Encounter Builder Patch Notes

V2.6

## Patch Notes 2.6:

### Bug Fixes

* Fixed issue where clear rolls button on the initiative tracker would function like the open readied encounter in a new window button
* Fixed lag inducing bug where the monster health color scales didn’t clear and stacked every time an encounter was readied.

### New Features

* When monsters fall to 0 or below hit points the creature will become greyed out on the initiative tracker.
* Added “HP” suffix to health fields
* Added input dialogue to all appropriate cells on the player manager tab
* Inactive players are now grayed out on the Player Manager tab
* Added vision, environment, and hazard look ups to the look up window
* Added message box to alert when players have leveled up after awarding exp
* Added form to award miscellaneous exp to active party members
* When an encounter is generated it automatically clears initiative rolls
* Added button to automatically generate enemy initiative rolls
  + Will not roll for creatures at or below 0 hit points
* Changing player number now hides players on initiative tracker tab
* Moved new window and clear rolls buttons to the top of the initiative tracker sheet

### Altered Features

* Health color scales on Player Manager tab are now green at full and turn blue if health goes above max health.
* Player health, concentration, and condition tracking moved to Readied Encounter tab
* Long rest button moved to readied encounter tab.
  + Long rest button now removes conditions except exhaustion
  + Long rest button now reduces exhaustion level by 1
* Changed the lookup tabs to just the type name and to not include “lookup”
* Removed the condition lookup from the player manager
* Made player reset button large and at the top of the sheet. Did the same for the lookup button and number of players dropdown
* Made player reset button also cure ailments, stop concentration, and rest HP
* Shrunk open initiative tracker new window button.
* Added encounter max creature cap of 129. I figured that was probably enough creatures.
* Removed key combo alert from cells under D&D logo on player manager. Changed title of lookup form to include key combo
* Hid concentration row on player manager