

OniX Read Me for v1.0.0



Team Chrysalis is happy to announce OniX, a fan-made rebuild of the Oni game application, intended to give us new possibilities for Oni in terms of modding, new engine features and support.

OniX v1.0 comes in two builds: modern and legacy. The modern build will run on Windows 10 or 11. If you are in an earlier version of Windows, you should download the legacy build which runs on Windows 98 through Windows 8 (however the data conversion script will not run on Windows 98 or Windows Me).

OniX.exe requires a retail copy of Oni (Mac or Windows version) or the Windows demo. The full Windows/Mac versions will require you to convert your game data before using OniX for the first time – see the document "How to install OniX". In the case of the Windows demo, OniX will run without any data conversion needed; you only need to rename GameDataFolder to GameDataFolderX.

As of v1.0, OniX does not support the Anniversary Edition modding system or implement the features/fixes of the Daodan DLL. For example, 512px and 32-bit ARGB textures will not work, and text from non-English localizations will have display issues.

This release is intended to replicate the 2001 U.S. Windows release of Oni as closely as possible while fixing OS compatibility issues and upgrading to a new game data versioning system. Daodan DLL functionality and full AE support will be restored in OniX v2.0 or v3.0.

Let us know what you think in the #oni-general channel on our Oni Discord server:
<https://discord.gg/eqDMnkD>.