal Throne owners can now edit their characters up to level 75 using the manual level edit or 'Level Me Up' features.
7-The waypoints screen has been updated with the new Hades act and can display/save these new waypoints. For non-Immortal Throne characters this new act is simply disabled.

8-Added support for detection of Titan Quest version 1.30 and Immortal Throne version 1.10 as well as the downloadable versions of them both.
9-Added support for Infinite Potion Stacking in Titan Quest version 1.30.
10-Added support for Relics In All in Titan Quest version 1.30 and Immortal Throne version 1.10.
11-Added support for Show All Damage in Titan Quest version 1.30.
12-Added support for Flying Bodies in Titan Quest version 1.30 (boy do they fly!).
13-Added support for Freeze Time of Day in Titan Quest version 1.30.
14-Bman has given me updated locations for Infinite Potion Stacking, Relics In All, and Flying Bodies for Immortal Throne version 1.10. These mods are found under a new IT bman mods menu so that both Titan Quest and Immortal Throne can be modded while in the Defiler. See the note below about Infinite Potion Stacking.
15-Updated the permanent file patch to support Titan Quest version 1.30. This is the same as using 'Patch Game' or TQ Vault Monitor, except it patches the physical file instead of memory so it is no longer temporary. You can disable it at any time by selecting the feature from the 'Main' menu again.
16-Updated the 'Patch Game' feature for Titan Quest version 1.30.
17-Removed the 'Fix Me' feature, this is obsolete now and causes too much confusion.
18-Added the ability for the Defiler to load Immortal Throne characters. This requires another path under the 'Settings…' that may need to be set. Also, another tag has been added in addition to [characterpath]:
[itcharacterpath]=C:\Documents and Settings\[username]\My Documents\My Games\Titan Quest – Immortal Throne\SaveData
19-Added two more changeable character tags: [Main IT Quest] and [Custom IT Quest]
20-Added new tags for changing the character tags via the settings.dat file:
[maintag]=<text>
[mainittag]=<text>
[customtag]=<text>
[customittag]=<text>
21-Fixed the 'Run TQ/IT' features to also use Immortal Throne executables when available and also the downloadable versions of TQ and IT. Also added an option for running IT from within the Defiler.
22-Added a new tag in addition to [gameversion]:
[itgameversion]=1.10
23-Fixed a version detect bug.
24-Added a 'Change IT CD-Key' and 'Disable IT Intro Video' option for Immortal Throne. These and related features can be found under the 'Game Options' submenu under the 'Main' menu.
25-Removed the 'Change Character's CD-Key' feature, it has very limited usage and causes confusion.
26-Removed excess IGN thread links.

IMPORTANT: The new Infinite Potion Stacking mod also allows infinite stacking of scrolls.
**All backup features have been disabled in this version due to compatibility. Look for an update in the future.

==V2.7.7==
1-Added the ability to move the new interface window as well as minimize it (somewhat useless right now).
2-Fixed an object required error that occurred when changing the difficulty for the character.
3-Updated the readme file to contain steps to follow for various issues under the *Program Directions* section. Make a note of this, as I redesign and need space within the program you may see some directions currently "in the open" in the program disappear.

==V2.7.6==
Immortal Throne related features are denoted by (IT) preceding the feature. Please read #10 and #11 carefully, as it contains important backup information.
1-Changing the difficulty now creates a feature-specific backup.
2-Removed the link to my main website.

