

changelog.md for @serve.zone/isocreator

2025-10-24 - 1.2.3 - fix(deps)

Update Deno dependencies and configuration, commit lockfile, and adjust plugins exports

- Add deno.lock with pinned std library versions for reproducible Deno builds
- Remove deno.lock from .gitignore so the lockfile is committed
- Remove unused @std/fmt export from ts/plugins.ts and from deno.json imports
- Adjust deno.json compiler options (remove allowJs)
- Add local .claude/settings.local.json (local permissions/config)

2025-10-24 - 1.2.2 - fix(logging)

Refactor logging and plugin imports: remove push.rocks dependencies and provide a simple console-based logger with a compatibility shim

- Replaced smartlog-based logger with a simple console-based log utility in ts/logging.ts; added a small logger shim (logger.log) for compatibility.
- Removed push.rocks exports from ts/plugins.ts and consolidated external imports to std modules (@std/*); updated deno.json to remove push.rocks packages and keep @std/cli.
- Updated code to use the new console logger and simplified plugin surface; this reduces external dependencies and simplifies runtime footprint.
- Added .claude/settings.local.json (local settings file) — development/local config only, no runtime change.

2025-10-24 - 1.2.1 - fix(deno)

Set Deno nodeModulesDir to 'auto' and add local .claude settings

- Add nodeModulesDir: "auto" to deno.json to enable automatic node_modules handling for compatibility with npm-scoped imports.
- Add .claude/settings.local.json with local tooling permissions for development environments (non-functional, local config only).
- This is a tooling/config change only — no runtime code paths were modified.

2025-10-24 - 1.2.0 - feat(ci)

Improve release workflow: compile multi-platform binaries, generate checksums, create Gitea release and upload assets, and add local settings

- Rename workflow job to build-and-release and set up Deno v2
- Verify deno.json version matches the Git tag before building
- Compile pre-built binaries for Linux (x64, arm64), macOS (x64, arm64) and Windows (x64)
- Generate SHA256 checksums (SHA256SUMS.txt) for all compiled binaries
- Extract or generate release notes and create a Gitea release via API
- Upload compiled binaries and checksums as release assets
- Delete existing release if present and clean up old releases (keep last 3)
- Add local .claude/settings.local.json for developer environment permissions

2025-10-24 - 1.1.0 - feat(core)

Initial project scaffold and implementation: Deno CLI, ISO tooling, cloud-init generation, packaging and installer scripts

- Add Deno-based CLI (commands: build, cache, template, validate) and entry point (mod.ts)
- Implement ISO management classes: iso-downloader, iso-cache, iso-extractor, iso-packer, iso-builder
- Add cloud-init generator and configuration manager with YAML template and validation
- Add packaging/distribution tooling: npm wrapper, postinstall installer, binary wrapper, compile script, install/uninstall scripts
- Add CI release workflow, changelog, README, license, and configuration files (deno.json, package.json, templates)

All notable changes to isocreator will be documented in this file.

The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

[Unreleased]

Added

- Initial project structure
- Deno-based CLI framework
- Binary compilation for multiple platforms
- npm distribution with postinstall binary download
- Direct installation script

[1.0.0] - TBD

Added

- Ubuntu ISO customization for PC (x86_64) and Raspberry Pi (ARM64)
- Cloud-init configuration support
- WiFi pre-configuration via cloud-init network-config
- User account and SSH key injection
- Package installation via cloud-init
- Custom boot script support
- ISO caching system with multi-version support
- Interactive mode for guided setup
- Config file support (YAML)
- CLI flag support for quick customization
- Template generation for configuration files

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