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Gloomhaven helper port forwarding

I am on Mediacomm service with cable modem and wireless router. I have the gloomhaven Help desktop app running on a Windows 7 laptop connected to my home wifi. I have configured the desktop helper app to run as the server. From what I understand, the router needs to have a forwarded ports to the laptop IP address. The background window says the server is listening on UDP port xxxx7 and TCP is listening to port xxxx8 (first 4 numbers of both are the same). I created a port forwarding rule on my Netgear router, WNR2000v2. I've tried configuring a TCP/UPD port forwarding rule from xxxx7 to xxxx8. I then found the desktop IP address for google'ing My IP and entering that into the Gloomhaven Helper App mobile device, put to the client with the host as the desktop IP address. Your mobile device will not connect yet. I've even reversed the process and put the desktop app as the client and mobile device like the server (adjusting IP addresses accordingly). The desktop then shows failed to connect to: xxx.xx.xxxx:yyyyyComproved to the Open Port Check Tool and the port still reads as closed. Not sure what else to try... Any suggestions, do I need to check the modem (not sure how)? Page 2 10 reviews The Elder Scrolls: Blades update out now (version 1.7.1) - motion controls for combat and more Posted on June 12, 2020 by Brian (@NE_Brian) on News, Switch eShop The Elder Scrolls: Blades, which recently found its way to Switch, has received a new update. Bethesda issued version 1.7.1 this week, with optional motion controls for combat and more. The full patch notes are as follows: Motion Controls added for combat on the Nintendo Switch! Enable motion controls in the Settings menu. Hold ZL or ZR to raise your weapon as usual, then flick on the corresponding Joy-Con to attack. Hold ZL or ZR on hold to start a combined attack as soon as possible or release it to stop attacking. Bug fixes Fixed an error causing poor performance on Android devices using the Exynos chipset. An error has been fixed on the Nintendo Switch causing the player's Gems to disappear temporarily. Fixed an error on the Nintendo Switch preventing banner decorations from being insinated in the wind. Fixed an error that disabled the button to reduce how many potions you want to elaborate in the Alchemy Laboratory. He fixed an error by preventing the exclamation point icon from appearing above Varro Matius as he has the quest for mining misfortune to give. It has reviewed how the rewards of the Arena trophy are calculated. A wide variety of interface errors, search progress blockers and crashes have been fixed. Elder Scrolls: Leaves are available at through eShop. Thanks to Cameron for the tip. Related Source Plus: Bethesda, The Elder Scrolls: Blades, Title Update Leave a Response and Bug Fix, of course by Ryan Craddock Fri 12th Jun 2020 A new update has come for The Elder Scrolls: Blades, bringing a particularly welcome addition to nintendo switch's version of the game. The update brings the game to version 1.7.1, mostly by adding motion controls To change your playing style. It also fixes a number of errors. You can see all the changes in the full patch notes below. THE ELDER SCROLLS: BLADES PATCH 1.7.1 NOTES Motion controls added for combat on the Nintendo Switch! · Enable motion controls in the Settings menu. · Hold ZL or ZR to raise your weapon as usual, then flick on the corresponding Joy-Con to attack. · Hold ZL or ZR on hold to start a combined attack as soon as possible or release it to stop attacking. Bug fixes · Fixed an error causing poor performance on Android devices using the Exynos chipset. · An error has been fixed on the Nintendo Switch causing the player's Gems to disappear temporarily. · Fixed an error on the Nintendo Switch preventing banner decorations from being insinated in the wind. · Fixed an error that disabled the button to reduce how many potions you want to elaborate in the Alchemy Laboratory. · He fixed an error by preventing the exclamation point icon from appearing above Varro Matius as he has the quest for mining misfortune to give. · It has reviewed how the rewards of the Arena trophy are calculated. · A wide variety of interface errors, search progress blockers and crashes have been fixed. If you haven't already, be sure to check out our review of The Elder Scrolls: Blades here. We weren't exactly impressed with it, feeling it didn't have the charm of the main series and that it felt like grinding to play, but we'd love to hear your thoughts on the comments below. See also The Elder Scrolls: Blades Review Related Games The Elder Scrolls: Blades (Switch eShop) About Ryan Craddock Ryan can list the first Pokemon 151 all in memory order - a feat he calls his party trick despite being an introvert who would never find himself anywhere near a party. I'd rather spend a night with Mario Kart and a pizza, and we can't say we blame him. Personal Profile Twitter Reply Comments (26) Let a comment hold there, you need to login to post a comment... You like to play Elder Scrolls Blades on your Switch, but I wish it was a bit more like a Wii game encouraging you to twist your arm and pretend it was a real sword? It was a video game and a workout! If so, the good news is that the last patch of the game allows switch players to access motion controls, holding ZL or ZR to start attacking and allowing them to just keep hacking out. You will... you probably want to make sure your console docks first, though. Most patch is for bug fixes, of course, both addressing a number of items that aren't displayed correctly on Switch and performance issues on specific Android chipsets. So it's not a patch of content, but if you can sit in your living room and pretend to break skeletons, it's not really form of content? We'll say yes. Hi everyone, I've seen some in this group who managed to make gloomhaven helps work through the networks. After further investigation, it seems that this is port forwarding. Can someone help me with this, and/or sign me up for instructions to do so? I need to do that on the router provided by my ISP ISP the research only showed how to set up a virtual server. Page 2 22 comments Gloomhaven Helper is the officially licensed companion app to play the Gloomhaven board game and expand forgotten circles, without losing the feeling of board game. Keep track of the initiative, monsters and characters so you can focus on playing the game instead of accounting. Playing