Encounter Builder Patch Notes

V2.16

## Patch Notes 2.16

### Changes

* Added Highlighting to the character sheet to show required fields in green and optional in dark grey.
* Hide Encounter sheet after clearing, reshow by generating an encounter.
* Added tooltip to the Show/Hide Attributes window.
* Added some quick start info to the clear character information function that should help guide usage.
* Altered some tooltips to be more informative.
* Added data validation to certain player sheet cells.
* Added “Options” header to the encounter options.
* Bolded some headings for ease of reading

### Bug Fixes

* Removed ActiveX dropdowns from the encounter builder pages (Mac users rejoice!)