

V.3.7.9 RC17

BUG FIXES AND UPDATES

- Re-enabled Blend Modes for all platforms... and disabled them again as well as removed the blend mode options from the light editor panel for now. There is an incompatibility with the new volatile image map which we'll resolve before re-enabling this again.
- Migrated the Light editor pane to a vertical scroll pane allowing for easier editing.
- Fixed issue with lines being drawn too thick when a token is offscreen. Was impacting fog of war, selection boxes and token borders.
- Added mechanic to paint edges on fog of war regions when a custom color is in use. This allows for the Fog of War region system to be used to draw maps without being constrained to the grid as the current "draw" tools are.
- Fixed issue where tooltips for invisible characters were not being displayed for GM's.
- Replaced Anonymous character portrait with a static image rather than a generated graphic. The graphic generation was causing the PC slow down when more than three anonymous tokens were present. The anonymous image can be manually changed by replacing the image found in /res/img/anonymous/ the file name and path must remain the same.
- Fixed issue with player submitted art imports not being pushed to the GM.
- Added live update for visibility toggle.
- Removed passives from the Player list unless the player owns the passive creature.
- Updated the player publication model to ensure that all creature sent are processed and not filtered by the rosters "natural order" mechanic.
- Added a convenience feature to the GM roster which allows the GM to broadcast the map a token is on to all players and/or prompt centering. The event is triggered by holding down CTRL (Command on Mac) and clicking on a token in the roster. The results differ based on if the players are already sync'd to the map or not.
 - If the players are NOT currently viewing the same map as the map containing the token, the player views will be pushed to that map.
 - If the players ARE current view is the same as the map containing the token, the player view will be centered to the selected token and a focus animation will be drawn over the token selected.

This action can be used to broadcast maps instead of the broadcast buttons or F2 key press. We're still working on a clean broadcast AND center option to use for this task. However, this should be useful as is for now.