The root namespace is Tiledown

TileDown 0.16.0 renames the root namespace of the Swift library from `TileKit` to `Tiledown`, the name of the package. If you only run the `tiledown` command, nothing changes for you. If you use the library from Swift code, this release breaks your build until you rename.

The rule

Every public `TileKit.X` is now `Tiledown.X`. `TileKit.Site.Generator` is `Tiledown.Site.Generator`, and so on for all of them. The module keeps its name: you still write `import TileKit`, then `Tiledown.X`. A module and a type with the same name in one scope is a known Swift trap, so the two differ on purpose.

Every type sits in an area

Nine types that sat directly under the root are now `Tiledown.Core.<name>`, `Core` being the target they live in, and three names no longer repeat a word of their parents.

0.15.x	0.16.0
`TileKit.FencedBlock`	`Tiledown.Core.FencedBlock`
`TileKit.PDFRendering`	`Tiledown.Core.PDFRendering`
`TileKit.Math.MathMLRenderer`	`Tiledown.Math.MLRenderer`
`TileKit.Tile.DataTile`	`Tiledown.Tile.Data`

The complete table is in the repository's changelog.

What does not change

The command line, the front matter, the configuration, the output of a build and the page markup are the same as in 0.15.x.

Upgrade

`brew upgrade tiledown`. Library users rename `TileKit.` to `Tiledown.` and use the table above for the twelve types that moved. The full list is on the Changelog page.