Updates in Version 2.2.80

1. Added additional options for Damage Meter, Rest on Kill.
2. Updated list of spell procs.

Updated in Version 2.2.79

1. Fix for error when copying trigger settings.
2. Updated version check to always run after the splash screen goes away. Future updates shouldn't have the issue with both windows being open when the parser loads slowly.

Updated in Version 2.2.78

1. Fix for melee misses not showing up for current player.
2. Fix for process not exiting if configured log files are missing.
3. Updated to latest spell data.

Updated in Version 2.2.77

1. Added basic handling of unknown spells so that spell counts and the cast order should at least see them.
2. Updates spell list from latest game update.
3. Added Strike of Ice to proc list.
4. Fix default Damage Meter width being way too big.
5. Fix Save being enabled when bringing up Damage Meter even if no changes were made.

Updated in Version 2.2.76

1. Updated View Context from Log Search to more or less work for .gz files. It specifically grabs plus or minus 1000 lines from whatever it finds that matches.
2. Fix for creating an image from the ADPS/Tanking Timeline charts and updated the sizing when the charts are small.

Updates in Version 2.2.75

1. Fix for slain messages and defensive skills being missed when doing EMU parsing.

Updated in Version 2.2.74

1. Added a new option that may be useful for Timer End Early messages. Basically, if you have settings in the Timer End section to Display Text or to Speak/Play a Sound and you do not want them to happen based on a Timer End Early pattern. You can specify **{null}** in the End Early Text to Display or Speak fields. Normally, the End Early message will override the message specified in the Timer End section but if you simply do not want a message at all.. This is the workaround. The triggerVariables doc is updated to try and explain it as it is a little confusing.
2. Fix for very short audio data sometimes causing playback to fail and stopping audio from

working with triggers until restart.

3. Added some extra debug/error handling to the audio code to check for any more issues. Hopefully, this is now pretty stable for everyone.

Updated in Version 2.2.72

1. Update for managing audio devices to prevent conflicts while adding or removing devices.

Updated in Version 2.2.71

1. Updated the Trigger Tester to specify the character Active Color and Font color if specified. Also, updates to Active Color and Font handle some error cases better and won't break if transparent is accidentally selected.
2. Removed handling of Quick Shares from monitoring the main log file. If you use Advanced nothing changes. If you're using basic and turn Triggers off you will no longer get prompted.
3. Added Create WAV Audio option to Tools menu. It's a simple UI for exporting text to speak with the typical rate, voice, and volume settings.
4. Made some minor changes to audio playback for wav files.
5. Updated Log Management Window and Trigger Config/Dictionary, and Message Windows to no longer appear in the task bar or be on top of other windows.

Updated in Version 2.2.70

1. Updated parsing for EMU servers to include critical damage when related to direct damage and some melee including finishing blow and crippling blow.
2. Made small adjustment to NPC handling when neither player or npc is known. Look for a larger rework of this stuff, figuring out the fight list, etc in the future. Live works better because of the NPC list provided with the parser. Other servers with unique npcs may have more issues.
3. **Note One More Time** that there is an **EMU Parsing** setting under the Options menu that now needs to be used when log files are from EMU/P99.

Updated in Version 2.2.69

1. Updated Window style settings for Overlays and added some checks to try and enforce top most window. Hopefully, it helps with some conflicts when running with ISBoxer.
2. Updated damage parsing to catch a few cases that we're being missed. Things like falling damage are now counted and labeled Unknown and some reverse damage shield messages should be counted that weren't.
3. Updated damage parsing for EMU servers with some additional checks to support the **Heroes Forge** server. However, there is now a new **"EMU Server Parsing" selection under the Options menu** that needs to be enabled if you're opening these older log files. There were a few cases that couldn't easily be figured out/handled automatically.
4. Updated Syncfusion to last version from 26.x. Includes varios bug fixes.
5. Added PDF versions of the Release Notes and Trigger Variables. Windows 11 Build 2611

removes Wordpad so there's good default RTF viewer so the PDF versions will be opened if you try to view them from the parser. The RTF versions are still installed if you want to look at them manually.
6. Fix for Timer Bars sometimes getting stuck while using Trigger Tester and changing settings in the associated Overlay.
7. Fix for summary and chart windows showing checked when closed via X button.
8. Fix for Night's Eternal Darkness and Reciprocal Roar Strike not showing up as procs.