3-Updated the current IGN thread link and added a new ‘old thread’ link.
4-Removed the link to download Raven’s Hephaestus, which has no support for v1.20 anyway; also removed it from my website.
5-Added “(Perm)” to the description of the ‘Patch Titan Quest’ menu item to better describe it for what it is; a permanent file patch. This feature now creates a backup of the file modified, note that the feature can be disabled by simply selecting it from the menu again.
6-The ‘Change CD-Key’ menu item now displays ‘Change Game CD-Key’, as it is used to easily change the cd-key your game currently uses. A confirmation message is now displayed before the change is made.
7-Minor changes to other menu items to be clearer.
8-Added a secondary ‘View Inventory’ option under the ‘Character’ menu used to launch an inventory view of your character with TQ Chest. Note that the functionality of this feature will not be there if TQ Chest does not support adding a character as a command line argument, and will never be there if the author does not add it. For now it should simply launch TQ Chest for you, if it is located in the same directory as the Defiler or the Titan Quest game.
9-Removed various menu items (Swap Unique ID, Create Zip Backup, Wipe Map/Quest Data) under the ‘Character’ menu that no longer seem useful to me, and updated the messages to a couple of others.
10-Feature-specific backups (backups created each time you edit a property of a character, for example: player.strengthbak when you modify strength) are now replaced each time you use that feature. To counter-act this, the very first time you modify your character, a backup file named player.ORIG will be created, this will be your fully unmodified original character (as long as the character has not be edited already) and will not be touched by the program again. Use this when you wish to get rid of all the changes you’ve made, or if something doesn’t work and you need a backup. To go with this, I have added a ‘Restore ORIG Backup’ feature under the ‘Character’ menu, this will restore this backup for you in case of an emergency.
11-To go along with #10, the “Backup-Renamed by Defiler” folder that is created when you modify a character is already replaced each time you modify something. So that the character has a complete backup, a “Backup-ORIG” folder will ALSO be created the first time you modify something, and only the first time (unless you use the delete orig backup from the ‘Character’ menu). In addition to this, a “Levels_World_World01.map-ORIG” folder will also be created only once during this process. This will be the original map and quest files for that character, in case of an emergency you need a backup or simply want your original character. These are both tied to the ‘Restore ORIG Backup’ feature under the ‘Character’ menu. These “original” backups will never be deleted, unless you select to do so from the ‘Character’ menu. Only then will new ones be created automatically.
12-Under the ‘Character’ menu you will find a ‘Delete ORIG Backup’ option, use this if you want the program to automatically create new original backups for your character. This can be used as a cheap backup if wished.
13-Removed the red outdated button and replaced it with a messagebox telling you that the program is outdated, this messagebox can be disabled via the settings screen. Also fixed an issue with the year that made the program think it was out-of-date, when it really wasn’t.
14-(IT)Added a placeholder for displaying the experience recovered by a Tombstone for each difficulty.
15-(IT)Added menu placeholders for possible character conversion between original and Immortal Throne character formats.
16-(IT)Added a placeholder under the versions for version 1.30 (or the IT version).

==V2.7.5==
1-Fixed a bug with Raven’s ‘Increase Chest Items’ mod that allowed the user to enter a number higher than 5 and could cause overflow errors.
2-Fixed a second bug with Raven’s ‘Increase Chest Items’ mod that created overflow errors.

==V2.7.4==
1-Fixed a numerical error when using Raven’s Increase Chest Items mod with Raven’s Unique Chance Multiplier mod.

2-Fixed a bug that created problems with the ‘Copy To Main’, ‘Refresh List’, and character save path functions of the program.

==V2.7.3==

1-Fixed a bug that kept the waypoints from saving, this had no effect on the character except that waypoints could not be changed.

==V2.7.2==

1-Added Raven’s Unique Chance Multiplier hack. This is currently only supported in 1.20 and allows you to increase the chance you have of finding a unique item by a range of 2 to 5. The program detects what value this is currently set to and displays it, 1 is considered disabled.
2-Added Raven’s Increase Chest Items hack. This is currently only supported in 1.20 and allows you to increase the # of items you get when opening chests by a range of +1 to +5. The program detects what value this is currently set to and displays it, 0 is considered disabled.
3-I have updated Bman’s Super Flying Bodies mod for Titan Quest version 1.20, enjoy!

==V2.7.1==

1-Added Raven’s Stat Points Gained Per Level hack. This is currently only supported in 1.20 and allows you to set the # of stat points you gain using a range of 1 to 20. This affects when you level up. The program detects what value this is currently set to and displays it, 2 is considered disabled.
2-Added Raven’s Skill Points Gained Per Level hack. This is currently only supported in 1.20 and allows you to set the # of skill points you gain using a range of 1 to 30. This affects when you level up. The program detects what value this is currently set to and displays it, 3 is considered disabled.

==V2.7.0==

1-Rearranged Bman’s mods for easier access to the most commonly used ones.
2-Removed the link to the “Texture Viewer Tool Page”.
3-Moved “Raven's Mods Page” link up.
4-Made other links more clear as to what they refer to.
5-Added a link to the TitanQuest.net website.
6-Added a link to my main website (http://www.demortex.com).
7-A new backup/temporary file system has been implemented. The character’s backup folder is no longer removed when changes are made, if it exists it is renamed to “Backup-Renamed by Defiler” with exception to the ‘Make A Copy’ feature. Also more features make feature-specific backups with descriptive file extensions when changes are made.
8-‘Copy to Main’ feature now backs up the existing character and backup folder if one exists already.
9-Fixed a typo, class was displayed incorrectly as Conjuror, should have been Conjurer.
10-Added MaxSound’s Freeze Time of Day hack. This was created for Titan Quest 1.08 to 1.15 to freeze the time of day to 9am (giving it the original name of NeverNight). I have updated it for 1.01 and 1.20 as well as given the user the ability to pick the time of day they wish to have (0.0 to 24.0) entered as a floating point value. This hack works regardless of the user’s “dayNightCycle” options.txt value setting.
11-Added Raven’s Experience Multiplier hack. This is currently only supported in 1.20 and allows you to increase the experience you gain by 2, 4, 8, 16, or 32. This affects monsters you kill as well as quests with experience as a reward.

