

D20PRO 3.7.5.6 BETA - RELEASE NOTES

=D20PRO Release Notes=

This document lists the significant changes for each release. Please visit <http://d20Pro.com> and <http://d20pro.com/guide/> for the most up to date information.

CURRENT TASKS

- Restore map creation tools for "From File" and "From Clipboard". Currently the last video source selected is used instead..
- Split fow updates into their own broadcast task
- Remove fow updates from the standard map update for player ASI (players calculate their own now!)
- Add an unequip on consume (0 remaining) rather than destroy option to items.
- ER/DR application still needs a bit more love (closer, but not done).
- ER/DR needs updating to allow a bypass-by and multiplicity options.
- Update HTML5 video player..
- Types and Subtypes are enabled but not "hooked" up yet.

NOTES

- Still debugging a few items, including the fog of war polygon table being really slow to respond.
- Also, the create map feature isn't working correctly at the moment. When you select to create from a file OR from clipboard, it will result in the video background being used. I'll get this fixed up and another release ready in short order!

V.3.7.5.6 (BETA)

- Additive lighting for light blending.
- That's actually enough to get an instant version bump in my book.

V.3.7.5.5 (BETA)

- Fixed issue where classes were not being fully represented in the class library.
- Updated player view to allow player lights to move with the player and reduce broadcast time for movement and visibility updates in revealed FoW regions.
- Modified the marker UI to split description into it's own tab.
- Replaced Marker description editor with new HTML5 WYSIWG editor. If it passes testing, we'll move this editor into place for traits, scripts, etc.
- Continued work on the video player support for non-youtube playback – still a work in progress!
- Split networking updates into two categories, map and game. Game updates are things like movement and creature changes and are very fast; Alternately, Map updates are things like FoW mask reveals (toggle to shown vs hidden) and require that the entire map state be sync'd between all connected players. This can take a few seconds to complete. As a result, we've added a blocker task to the GM view when pushing the heavier weight update which clears when all the players have successfully sync'd.

- Initial updates to the ER/DR resolution calculations is in place for attack actions, however, there are still some cases that need testing and refinement.
- Update markers to use proper html rendering allowing for images embedded in tool tip (mouse over).
- Fixed extra space above/below marker descriptions in tool tips.
- Fixed extra space above/below box text when pushing from marker to game log.
- Updated the Pathfinder rules to allow bards to remain useful and cast spells.
- Updated the Pathfinder and 3.5 (variant) rules to properly calculate 2-handed, off-hand and other damage types and multipliers.
- Updated light context menu to include duplicate, enable/disable, public/private and delete. When a light is duplicated through the context menu, the duplicate is enabled by default.
- Updated JxBrowser to support OSX Mojave.