Updated in Version 2.2.68

1. Fixed bug where sometimes the selected voice in Trigger Manager would not be the one used when one is played.
2. Added support for an alternative TTS engine. This is mostly for people running on Linux/Wine where the standard Windows version is not available. It requires an extra download and details are in the README section on github.

Updated in Version 2.2.67

1. Increased audio latency to avoid some sound issues.
2. Updated error handling to try and figure out some errors while loading log files.

Updated in Version 2.2.66

1. Added an Audio Device chooser to the Trigger Manager.
2. Play wav files now work with the volume adjustment in the Trigger.
3. Fixed initial errors received about VerticalAlignment after a fresh install.
4. Fixes to get more of the parser working under WINE.

Updated in Version 2.2.65

1. Added exception handling to prevent the app from failing completely under WINE.

Updated in Version 2.2.64

1. Updates to the EQLP:STOP command to work with recent changes.
2. Added additional info/debug to the log file.

Updated in Version 2.2.63

1. Continued reworking Trigger and Overlay processing. Hopefully, there are some performance improvements for people with older PCs.
2. Turning on and off individual Triggers should no longer close Overlays. If a Timer is displayed and the associated Trigger is turned off, it should remove the Timer Bar from the Overlays using it. Note that no special case like this exists for Text Overlays. The old data will just need to timeout like normal.
3. Fixed handling of many Fast Countdown Timers running at the same time. They would often not count down quickly enough.

4. Fixed sorting when using Cooldown Timers. All the options should work now instead of them always being forced to sort by the time displayed.
5. Fixed bug with Progress Timers where they would not display at zero seconds when using the Standardized Time setting. Also, fixed the display time.
6. Updated Cooldown Overlays to remove Rest and Idle Timers when you manually Close Overlays as a way to clean up the window. If the Overlay pops back up based on a new Timer all the existing Active Timers should display. Even if they transitioned to Reset or Idle.
7. Added a 2nd color to the Damage Meter used to highlight your Player.
8. Fix Trigger Tester sometimes hanging after Stop is used multiple times.
9. Fix for tooltip in the Fight list not showing the full count of time and hits.
10. Fix cleanup of downloads from parser updates when the Downloads folder is customed.
11. Updated UI related functions in various places to better use background threads. This includes the Damage Meter which may have been too much for some systems.

Updated in Version 2.2.59

1. Fix for Timer warnings causing the Timer to end.

Updated in Version 2.2.58

1. Updated Overlay config to no longer require turning triggers off or restarting the app to see changes made to an Overlay.
2. Removed extra Overlay caching to improve performance.
3. Fix for triggers failing if no log file is chosen in basic mode.

Updated in Version 2.2.57

1. Updated to allow Voice and Voice Rate to be changed while Triggers are running without needing to restart the Trigger process and lose logging.
2. Updated the internal NPC list with more from ToB.
3. Updated dependency versions.
4. Re-worked Trigger Processor and handling of Audio to hopefully reduce the chance of data being lost or Timers getting stuck. (this is still a work in-progress)
5. Fix for Import Overlay not loading the Imported styles right away. Previously you had to display the Overlay information or restart the parser for the Imported to display properly.
6. Fix for old Timer information hanging around forever and slowly causing a performance problem over time.
7. Fix for Damage Meter sometimes including stale data when starting a new parse.

Updated in Version 2.2.56

1. Added requirement for dotnet Desktop version 8.0.11 or newer.

Updated in Version 2.2.55

1. Fix for file chooser windows opening behind the Trigger Character and Log Management

windows.

