

D20PRO RELEASE NOTES

V.3.7.9 RC19

Known Issues

- Spell selection for known spell casters start with all spells in the known list (first tab). Also, updating spells doesn't update the known list unless you close and re-open the panel. A UI rework needed on this one.

Bug Fixes and Updates

- Even faster lighting response! The community noted that the zoom in and zoom out functions were taking a long time while panning and moving tokens was running just fine. This led to the discovery that there were myriad repeat calls to shadowcaster being called for several actions, not least of which was the zoom. After fixing this so instead of calling the shadowcaster directly, they flag the map to re-draw shadows on the next paint cycle, the speed and performance of the map render increased yet again! Thanks folks for continuing to test and find stuff like this, even if it is found indirectly – you all are helping to make the application better as a team. Very much appreciated!
- Updated the Use Feature options from Active Effects to allow for the GM to cast/use any feature/spell as a creature on the map. When a creature is selected and the Use Feature button is pressed, the built-in GM creature will mimic the creature selected in terms of ability scores, classes and what not. However, the GM creature retains access to the special traits which allow it to cast any and all spells and features.
- Fixed issue with legacy map markers not loading the editor due to an expected image file type mismatch. Unfortunately, we're still unable to recover these images as they're not stored in the marker, unlike with tokens. However, this does fix the markers so they're user adjustable again!
- Added multi-selection and multi-selection actions to the Map Markers panel such as Copy and Delete.
- Removed ding from player movement events.
- Fixed duplication and speed up rules library access. Indexing can still take a bit, however, once indexed, modifying or sorting the library tables is fast and accurate.
- Fixed issue where rule sets using Saves as AC where not updating the Custom AC values for the associated save when the save was impacted by a spell or feature.
- Found and fixed a bug which was preventing several rules specific settings from synchronizing to the player. This included death saves, inspiration, and a few other adhoc rules. Generally speaking this was not an issue when using the rule set of origin for a given rule type, however, now you can mix and match these rules at will – just ensure push your rules changes to the players (f2 or broadcast button after tweaking the options panel).
- Added dice roll options to all handout types except for external URLs. To make this work there is a table population method which lets a table of values with single digit or digit ranges and a text result value.
 - example of a range entry: 1-4 | It is pitch black. You are likely to be eaten by a grue.
 - versus a single digit entry: 4 | Hearing and darkvision out to 120 feet.**Note** For the purposes of percentile ranges, a roll of 100 is 100, not 00.