****Note that none of the mods within my program (including Bman’s, Raven’s, and MaxSound’s) are supported by the original authors. This is not their work, only based off of their work and as such it does not operate in the same way as their software. My software is designed to detect the multiplier used for Raven’s mods as well as the time used for MaxSound’s mod for ease of use.

==V2.6.8==

1-Fixed issue with character skills not loading for any character. This fixes the masteries not being displayed as well as the character's class showing as "<Unknown>".
2-Modified the TitanQuest.pro forums to a more accurate direct link to the TitanQuest.net forums.
3-Added the Titan Quest Mod Wiki website under the 'Links' menu.
4-Added a new download link for Sorggad's TQ Chest via the 'Downloads' menu.
5-Removed the "Bman's Mods Pak Page" link as the mods are built-in to the Defiler and Portable anyway.
6-Removed the "Preed's 'GetItAll' Mod Page" link as the mod can be downloaded via the Defiler anyway.
7-Removed the download link for Bman's experience mod pack, as this is built-in to the Defiler and Portable anyway. Also removed the download from my website.

==V2.6.7==
1-Updated the download links within the Defiler including the program downloads and other program downloads.
2-Updated the website links within the Defiler.
3-Improved error trapping throughout the program and updated many messages throughout the program as well. Also updated the message for the permanent Titan Quest check patch to show whether it detects the game being patched or unpatched already.
4-Various menus that are not yet in use are now hidden to avoid any confusion.
5-Added a directions (read me first) section to this program's readme file. (Work in progress.) This will include specific directions as to how many of the Defiler's features work.
6-Moved the new sample button to be less intrusive on my program directions.

==V2.6.6==
1-Fixed a type mismatch created by characters with zero deaths.

==V2.6.5==
1-The class on the interface sample now displays "<Unknown>" when the character has no class yet or the class has not been detected successfully. If your character does have masteries but this is displayed, please let me know via email and tell me what the masteries are for that character.
2-Minor graphical improvements to the sample interface.
3-Fixed an overflow error associated with the greatest damage dealt.
4-Improved formatting of numbers throughout the program with commas for readability.
5-Kill to death ratio will now update accordingly when the kills or deaths are changed.

==V2.6.4==
1-Fixed the character list not showing for the Auto-Backup tab.
2-The inventory sample now displays your character's class based off of your selected masteries.

==V2.6.3==
1-Removed the control that was covering up some of the settings, this was for testing and did not get used (and was left there by accident).
2-Fixed a couple of overflow errors some people's characters created, including characters edited to have massive damage.
3-Rewrote and fixed the loading of the character's greatest monster killed name and level for each difficulty. Remember that only the monster of the latest difficulty is currently displayed.
4-The greatest monster killed now has its level displayed after its name.
5-Added a new 'Player Score' feature that uses an equation found within the game's database file…possibly for use in PvP? This score calculation takes into account the character's experience from kills, deaths, and playtime (along with the game's max level) to create a score for that character. I'm sure modders may find a good use for this; *cough* Guild rankings anyone? And yes these can be negative, especially if you've played a long time or have a lot of deaths but hardly have any experience from kills, this is where the weight of the equation is.

6-Displays what your character's death penalty (experience loss) is for each of the 3 difficulties if you were to die. Don't die on me now! :) (May not be completely accurate right now due to the equation, this will be fixed/changed in a later release.)
7-Temporarily removed the ability to see and change your character's in-game compass state to put the 'Player Score' and 'Death Penalties' in its place.

==V2.6.2==
1-Begun work on converting Bman's code to try to get character inventory into the program as well.
2-Re-enabled the inventory tab as a preview to the changes I want to make to the interface of the program and added a button, for full effect it is required that you load a character before viewing it, enjoy! :)
3-Currently loads the required archive for item record data in preparation for items and inventory, you may notice a slight delay when the program loads and does this.
4-Loads and displays the character's greatest damage dealt on the new inventory screen.
5-Loads the character's greatest monster killed name/level/health for all 3 difficulty levels. Currently only displays the latest difficulty you killed a monster in on the new sample interface.

==V2.6.1==
1-Added support for Titan Quest version 1.20 for the 'Patch Game' feature.
2-Updated the TitanQuest.net forums link to reflect the new address for the forums.
3-Added a link to my thread containing original game files under the 'Download' menu.
4-Added Raven's website under the 'Links' menu.
5-Updated Raven's TQ XP Mod link as it has been renamed to Demeter after the 1.20 patch.
6-Added a download link for Raven's TQ Hades Mod program.
7-Added a download link for Raven's TQ Hephaestus Mod program.
8-Made minor changes to the interface throughout the program to clean things up some and added a note on the masteries tab referencing the ability to gain skills from more than 2 masteries.