2. Removed timer bar animations as it seems to be causing some performance issues. It'll be back in a future version after moving to a new library for displaying the timers.
3. Added extra debug and error handling to try and help figure out why timers sometimes cause the parser to crash.

Updated in Version 2.2.54

1. Fix for trigger lockout time not working correctly.

Updated in Version 2.2.53

1. Updated with latest spells as of 11/23/24.
2. Possible fix for damage overlay losing some data if it's running long enough.

Updated in Version 2.2.52

1. Imported new spell data for the ToB expansion.
2. Added Option for Hiding the Splash Screen.
3. Added SPA 211 to the melee ADPS chart.
4. Fix for the Downloads folder not being found if the default configuration has been modified.

Updated in Version 2.2.51

1. Updated installer to no longer try and remove old MSI based installs. If you have one of those really old version installed then you may want to remove it manually and re-install the latest.

Updated in Version 2.2.50

1. Upgraded installer to Inno Setup 6.3.3.
2. Added logging to the installer. If the install fails to complete try running it from the command line and upload the log to a gitbhug bug, Exanple: EQLogParser-install-2.2.50.exe /LOG=debug.log
3. Added Archive Now button to the Log Management window.
4. Added retry on error for receiving GINA Quick Shares. If the first attempt fails it will try to download an additional time 1.5 seconds later.
5. Fix for the installer dotnet error window showing up too small when display scaling is set to something greater than 100%.

Updated in Version 2.2.49

1. Updated NPC list to include some new mobs from beta.
2. Updated parsing of /who to work for anonymous.
3. Fix some spelling errors.

Updated in Version 2.2.48

1. Fix for receiving GINA Quick Shares. It was failing if too many triggers were shared or if the contents were too large (like when containing wav files). Note that wav files are still not imported. Triggers that use them need to be updated manually afterwards.

Updated in Version 2.2.47

1. Switched to the SoundTouch library for changing the speaking rate for audio triggers. This should allow them to work on older versions of Windows 10.
2. Fixed bug where a clicking sound could be heard when playing some text to speech.

Updated in Version 2.2.46

1. Added support for {counter} or {repeated} to the main Text to Speak field in a Trigger and added a note about it in the Triggers document.
2. Added Vertical Alignment option to Overlays. This changes how the content of the Overlay displays. The options are Top, Center or Bottom. Timer Overlays default to Top and Text Overlays default to Bottom.
3. Fixed a bug where the Preview Overlay would keep old settings after selecting a new one and canceling the update.
4. Fixed a bug in the Timeline/ADPS Charts where spells with cast messages were being counted as spells only the player sees. Which was different than how the Spell Counts UI was working.

Updated in Version 2.2.45

1. Added support for variable replacement to the previous line matching.
2. Updated Overlay Export/Import to keep previous Overlay IDs to make restoring easier. Always restore Overlays and then restore Triggers that were using those Overlays to prevent the Overlay settings from being lost on the Trigger.
3. Fixed volume calculation where triggers would sometimes be too quiet.

Updated in Version 2.2.44

1. More audio updates. Replaced the last of the legacy windows APIs being used and fixed resources being cleaned up.

Updated in Version 2.2.43

1. Added new Trigger option to match against the Previous Line. If it's set then that match must be true in addition to the match done in the main Pattern.
2. Fix Timeline CSV export showing the wrong times if the chart is zoomed in.
3. Updated Timeine UI slightly to show icons for death and to have tooltips for each of the bars.

