**Notable changes in this release**

TShock 5值得关注的变化

* Reduced load/save console spam. ([@SignatureBeef](https://github.com/SignatureBeef), [@YehnBeep](https://github.com/YehnBeep))  
  减少了加载/保存时控制台的无用信息
* Replaced SQLite library with Microsoft.Data.Sqlite for arm64 support. ([@SignatureBeef](https://github.com/SignatureBeef))  
  **开发者相关:改用Microsoft.Data.Sqlite以提供对arm64架构的支持**
* Initial support for MonoMod hooks on Raspberry Pi (arm64). ([@kevzhao2](https://github.com/kevzhao2))  
  不是很懂.jpg  
   对树莓派MonoMod hooks的初步支持？
* Ported to OTAPI3 and .NET6. ([@SignatureBeef](https://github.com/SignatureBeef))  
  程序迁移至OTAPI3与.NET 6
* Introduced a new module framework for TShock developers. ([@SignatureBeef](https://github.com/SignatureBeef))  
  **开发者相关:为开发者提供了一套新的模块框架**
* Fixed a secondary crash when server init fails and log services were not initialised. ([@SignatureBeef](https://github.com/SignatureBeef))  
  修复了服务器初始化失败时由于日志服务尚未初始化导致的二次崩溃
* Added preliminary support for Terraria 1.4.4.4. ([@SignatureBeef](https://github.com/SignatureBeef))  
  初步支持Terraria 1.4.4.4
* GrassSpreadEventArgs Color property has been changed from a Byte to a TileColorCache type. ([@SignatureBeef](https://github.com/SignatureBeef))
* SetDefaultsEventArgs now includes a nullable ItemVariant instance. ([@SignatureBeef](https://github.com/SignatureBeef))
* Use a string interpolation and escape single quotes when escaping tables. ([@drunderscore](https://github.com/drunderscore))  
  使用字符串插值并在转义数据表时转义单引号
* Removed obsolete resource files TShockAPI/Resources.resx and TShockAPI/Resources.Designer.cs. ([@Arthri](https://github.com/Arthri))  
  移除了过时的资源文件
* Fixed hardcore and mediumcore not banning on death when settings are enabled. This also alters the TSPlayer.Ban method to remove the force option which is no longer needed. ([@SignatureBeef](https://github.com/SignatureBeef))  
  修复了配置文件设为启用时中核/硬核玩家死亡仍不被封禁的问题
* Plugins and ./bin dependencies are now loaded relative to the launcher, this improves the use of startup files. ([@SignatureBeef](https://github.com/SignatureBeef))
* Added preliminary support for Terraria 1.4.4.5. ([@drunderscore](https://github.com/drunderscore))  
  添加了对Terraria 1.4.4.5的初步支持
  + For clarity sake, we're listing the individual changes to Terraria's version, despite the fact that this version only supports the latest one.  
    为了清晰，我们将分别列出所支持Terraria版本变化  
     尽管TShock 5只支持最新版本
* Don't allow players to sync loadout index whilst disabled. ([@drunderscore](https://github.com/drunderscore))  
  禁止玩家在被石化时同步套装
* Fixed painting wall/tile being rejected from hand of creation. ([@Rozen4334](https://github.com/Rozen4334))
* Added a second Utils.TryParseTime method for parsing large, positive time spans. ([@punchready](https://github.com/punchready))
* Fixed /tempgroup breaking on durations greater than roughly 24 days. ([@punchready](https://github.com/punchready))  
  修复了/tempgroup指令在持续时间超过24天时失效的问题
* Fixed player not being checked for permissions to use the Shellphone (Ocean), Shellphone (Underworld) and Shellphone (Spawn). ([@hufang360](https://github.com/hufang360))  
  修复了玩家在使用贝壳手机时绕过了权限检测的问题