==V2.6.0==
1-Added a brand new feature to the Titan Quest utility scene. Under the 'Main' menu you will find a menu option labeled 'Patch Titan Quest'. This feature allows you to permanently patch your Titan Quest game to allow characters from other computers/cd-keys to be played, characters that have been edited by the Defiler or other means, and even use TQ Vault and TQ Chest without the need to run secondary programs like the Monitor or Launcher to patch the game…this is a one-time file patch that can be reversed at will. Note that TQ Vault currently works regardless of the game's version (including 1.20) and should be able to be used on any version of Titan Quest as long as the Defiler has the ability to patch the game or memory. This new feature will only be tested with version 1.20 for now and is considered a beta "use at your own risk" feature. It performs a CRC check on the file and also checks the locations before patching so it should be safe. This may open up many exciting things for the modding community such as:
-No need for the 'Patch Game'/'Fix Me' feature in my Defiler. Simply select a character, edit, and close!
-Characters can be transferred or swapped without having to run anything to update files, simply copy the characters and play them on another computer or with a new cd-key!
-For those who want to write programs but do can't write a memory patcher, now you don't have to! Once the game is patched you can write any third-party programs you want to change characters, etc. without the need to worry about having a program to update the character or game to allow the changes.
-No need for secondary programs such as the TQ Vault's Monitor or TQ Chest's Launcher, transfer items and then play your characters right away hassle-free!
2-Fixed an "Error #58" that was caused when the game was uninstalled and reinstalled and you tried to disable the intro videos. If this happens you will now receive a message box stating duplicate video folders were found and the duplicate will be removed before disabling the videos.
3-Fixed an issue that could cause the menus under the 'Main' menu related to the Titan Quest game not being disabled when they should be.

4-Removed the message box that is displayed when running Titan Quest with PvP enabled, as the feature is no longer new or untested.

****Note that the new feature is for version 1.20 only right now and I can't guarantee I will be able to update it for future versions, but as long as it does it will make modding the game much easier and more enjoyable and make using other utilities more hassle-free. Also, PLEASE let me know if you have any problems whatsoever, such as a message stating that you are not using version 1.20 or are using an unknown version when you are in fact using Titan Quest version 1.20. Please let me know even if you do NOT have problems, it's important to know how this works for *everyone*!

==V2.5.4==

1-Added support for Titan Quest version 1.20 for the following mods: Infinite Potion Stacking, Relics In All, and Show All Damage.

==V2.5.3==

1-Added support for Titan Quest version 1.20 for the 'Fix Me' feature. This can be used (if it works for you) to continue using TQ Vault as well, simply use this feature on each character you've changed. You must select the character to fix in my program and then go into the game's character selection screen and select that character (currently with no picture) and click 'Fix Me'. Close my Defiler and go back to the game, move off of the character and then move back to it and you should have a picture again. Play again!
2-Made the 'Fix Me' feature backup feature-specific.

==V2.5.2==

1-Added the new 'Explicit Mode' feature to the Auto-Backup system. This feature allows you to select one character (most likely the one you're currently playing) that you would like to backup everything (quest/map data, etc.) every X minutes with a limit to 2 backups. Note that the 'Explicit Mode' can work independently from the rest of the auto-backup system. The backups created by 'Explicit Mode' are saved under the following folder:
My Documents\My Games\Titan Quest\SaveData\Backups\Explicit\[Type]\[Character Name]
2-Added the ability to set the # of minutes before explicit mode makes a backup.
3-Added a countdown timer to the next backup for both the auto-backup all (default system) and the explicit mode backup.
4-Added another tag to the settings.dat file which is tied to the "Explicit Mode" checkbox, add this line:
[enableem]=1 (1 for 'true', 0 for 'false')
5-Added another tag to the settings.dat file which is tied to the "Explicit Mode Minutes" combobox, add this line:
[explicitminutes]=X (X can be any number, decimals are not allowed.)
6-Reworded a now inaccurate message box stating that backups were not deleted automatically, this is now done automatically within the program using the limit # of backups feature.
7-Fixed a bug where after loading the settings or any other form it would cause the 'X' close button in the upper right corner of the program to not work.
8-Fixed possible issues that could arise from closing various forms improperly.

*****Remember, the Auto-Backup system backs up ALL character player.chr files when it runs, a combination of both explicit mode and the Auto-Backup is best. Using this you can backup the player.chr file for all characters (including the one your playing) every minute while using explicit mode to back up all quest/map/character data every X minutes. This feature may not be for everyone, some characters have a lot of files and not everyone's computers may be able to handle having this type of backup during gameplay.

==V2.5.1==

1-Updated my IGN Forums thread link under the 'Links' menu.

2-Fixed an issue that created a nagging message telling you directories did not exist, when all that needed to be done was click the 'Create Backup(s)' button or let it auto-backup once.
3-ArmyTime function rewritten to avoid problems that may arise with non-standard time settings on computers. This should fix the subscript out of range error some people may get.
4-The date is found differently to use for the stamp on the file, this was done to avoid similar problems encountered in the ArmyTime function.