Updated in Version 2.2.42

1. Added some error handling for missing/removed overlays.
2. Fix Damage Meter not always showing last row.

Updated in Version 2.2.40

1. Updated ADPS/Timeline charts. Added drag and drop for the labels so you can change the order each rows shows up. Added chart scaling/zooming by using Control+ and Control- with the mouse wheel. Also, changed the CVS output to show simple time values in seconds from -90 instead of the crazy timestamps.
2. Add Font Sizes up to 18 and some additional font families. Reworked almost all the UI layout code related to size changes. Some things may be sized a bit differently but hopefully more consistent and readable for people who need it.
3. Updated to latest Syncfusion libraries.
4. Fix for Damage Meter config being unusable with the light theme.
5. Fix for Triggers not working without an installed sound device. It should try to re-initialize audio when there is no device so adding a device after the fact should work.
6. Fix for Trigger Timers not going away in some cases.
7. Fix for copying large images where the image would sometimes be corrupted.
8. Fix for specials and death counts being over counted when lots of raids are selected.
9. Cleaned up some error logging to reduce log spam.
10. Minor threading performance changes, UI cleanup, and other audio updates.

Updated in Version 2.2.38

1. Fix for importing Triggers from Quick Shares.

Updated in Version 2.2.37

1. Added BackupUtil.exe to Program Files\EQLogParser that can be used from the command line. It works similar to the Create Backup options. When running the application you pass it a --path for the directory you'd like the zip file to be created in and nothing else.
2. Updated the Restore process to handle error cases and roll back changes if needed.
3. Updated Splash screen to have options for opening the error log and closing the app in the case where a critical error happens and the screen doesn't go away.
4. More cleanup of trigger overlay code.

Updated in Version 2.2.36

1. Re-worked trigger database to allow the it to be shared by multiple processors. This will make backups more reliable and if you start a second parser it no longer needs to disable triggers completely. Altough, changes won't be reflected immediately in both so I don't suggest making changes from two instances at once.
2. Updated the default filename when creating a backup.
3. Update for playing short wav files. If they're under 1 second they'll get cut short if another sound needs to play. This should improve playback for sounds commonly used for spammed messages in addition to having the lockout values added previously. This could

be configurable if needed but if you want 'alert' sounds that may be spammed then make sure they're under 1 second long for best results.
4. Added support for mp3 sound files.
5. Fixed bug where Trigger Properties wouldn't reload the sound file list when files are added or removed from the directory.
6. More performance updates related to async tasks, rendering overlays, and trigger database access. I hope everyone has a lot of CPU cores.

Updated in Version 2.2.35

1. More updates to LiteDB configuration to try and avoid issues.
2. Downgraded LiteDB back to 5.0.17 to see if the new versions was causing problems with loading Triggers.

Updated in Version 2.2.33

1. Added additional Volume setting Triggers. If Increase by 80% is chosen then it will increase the current Volume level by that amount for just that Trigger. Note that the total percentage can not go above 100% or below 0%. So, if you're Volume defaults to 100% don't expect it to get any louder. You'll have to set your Default to something in the middle so that the increase/decrease percentage means something. It's done this way so that the Trigger Volume is always relative to your parser's Volume.
2. Fix for Log Archive sometimes archiving the same file over and over again. The file Creation Date is now set by the parser when Archive happens. So far, it's been working.
3. Added auto-delete of trigger database backup files that are created by LiteDB. There's a bug where it's not cleaning those files up on its own so I'm doing for now.

Updated in Version 2.2.31

1. Switched to use Slider from Syncfusion for Hit Frequency so it works similar to the one for changing Volume.
2. Fix issue with Trigger End Early option where it wasn't stopping all Timers if more than one was running for the same Trigger.

Updated in Version 2.2.30

1. Updates to new Audio implementation to better cleanup resources and reduce latency between each audio being played
2. Updated Log Archive and enabling Triggers to better handle mutliple threads being actived at once. Hopefully the Trigger Manager status for each character should update sooner.

Updated in Version 2.2.29

1. Added Volume control to Trigger Manager. When selecting the volume it will set it just like changing the volume using the Windows audio mixer.
2. Updated the Test buttons in the Trigger config to use the voice settings for the selected

character.