* Updated to OTAPI 3.1.10-alpha, which allows FreeBSD .NET 6 to use Re-Logic's Linux platform. ([@SignatureBeef](https://github.com/SignatureBeef))
* Updated Github CI to not tarball files for Windows only. ([@PotatoCider](https://github.com/PotatoCider))
* Allow Blood Butcherer and Shimmer buffs to be applied to NPCs by players. ([@drunderscore](https://github.com/drunderscore))  
  修复了几个导致Add buffs to NPC abnormally的问题
* In OTAPI 3.1.11-alpha, chest stacking was fixed. ([@SignatureBeef](https://github.com/SignatureBeef))
* In OTAPI 3.1.12-alpha, "server world deletions" were fixed. ([@SignatureBeef](https://github.com/SignatureBeef))
* Fixed NetTile errors by implementing new packet read/write data. ([@SignatureBeef](https://github.com/SignatureBeef))
* Fixed Inferno Fork causing kick from rejected abnormal buff. ([@Stealownz](https://github.com/Stealownz))  
  修复了几个导致Add buffs to NPC abnormally的问题
* Prevented Server Broadcast from executing without a message. ([@PackmanDude](https://github.com/PackmanDude), [@punchready](https://github.com/punchready))
* Added LiquidType.Shimmer. ([@drunderscore](https://github.com/drunderscore))  
  添加了LiquidType.Shimmer
* Made Bouncer allow Bottomless Honey Bucket usage. ([@drunderscore](https://github.com/drunderscore))
* Made Bouncer reject Shimmer placement without bucket or whilst banned. ([@drunderscore](https://github.com/drunderscore))
* Fixed Bouncer rejecting Explosive Bunny critter release when using the Bunny Cannon, if the player had since stopped selecting the Explosive Bunny. ([@drunderscore](https://github.com/drunderscore))
* Allowed breaking of tiles that are in BreakableWhenPlacing set. This will allow you to place tiles over other tiles (like piles) properly, without being rejected. ([@drunderscore](https://github.com/drunderscore))  
  修复了一些错误的反作弊检测（无底蜂蜜/微光桶，爆炸兔相关，还有替换物块时的bug）
* Allowed the Axe of Regrowth and the Rubblemaker to pass Bouncer checks. ([@drunderscore](https://github.com/drunderscore))
  + The Axe of Regrowth places a Saplings where a tree used to be, which previously failed.
  + The Rubblemaker places rubble (which are echo piles), of varying styles, which previously failed.
* Fixed HandlePlayerAddBuff data handler always being marked as Handled, and therefore never allowing the PlayerAddBuff to be sent to anyone. ([@drunderscore](https://github.com/drunderscore))  
  修复了HandlePlayerAddBuff Handler总是将Handled标记为true的问题
* Improved OnPlayerBuff logic to properly handle players adding buffs to other players. ([@drunderscore](https://github.com/drunderscore))  
  改进了OnPlayerBuff的逻辑以正确处理玩家之间给予buff的行为
  + Check if the target ID is within bounds as the first thing to check.
  + Check if the buff type being applied is within bounds.
  + Introduce AddPlayerBuffWhitelist (replacing WhitelistBuffMaxTime), which allows us to specify the maximum amount of ticks a buff can be applied for, and if it can be applied without the target being in PvP.
  + When rejecting from OnPlayerBuff, instead of sending a PlayerAddBuff packet with the rejected buff (essentially a no-op, as the sender implicitly applies the buff to the target, and causes desync as the buff was rejected), send a PlayerBuff to re-sync the target's buffs, without the buff we just rejected.