==V2.5.0==

1-Removed two message boxes that would popup when backups were created by the Auto-Backup feature, this was not intended and left over from testing.
2-Added a 'Create Backup' button for those who want to create a set of backups on the fly. This will NOT create more then one backup file with the same time, it will delete the one that is already there first and then recreate a backup, in this way you cannot lose backups by having multiple copies of the same backup. At the least the backups will be 1 minute apart in times, no less. This should make it very difficult to lose any time playing your character with the exception of map/quest data.
3-Added a 'Restore' button to restore the selected backup when needed.
4-Did a complete upgrade to the Auto-Backup system; added date/time stamps on the files as well as a limit to the # of backups per character. The program will adhere to this limit while making automatic backups for you as well as when you use the 'Create Backup' button. For sorting purposes this creates files in this format now ("player [mo.day.year.armytime].chr"). Example: player 09.19.2006.0240.chr
5-All settings chosen for the Auto-Backup system are now saved automatically allowing the auto-backup to automatically run whenever the Defiler is running if the user wishes.
6-Added another tag to the settings.dat file which is tied to the "Turn On Auto-Backup Feature" checkbox, add this line:
[enableab]=1 (1 for 'true', 0 for 'false')
7-Added another tag to the settings.dat file which is tied to the "Backup every X minutes (approx.)" combobox, add this line:
[backupminutes]=X (X can be any number, decimals are not allowed.)
8-Added another tag to the settings.dat file which is tied to the "Limit to X backups per character" combobox, add this line:
[backupnumber]=X (X can be any number, decimals are not allowed.)
9-Fixed the army time stamp not working correctly with times later than 12:59am.

*****The backup system is very complicated and as such is impossible for me to completely test every variation by myself, please let me know immediately if something is not working quite right. More features including zip backups that include quest/map data will follow when I have free time to implement such a thing. This backup system is fully-featured now, you can set it up to run when you load the Defiler and have it make backups (it automatically does all player.chr files for you) while you play. You can select how often you want the backups created as well as limit the # of backups you want for each character at one time, it will control how many files there are and delete the oldest backups first on its own. You can also select a character from the list and then select a backup to restore if something does happen. This should keep anything bad from happening to your character with the exception of map/quest data for now.

==V2.4.3==

1-Fixed a typo and various wording within the program.
2-Added the option to disable the "Titan Quest is running" warnings.
3-Added another tag to the settings.dat file which is tied to the "Disable 'Titan Quest is running' warnings." checkbox, add this line:
[disablewarning]=1 (1 for 'true', 0 for 'false')
4-Changed the Defiler logo picture.

==V2.4.2==
1-Made more backups feature specific. See previous version notes #1 (2.4.1) for more information.
2-Added a detailed display under the 'Stats' tab that shows the attribute difference from when you initially loaded the character to what they are currently, you must reload the character to clear this data. This also converts that change into the equivalent # of modifier points that you would have available in addition or less than what you currently have (rounded to the nearest hundredth).
3-Kill to death ratio is now rounded to the nearest hundredth.

==V2.4.1==
1-Modified all program features that make backups to make feature-specific backups. This means that instead of creating one player.bak file and never deleting it, it will make one named player.namebak (character name change) or player.waypointsbak (waypoints data change) and so on. This will help make it easier to go back to the original if something happens.
2-Added the ability to see your kill to death ratio under the 'Misc' tab. If you have no deaths this will be equal to your number of kills by default and will always be positive.
3-Added all of the dye colors I could find to use for tunic color changing.

==V2.4.0==
1-Added the ability to change your gender and tunic color.
2-Added the ability to modify the # of kills your character has.
3-Added support for Titan Quest version 1.15 for the following mods: Super Flying Bodies.
4-Fixed various issues that could arise and cause the main form to be disabled.

==V2.3.2==
1-Added support for Titan Quest version 1.15 for the following mods: Infinite Potion Stacking, Relics in All, and Show All Damage. (Thanks to Subster for updating these and making it easier for me to update mine.)
2-Added support for Titan Quest version 1.01 for the following mods: Relics in All. (This was done by me and is untested as I do not have the v1.01 game anymore, if it doesn't work simply disable it and let me know.)
3-Modified the mods under the 'Mods By' menu to be more descriptive as to which versions they work for.

==V2.3.1==
1-Added support for Titan Quest version 1.15 for the 'Patch Game' feature.
2-Added a placeholder under the 'Mods By' menu.