<u>Updated in Version 2.2.28</u>

1. More updates to new Audio processing. Prevent audio from overlapping when multiple sounds need to play for the same character. Different characters will play at the same time again while each character has a queue for playing sounds.
2. Fix for Trigger Testing resetting everything too quickly when the test is complete.
3. Fix for default voice being used when other voices are selected.

<u>Updated in Version 2.2.26</u>

1. Updated the TTS engine and audio playback to hopeully fix some application crashes that would happen when too many TTS were running at one time. The changes also allow more voices to be selected as the newer API can use some of additional voices you may have installed. The voice rate values changed slightly but should be close to what they were in previous versions.
2. Added Create Backup and Restore options to the Tools menu. You can now create a zip file of all the EQLogParser settings and restore them at a later time. The Restore option will restart the parser. This could be useful when moving to a new PC.
3. Updated selecting rows in Trigger Log to select the associated Trigger in the Trigger Manager even if advanced mode is chosen and no characters are selected. It will select the character for the entry to load the tree and then select that Trigger.
4. Made another small change to displaying procs for spell counts and the timelines.

<u>Updated in Version 2.2.25</u>

1. Made some adjustments to how spells are figured out based on their land on messages and other spell casts seen during the parse.

<u>Updated in Version 2.2.24</u>

1. Minor updates to Splash Screen interaction.
2. Fix for Spell Count options not working properly.

<u>Updated in Version 2.2.23</u>

1. Added Trigger Lockout Time to the Trigger settings. It's to help prevent a Trigger from being spammed. For example, if you set to to 2.0 and the Trigger goes off. Then about 2 seconds will have to pass before the Trigger can be activated again.
2. Added parsing of Persona equipmant changes to update the current player's class.
3. Added right-click menu option to Assign a Class to the selected player on the Damage, Tanking, and Healing Summaries.
4. Fix for an issue where the parser could hang when trying to stop the Trigger Tester or possibly even updating Triggers in the middle of a raid.
5. Fix for Timer Bar not sizing properly depending on the Font that gets chosen.

Updated in Version 2.2.22

1. Added option to Log Management for organizing Archives by folders based on the server and character name.

Updated in Version 2.2.21

1. Updated Patterns in the Trigger to auto enable Regex for basic cases including {s} and {n}, etc. If you then turn regex off it shouldn't force it back on until you switch triggers in case you really don't want Regex on.
2. Changed some of the file name matching to be case insensitive.
3. Fix for not correctly getting the character name from a .gz file.
4. Fix for exceptions in log related to updating status for individual log files.

Updated in Version 2.2.20

1. **There are lots of changes. I'd read this list and look out for new bugs.**
2. Added splash screen and updated parser loading process to be more responsive.
3. Added status indicator to the Manage Characters table in Trigger Manager. Red indiciates the file has not been opened yet. The warning/orange color means that the file is open but no recent activity (2 mins). Green means the file is active and busy.
4. Updated Log Readers to better handle unreliable files or shared via network.
5. Updated EQLP:STOP command to attempt to stop sounds.
6. Updated Log Management to better handle multiple files being archievd at once. I think this was causing multiple archives to sometimes happen of the same file. Also, updated the UI to prevent enabled file age and sizes to both be set to any value.
7. Updated installer to link to latest .Net 8.0.5 and to cleanup old log files.
8. Fix for Timer Bars not updating with specified Font Family. **You may want to switch to Segoe UI or Roboto in your Timer Overlays if they look different than they used to.**
9. Fix for default (Trigger Time) Timer sorting.
10. Fix for parser not displaying after windows resolution is lowered.
11. Fix for crash that could occur when changing log files when no data is loaded.
12. Fix for Pet/Players list not updating its counts correctly when changing log files.
13. Fix for server name not being parsed correctly from archived files which lead to the Pet list not being displayed for the server.

Updated in Version 2.2.19

1. Updated to save changes made more often and before a computer is suspended to avoid changes being lost if the application crashes.

