DDOBuilder Version 2

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# Introduction

This document gives a general overview of the specification for a DDOBuilder version 2. It will cover required features and information of how certain things will be achieved in a general overview.

# General Features Required

Through the development of version 1 the following things have been raised either by the developer or members of the community as features they would like:

* Context Sensitive Help
* Multiple builds within the same data file
* Evaluate a character at a specific level (not just level 30)
* Better Effect requirements when they apply
* Gear back to level 1
* Better handling of Cannith crafted gear
* Support 28/32/34/36 point versions of builds
* Tooltips to show Clickies better
* Show enhancement boosts such as Attack Boosts
* Data files for races to be an external file
* Data files for Set bonuses to be external files
  + Highlight which set bonus effects currently apply
  + Same for Filigrees
* An application that allows new items to be created
* Better DC reporting
  + Ability to setup what an effect DC will be and have it reported with a breakdown in the UI
* Open a single character only (SDI). Run additional instances if you need to view 2 or more characters simultaneously
* DPS scores for builds against specific targets