==V2.3.0==
1-Added support for Titan Quest version 1.15 for the 'Fix Me' feature only. Everything else except the built-in mods and the 'Patch Game' feature works the same as before.
2-Moved the waypoints off of the main form and redesigned how they are displayed slightly. Please note this may require a download of the full install package. I will include a link on my site to download the file separately if needed (comctl32.ocx).
3-Made the main form less distracting when the inventory or waypoints form is being displayed.
4-Disabled the loading of item records and disabled the inventory tab since it's not being used yet—this will decrease loading times.
5-Minor speed improvements.
6-Fixed a bug with the Auto-Detect version feature not working when clicked.
7-Fixed a bug that could cause a crash when clicking the 'Mods By' menu and the game version is not supported.
8-Added a download option under the 'Download' menu for The Raven's TQ XP mod program.

==V2.2.3==
1-Moved the inventory off of the main form and added a couple placeholders.
2-Changed the 'Check All' and 'UnCheck All' buttons for the waypoints to images instead of buttons.
3-Added a message on the waypoints tab that was previously deleted.
4-Updated the 'Mods By' menu slightly.

==V2.2.2==
1-Fixed an issue with check/uncheck all waypoints not saving.

==V2.2.1==
1-Fixed an issue with the 'Change Game CD-Key' feature when the inputbox was cancelled.

==V2.2.0==
1-Added a check/uncheck all for each chapter for waypoints editing.
2-Fixed DLL issue with the change character's cd-key feature.
3-Minor interface changes.
4-Added the ability to delete specific skills. This works the same as resetting masteries in that you will see the skill in the list still until you go into the game, it will then be removed from your character (along with the skill points you spent in it). For those who want to change masteries and not cheat, this is the way to go. This also lets you remove skills under a skill if you want the top one but not the rest for example because you don't use them anymore.

==V2.1.0==
1-Improved value checking for various changeable stats.
2-Improved various error trapping.
3-Added the ability to modify the # of deaths. Some requested this, perhaps to fix those unwanted deaths a friend had given to them. ;)
4-Added ability to change your compass state, although this may be somewhat pointless, for those who want to change it as they change other things they can do this now.
5-Added option to enable/disable intro videos for the game. If the game or videos directory doesn't exist this option will be disabled, to use it simply return your videos directory back to normal.
6-Implemented a max of 40 for when you change specific skill levels since the highest you can get is 32 in a mastery anyway.
7-Added the option to change your game's CD-Key.
8-Removed the 'Fix' tab to free up some controls for other things. The button was moved to the first tab with an information link, all related feature descriptions have been updated.
9-Masteries are now shown in locked textboxes instead of comboboxes to avoid confusion.

==V2.0.0==
Program should now be compatible with any language OS/Unicode!
1-Modified the 'Patch Game' and 'Fix Me' procedures to be non-english unicode compatible, for those who had problems with this seemingly not working, have fun now. ;)
2-Fixed the gold not being loaded or shown for certain characters on non-english unicode systems.
3-Waypoints have been rewritten so that they will show and save correctly on non-english unicode systems.
4-Starting Location has been rewritten to save correctly on non-english unicode systems.
5-Fixed bug that caused an error when no character texture was present.
6-Added the year to the date within the program.

==V1.5.1==
1-Bman's TQ Vault has been integrated in that you can select to open the character's inventory with it either via the 'Character' menu or button on the inventory tab. You have to have the program installed

separately, it can be found on my downloads page. You must have version 1.5 or higher of TQ Vault for this to work.
2-I've changed the data type used for display available stat/skill points, this fixes issues with higher numbers placed here. I've also implemented a minimum and maximum for these values (16777215).
3-Implemented messageboxes for the level for incorrect values and changed the data type used in case someone manually edits higher, this can be much much higher than 65 and there's even a way to show it as -1, but I see no point in doing this, as it doesn't affect anything (unless I use it to *tag* edited characters so people can see if a character is legit or not).
4-Implemented a max gold value of 2147483647.
5-Implemented a max experience value of 2147483647.
6-Implemented a max value of 100000000 for all attributes (health, energy, strength, intelligence, dexterity).

==V1.5.0==

What You Have All Been Waiting For Is Finally Here!
1-I've added the ability to reset a mastery. This reset actually LEAVES the skills under that mastery behind, allowing you to still select these skills via the in game hotkeys. This also lets you choose a new mastery in its place, you can even go as far as adding points to this new mastery, resetting that new mastery, and then going BACK to the old mastery, or picking a different one, letting you essentially multi-master and put skills into more than two masteries. You may need to add available skill points to pick a new mastery, if you reset a mastery you will lose just the points for the mastery itself, so remember the number if you want to stay 'somewhat' legit.
2-Added the ability to directly edit the level of a skill you already have. Please note, you can add up to *5* levels higher than the in game max level, basically what a shrine would add. If you put anything higher for a value it automatically drops it to this skill max when you go into the game.
3-Fixed the 'Change CD-Key' option not becoming enabled.