Updated in Version 2.2.18

1. Changed how the Fight list is updated during loading when new pets are added to speed things up a bit.
2. Fix for incorrect total time displayed on the Healing Summary when lots of fights are selected.

Updated in Version 2.2.17

1. Fix for Log Management trying to archive files that are already compressed. Also made the filename check a little smarter to avoid re-arching files that match the archive format.

Updated in Version 2.2.16

1. Added Copy As BBCode Table and Large Image to the Cast Timeline.
2. Added compress option to Log Management settings.
3. Fix for Healing Summary sometimes failing to load when changing options.
4. Fix for Log Management settings not saving properly.
5. Performance improvements for Text Overlay.

Updated in Version 2.2.15

1. Update Trigger Tree View to allow Drag and Drop to update the state of Triggers and Folders being dragged if you hold the left shift key while dropping. Otherwise the state they have remains unchanged in their new location.
2. Fix for Log Management where it would not archive log files unless you first changed both the size and age settings at least once.
3. Update log rotation settings so hopefully it only does a small number.

Updated in Version 2.2.14

1. Added more font size options to both Text and Timer Overlays.
2. Changed Create Trigger to set the enabled state to that of the parent folder. If the parent is checked then the Trigger will be checked. If the parent is not checked or has partial check then the trigger will not be checked.
3. Added multiple selection to the Trigger Character list. If more than one is selected then changes to the Trigger state (enabled/disabled) will change in all the selected characters. Also, modify and delete only work if you select a single character.

Updated in Version 2.2.13

1. Added Active Color and Font Color options to Character configuration for Triggers. If set they'll be used over the Overlay or Trigger's settings for that character.
2. Update Log Management to archive logs during zoning in addition to startup/when logs are first opened.
3. Added 1 Day and 3 Days options to Log Management.
4. Fix for installer getting confused about which .NET versions are installed. Now it directly checks the dotnet directory under Program Files.
5. Fix for tree tables sizing when changing fonts.
6. Updates spell data.
7. Updated log4net dependency.
8. Added Common Drawing DLL to the install as some systems seem to need it.

Updated in Version 2.2.11

1. Replaced the old Wix 3 MSI installer to address outstanding issues. Now using an .exe installer by Inno Setup. Note that auto update will download a MSI file that runs the new installer until the new version is installed. Then it should switch to download .exe installers going forward.
2. Added a search box to the Manage Triggers section in Trigger Manager. It will look for triggers based on the name you type in. Hit enter and it should try to find the next matching trigger.
3. Added a Timer Icon to Triggers. It gets placed to the left of timer bars if specified. The height will be adjusted to the height of the timer bar but the width can be anything. If you want to use this feature I'd suggest having all the timers in an overlay with similar sized icons.

Updated in Version 2.2.10

1. More updates to how timers are displayed.
2. Fix for desktop short cut pointing to Program Files (x86) on some systems instead of Program Files. It also won't be removed during uninstall anymore. That'll have to be fixed later.

Updated in Version 2.2.8

1. Added options to Timer Overlays when set to Cooldown mode where you can choose to view the timers depending on their state. There's a checkbox for each state. Active, Idle, and Reset. Maybe in one Overlay you want to see the Active state while in another Overlay show the Reset and Idle states. To do this you would create two Overlays with diffierent options checked and assign both to your Triggers.
2. Updated the installer to create/delete desktop shortcuts using a custom implementation. It should no longer delete and re-create those shortcuts going forward. When 2.2.8 is installed over 2.2.7 it will still be forced to run the old upgrade process and delete the shortcut. But in the future when going from 2.2.8 to 2.2.9 it should work properly.
3. Fixed bug where specifying multiple Overlays for a Trigger would only show the first one it found.
4. Fixed bug where save on an Trigger wouldn't always be actived correctly and you could get stuck without being able to fix the Trigger.