* Added new tile provider. Use -constileation or -c to use it. Constileation is an alternative tile provider to Tiled and HeapTile. ([@SignatureBeef](https://github.com/SignatureBeef))
* Fixed an exploit with grass mowing not removing hanging vines. ([@punchready](https://github.com/punchready))
* Added -additionalplugins command line argument to load additional plugins. ([@pontaoski](https://github.com/pontaoski))  
  添加了-additionalplugins命令行参数来加载额外的插件
* Added localization support for console spam reduction. ([@KawaiiYuyu](https://github.com/KawaiiYuyu))
* Added an internationalization system. The base for the i18n system was built by Janet Blackquill ([@pontaoski](https://github.com/pontaoski)). A small donation in her honor was made to the [KDE project](https://kde.org/) as a thankyou for this work. This also includes the TSHOCK\_LANGUAGE environment variable. Setting TSHOCK\_LANGUAGE=tok will enable a small number of [Toki Pona](https://tokipona.org/) translations as a proof-of-concept. ([@pontaoski](https://github.com/pontaoski))  
  **添加了全新的翻译系统**
* Added support for Terraria 1.4.4.6, through OTAPI 3.1.5. ([@SignatureBeef](https://github.com/SignatureBeef))
* Added GeoIP.dat back to the included list of files. ([@SignatureBeef](https://github.com/SignatureBeef))
* Allow loadouts to properly sync by allowing the SyncLoadout packet during early connection. ([@drunderscore](https://github.com/drunderscore))
* Introduced support for loadouts, and saving the current loadout index to SSC. Both NetItem and PlayerData were modified to support this. ([@drunderscore](https://github.com/drunderscore))Z  
  引入了对套装系统的支持，并在SSC中保存了当前套装的序号
* Introduced checking of loadout slots for hacked item stacks. ([@drunderscore](https://github.com/drunderscore))  
  添加了套装中物品堆叠上限的检测
* Fixed players being kicked after using the Flamethrower to apply the OnFire3 debuff for 1200 ticks. ([@BashGuy10](https://github.com/BashGuy10))  
  修复了火焰喷射器导致的Added buffs to NPC abnormally问题
* Fixed being kicked for using the new sponge types on liquid. ([@BashGuy10](https://github.com/BashGuy10))  
  修复了使用新种类的海绵时被踢出的问题
* Fixed SSC not saving ateArtisanBread, usedAegisCrystal, usedAegisFruit, usedArcaneCrystal, usedGalaxyPearl, usedGummyWorm, usedAmbrosia, unlockedSuperCart, and enabledSuperCart data flags. ([@hufang360](https://github.com/hufang360))  
  修复了SSC没有记录一些新字段的问题
* Allowed flask buffs to be applied on town npc due to the Flymeal. Add a permission could skip the buff detection. ([@KawaiiYuyu](https://github.com/KawaiiYuyu))
* Dockerized TShock. ([@PotatoCider](https://github.com/PotatoCider))  
  TShock支持Docker了
* Changed the log system to log the command itself without arguments if the command is not DoLog. ([@sgkoishi](https://github.com/sgkoishi), [#2779](https://github.com/Pryaxis/TShock/issues/2779))
* Added ability for items given to players to be inserted directly into their inventory instead of spawned as an item drop. ([@pontaoski](https://github.com/pontaoski))  
  现在给予物品将能直接将物品放入玩家背包，而不是生成掉落物
* Added support of -lang and -language flags for our i18n system. ([@KawaiiYuyu](https://github.com/KawaiiYuyu))  
  添加了-lang和-language参数来支持i18n翻译系统
* Added support for Terraria 1.4.4.7 (OTAPI 3.1.16). ([@drunderscore](https://github.com/drunderscore))
* Added support for various languages, most notably Chinese (99% complete), Russian (57% complete), Indonesian (53% complete), and Spanish (21% complete). Thank you to the lovely contributors who were responsible for this [on Crowdin](https://crowdin.com/project/tshock):  
  **添加了对多种语言的支持，其中中文翻译的完成度已达到99%**  
  **感谢以下所有参与翻译的贡献者！**
  + RidnRaven (ridwankun2)
  + okaythisisepic
  + xml3344 has stopped making trouble (1212122222)
  + Axeel (AxeelAnder)
  + SGKoishi
  + Leader-txt (Leader\_txt)
  + Esteban Delgado (Kojirremer)
  + Cai233
  + Anzhelika (AnzhelikaO)
  + VariolaX
  + hufang 360 (hufang360)
  + AgaSpace (Zoom L1) (agaspacel1)
  + Killia0 (Killia)
  + EMRE ÇELİK (emre0447)
  + Marcus Persson (squidistaken)
  + StarCloud-cy
  + HDSeventh (hdseventh)
  + JJJJGGGG12345
  + xml3344
  + Seele Vollerei (aaa1115910)
  + 问心|MiaoVPS (WenXin\_MiaoVPS)
  + avlensa
  + Sykhasamann (Syks)
  + AndPlay
  + TruffleToad
  + kuaizhi
  + Simone Caporale (caporalesimone)
  + josefcorosado  
    ...