==V1.4.0==

1-Added a new link under the 'Links' menu "Words From The Soul (Poetry)."
2-Created a new 'Character' menu for character manipulation including changing CD-Key, resetting the character's unique ID, character deletion, etc.
3-Moved the 'Refresh List' button out of the way.
4-Removed the 'Fix Me' menu.
5-Removed the 'Character' menu from under the 'Main' menu.
6-Added a placeholder that shows the tunic color next to the gender/character texture.
7-Added the ability to reset the character's unique ID, when the 'Patch Game' is used you can now load a character into the game that you couldn't see in order to generate a new ID. This fixes the main quest character imported to custom, then renamed and copied back with the inability to see that character problem. This can also be used to make copies of characters if you select the 'Make A Copy' menu in my program, then rename it, then reset the ID. For those whose characters are intact but do not show, this may help as well. Simply use the 'Patch Game' feature, then select the character in my program and select the 'Reset Unique ID' menu, then go into the game and resave the character (if you can see it now).
8-Added another tag to the settings.dat file which is tied to the "Disable latest news/version check" checkbox, add this line:
[disableinternet]=1 (1 for 'true', 0 for 'false')
9-Added another tag to the settings.dat file which is tied to the "Disable 'outdated' notification" checkbox, add this line:
[disableoutdated]=1 (1 for 'true', 0 for 'false')
10-Added another tag to the settings.dat file which is tied to the "Enable version detection on startup" checkbox, add this line:
[enableversiondetection]=1 (1 for 'true', 0 for 'false')
11-Added another tag to the settings.dat file which is tied to the "Game Version" radio buttons, add this line:

[gameversion]=1. 11 (1.11, 1.08, 1.01, N/A, etc.
12-Added brand new 'Make A Copy' feature, that when coupled with the 'Patch Game' feature allows you to make copies of your character to your heart's content.

==V1.3.0==

1-Fixed a bug when version detection on startup was turned off, the program would not load the saved game version, this caused the safe code for the 'Fix Me' and 'Patch Game' to activate which simply exits the code before anything happens, this is why some experienced the "nothing is happening" issue with these.
2-Fixed waypoints not saving correctly; this was NOT a coding bug, but rather when testing the program in asian unicode Visual Basic corrupted the waypoint ID tags by replacing characters in the IDs with asian characters making some work and others not, characters affected by this can be fixed by simply resaving the waypoints, unless you also have the difficulty/gender corruption.
3-The waypoint fix also fixes issues with the difficulties/gender being corrupted, if you have this problem and do NOT have a backup, I can fix the file for you, simply email it to me. I will include an automated fix for this in a future version.
4-Fixed a bug where gold would not load.
5-Fixed issues when a game or character path did not exist, a path not found error occurred.
6-Added a feature for users without administrator privileges to manually create a 'settings.dat' file in the applications directory. YOU have to create this file, if it exists the program will use it to load settings, two of which are currently supported and are used by adding these on separate lines as follows:
[characterpath]=C:\Documents and Settings\[username]\My Documents\My Games\Titan Quest\SaveData
[gamepath]=C:\Games\Titan Quest

==V1.2.1==

1-Fixed a bug when a character file was found to be corrupted on the end and 'No' was clicked, the form was disabled.
2-Fixed a bug when a character file was found to be filled with zeroes and 'No' was clicked, the form was disabled.
3-Improved error trapping and messagebox title descriptions to pinpoint problems better.
4-Fixed errors that occurred when a previously set save path was renamed or new paths were not found.
5-Added warnings for non-english unicode users on the Waypoints and Rebirths tabs.

==V1.1.1==

1-Improved progress bar display when loading the character.

==V1.1.0==

1-Added the ability to change your starting location to any rebirth shrine in the game. This is an 'in-process' feature that has a partial list of rebirth shrines so far, the major one included is Olympus so you can in a sense still "teleport" there whenever you want to on any difficulty level.
2-Settings has been moved to a separate form due to control limits per form by Microsoft. You can access the settings via the 'Main' menu→'Settings…".
3-Updated various descriptions and directions labels as well as messageboxes.
4-Added a couple placeholders for backing up entire characters (quest and map data) via zip files manually and through the auto-backup feature.
5-Added a placeholder for changing the executable used to start the game for those who use custom files.
6-Added a menu placeholder for an option to disable the game intros.
7-Changed the 'Level Me Up' feature to use a custom experience formula instead of a complete built-in experience table. You shouldn't notice any difference except you'll have very little experience into your next level when using the feature.
8-Fixed a bug with the experience shown when using the 'Level Me Up' in the label as the experience needed for one level lower then what you enter.

9-Slightly modified how the graphics are loaded, might make a slight difference in loading speed.

==V1.0.0==

1-First official release of the software out of beta. I feel there are enough options and bugs worked out that it's ready to be given a version number at last.
2-With this version I added a 'Level Me Up' button under the 'Stats'→'Basic' tab to use for automatic levelup. This gives you the experience and stat/skill points you would normally have. Attributes do NOT go up with level, instead they go up according to the number of skills you put into your masteries (not the skills under the masteries, just the masteries themselves).
3-Other miscellaneous changes/fixes here and there.