Updated in Version 2.2.7

1. Removed check for 'shrinks.' to check if an npc was a player, pet, or merc. This was causing Shalowain to not get counted as an NPC as some people like to shrink them during one of the missions. Note that a good way to identify players is to use the /who command. That's one of the few remaining ways to set a player 100% of the time with using right-click set player. Will work on better ways to do this one day.

Updated in Version 2.2.6

1. Updated to use and **require .Net 8.0**. The biggest improvement involves Regex performance. Trigger processing is often 30% or 40% faster when you have 200+ triggers using regex.
2. Added some basic fast check similar support to further help with trigger performance.
3. Cached default overlay queries to avoid errors where sometimes those overlays would not be found as it causes too many DB queries.
4. Additional optimizations for timer overlays.
5. Added a Clear button to Trigger Tester to avoid having to select all/delete when you pasted a large number of lines. There is a bug with the text viewer where it may sometimes crash when doing that. The button should help avoid those cases.
6. Added All Players option to Spell Counts right-click. It includes all verified players across all summaries.
7. Added hours to the timer bar if needed.
8. Fixed bug where manually Importing a quick share that expired could cause further manual imports to fail.
9. Fix for renaming triggers when you do not hit enter. It should save changes even if you just click somewhere else in the UI.
10. Fix for canceling changes to custom active color and font.
11. Included additional error handling to prevent application exiting. It should print more details in the log as well.
12. Fix for deadlock issue and some other minor fixes with this first dotnet 8 version.

Major Updates from Version 2.1

Basic Log Management feature. It is available under Tools -> Log Management. Check the box to enable archiving, choose a folder for the archived files, select options from the two dropdowns. It will attempt to archive files that meet those criteria whenever the parser is started, whenever you add/enable a character's triggers or when you open a file to display a parse. Note that it will not archive randomly during a raid and it will wait for the parse to finish loading before attempting to archive.

Restore Open Views. The parser will remember and re-open many of the application's windows/tabs upon restart. This appliies to everything under the View menu except for log search.

Look and Feel Menu Item under Options. It has settings for Font Size, Font Family, and the previous Themes. Only a limited number of options are available at this time and a number of changes were made throughou the UI for things to adjust sizes better. Hopefully all the current combinations of Font Size/Family work well.

Audio Triggers and Text/Timer Overlays are fully supported. Look under View -> Triggers.
- Trigger Manager is for creating triggers and overlays. You can also import from GINA trigger files. See the triggerVariables document for differences.
- Triggers can be shared with others via Quick Share where a key can be sent to someone else in game and it will download and install the triggers.
- Added Phonetic Dictionary option to Trigger Manager. It's very simple as the TTS engine doesn't support anything too useful. However, you can specify a word to replace with

another word or phrase by adding rows to the dictionary table. Adding too many entries could potentially slow processing so look out for that.

- Quick Share Log is a table of all received quick shares as well as any that it sees in the log file that you load.
- Trigger Log is a table that gets updated when triggers are fired.
- Trigger Tester allows you to paste log lines into a list and Run them as if you were playing. Then your triggers and overlays should fire and display. The real-time option takes timestamps into account and attempts to delay each line by the appropriate amount.
- The Tools menu has an option for Opening the Trigger Sounds folder. You can add new .wav files there and they should show up as options in Trigger Manager.
- If you created triggers in previos versions it's probably best to start over.

New Damage Meter. It has it's only menu under View -> Damage Meter.
- The UI has been updated with a modern look and feel.
- A Tank tab is available to view similar damage information for Tanks. It does not need to be configured. You can click back and forther between DPS and Tank while it's running.
- There's a new optoin for smaller damage percent bars to allow the Overlay to use a little less space.
- Added a Streamer Mode checkbox to the Damage Meter. If this is checked the meter will show up as a window when you alt-tab and it should also be visible/selectable in OBS

Added Help Menu.
- One option allows you to view these release notes.
- Reporting an Issue takes you to the Github page for reporting bugs.
- The About option takes you to the README on Github.