(C)**Current Features** (May not be complete; may contain obsolete features.)

1-Fix your corrupted/edited characters via two methods (memory patch using 'Patch Game' or character file patch using the 'Fix Me'). 'Fix Me' is obsolete and not found in later versions of the Defiler.
2-Fix all of your character's caravan files and shared stash after an OS format or file move by the simple click of a button (named 'Fix All Caravan Files').
3-Change your character's linked CD-Key via two methods (memory patch using 'Patch Game' or the 'Change Character's CD-Key' button). 'Change Character's CD-Key' is obsolete and not found in later versions of the Defiler.
4-Transfer characters from custom quest to main quest along with their caravan storage.
5-Delete, rename, or make a copy of your characters and their caravans.
6-Change your character's current level, experience, gold, gender, tunic color, attributes, available stat/skill points, and current mastery/skill levels (or delete them).
7-Change how many available masteries your character has (up to two). You can multi-master if wished.
8-Change the # of skill reclamation points used (how many skills you've bought back).
9-Edit your character's available difficulty.
10-Change your starting location in any difficulty.
11-Edit your character's waypoints.
12-Auto-Backup your character(s) periodically via an automatic backup feature.
13-Start the game normal or PvP enabled (TQ only).
14-Use a slew of SoulSeekkor's (mine), Bman's, Raven's, and MaxSound's mods to make the game more enjoyable.
15-Links to many popular Titan Quest sites and instant download links.
16-Mastery resetting/changing. A way to 'steal' skills from other masteries aside from the two you pick allowing you to 'multi-master'. Skills from masteries you don't have can still be selected via the hotkeys.
17-Using Bman's TQ Vault (installed separately) you can view the opened character's inventory on the fly.
18-Reset a character's unique ID, allowing you to have more than one of the same character (with different names), this also is used for characters that were imported to custom, renamed, and then copied back to main who need to have their ID reset. This is done automatically by these related features in the Defiler.
19-Use the 'Level Me Up' feature to automatically jump your character to a specific level with the experience, skill points, and stat points you would normally have.
20-Modify your # of kills and deaths.
21-Enable/Disable the game's intro videos for TQ or IT.
22-View/Change your game's CD-Key (TQ or IT).
23-View your character's kill to death ratio, player score, kill to level ratio, XP to level ratio, and many other miscellaneous statistics that you normally cannot see in-game.
24-Use a built-in, one-click download system to download one of many original game files from this author's website in your install doesn't work correctly or one of your files get corrupted by some other means.

25-Change the character's caravan size, even add two extra columns to the right to make it bigger than ever!
26-And much more!

(D)**Upcoming Updates/New Stuff**

-Add ability to make manual zip backups on the fly.
-Change in-game options using the Defiler including ones you have to normally add manually.
-Allow multiple instances of Titan Quest??? (This probably wouldn't be done by me, but it's an idea.)
-Disable resist penalties in higher difficulties?
-Adding directions and descriptions in this readme for the program's operation.

Something not on here that you would like to see? Email me! (author@soulseekkor.com)

(1)**Description of this program**

This program is used for editing characters. This can be used for fun, to test builds, I don't really care what you use it for. It can also be used to exchange characters, transfer them between game modes, and work as a front-end for Titan Quest, among other things. Please note that I do NOT applaud cheaters, since the best experience playing a game is legit (for the most part ☺).

P.S. Have fun!

(2)**Program Notes**

Most of what you need for directions are given within the program when you change things. If you are unsure of something, simply send an email or drop a line in my forums (http://www.soulsforums.com) and I'll help you out until I get something in this file that tells how to do everything.

(3)**Warning of Use/Disclaimer**

Backup your character file BEFORE attempting to edit them, otherwise I will NOT be held responsible for anything that may (although not to my knowledge) go wrong when changing anything with my program.

(4)**Site Download Rights/Last Modified**

As of this time, only the three sites listed below have the right to display SoulSeekkor's TQ Defiler for download. If you wish to have my editor on your site, you MUST send an email to author@soulseekkor.com asking for site download rights, this is so that I know who has my editor and who to send updates to, thank you.

http://tq.soulseekkor.com/
http://titanquestvault.ign.com/

(5)**Supporters of the Defiler/Portable (Donators)**

Wolf from Germany

Nathan Wray
Ken Morris
Tim Newman
Nada1234
Calienon
Batman
Infares
JMD
KMT
Aragornchewi
Draygon
Kelteel
Meisou Kuukan
Buy
[TBR] Well Splattered
percmob

If I missed yours or you wish to change how it's displayed, please email me ASAP!

(6) Requests****

Added this section for anyone who may help. If I need help with anything I'll ask it here.