the game becomes faster, just like setting it up and knocking it down. Gloomhaven Helper eliminates the need for the following gloomhaven components: monster ability card decks monster stat sheets and sleeves the monster attack modifier deck monster damage tokens monster and character condition tokens the element infusion board, Element disks, and the HP/XP round tracker character marks character boards In addition to making settings easier, Gloomhaven Helper also improves the game in many new ways: Devices running Gloomhaven Helper can be synchronized over the network so that each player can view and change the state of the game from their own personal device. Rows are sorted by order of initiative, so make it clear who's next. Monster skills report the numbers to use, so there is no math or search statistics (Attack 3 instead of attack + 1). Monsters with rank attacks always specify the range, so you can't forget it and you don't need to be looked up. When a monster is flying, the monster skill card shows the flying wings icon for movement rather than the usual boot. Monsters can be marked as summoned so you know you shouldn't drop a coin when they die. Monster statistics are hidden until the monster appears. Infusions of tracking elements prevent you from forgetting to move the item down. Character current and maximum HP is easily visible to all players. Gallery Make a copy of the gallery to see the gloomhaven helper settings for community members! Download Gloomhaven Helper is available on Android through the Google Play store as a free app. The free app has ads, but an in-app purchase can be used to remove ads. Ads are annoying, but at least this setting allows you to use it without paying and those who don't really like ads or who want to contribute to app development can do so. Gloomhaven Helper can be installed from Google Play or by downloading the APK: v8.4.8 v8.4.7 v8.4.6 v8.4.5 v8.4.4 v8.744.3 v8.3.6 v8.3.1 v8.3.0 v8.2.1 v8.0 Google Play is used for deleting ads on Android, which is tied to a Google Account. If multiple devices use the same Google Account for Google Play, the app will have ads removed on those devices with only one in-app purchase. Devices with different Google Accounts for Play will have to buy the app to remove ads. APK can be used to run the app on devices without Google Play, such as Amazon Fire devices. However, Google Play is required to remove the ads. Google Play is likely to be installed on any device, with some Googling and effort. iOS Gloomhaven Helper is available on iOS through the Apple app store as a paid app. It has no ads. Gloomhaven Helper can be installed from Apple app store. Desktop Gloomhaven Helper runs on Windows, Mac and Linux. You can download it here: v8.4.8 v8.4.7 v8.4.6 v8.4.5 v8.4.4 v8.4.3 v8.3.6 v8.3.1 v8.3.0 v8.2.1 v8.0 To run the desktop version, Java 8 is required. If you do not want to install Java, you can go to this page, click the radio button to accept the license agreement, and then click to download the .tar.gz of your operating system (Windows x64, macOS or Linux x64). Unzip the file (for example, with 7zip or via the command line) and end up with a single folder full of files. You can run Java out of this folder without installing anything: no java updater, no Java browser plugins. To run Gloomhaven Helper from the command line (which allows you to view logs) on the use of Windows: cd C: \path-to-gloomhaven-helper java -jar ghh.jar In macOS: cd /path/to/gloomhaven-helper java -XstartOnFirstThread -jar ghh.jar Oro, using Homebrew on macOS, you can download and run the application this way: install gloomhaven-helper beer barrel gloomhaven-helper On Linux: cd /path/to/gloomhaven-helper java -jar ghh.jar If we steal an error about Error: Cannot access jarfile ghh.jar, it means java cannot find the ghh file.jar. Change the directory where the JAR file is located (the cd C:\path-to-gloomhaven-helper shown above) or use an absolute path to the JAR file, for example: java -jar C:\path-to-gloomhaven-helper\ghh.jar If you get an error about UnsupportedClassVersionError, it means that your version of Java is too old. Need Java 8+. If you have installed Java 8+ and continue to get the same error, you probably still have an older java version on the way. You can check the use of java -version. Try specifying an absolute path to the new Java installation, for example: C:\path-to-java\bin\java.exe -jar C:\path-to-gloomhaven-helper\ghh.jar Web You can use Gloomhaven Helper in a web browser here. This version is identical to other platforms, except that it does not support network synchronization. Browser zoom affects the app and may need to be adjusted to get 2 columns or avoid scrolling. Try ctrl+'+' and ctrl+'-'. If your images are stirred in the web version, clear your browser's cache. Try ctrl+shift+delete and check the cache only. Use When the application is first loaded, you will need to add rows of characters and monsters by clicking on the menu in the top left of the application. You can set a scenario by number to add the necessary monsters automatically. Then spawn the monsters in the first room by clicking on the + buttons. Round each round, first choose two hand character skill cards, and then click Draw in the bottom left corner of the app. This makes the skill cards of the monsters and rows of monsters are automatically ranked in order of initiative. Then move the character rows to the right place in the order of the initiative by dragging the portraits, and then take turns starting at the top row. As each turn is completed, optionally, you can click on the portrait of this row to gray. When all shifts are over, click Next in the lower left corner of the app. Clicking on a monster box or row of characters opens a menu to adjust the HP, XP, loot, bless, curses and conditions. You can drag left or right on the HP, XP or booty buttons to fit them more easily. A quicker way to adjust the HP without opening the menu is to simply drag it left or right into a monster box or row of characters. The call icon indicates that the monster was summoned, so you should not drop a coin when you die. The call icon has an X on it to indicate that it was called this turn and should not perform any action. The X is automatically removed at the end of the current round. It is also convenient to put monsters summoned to your side for the first turn that are at stake. Click on the level icon (the crown) to open the monster level menu where you can adjust the level and HP: The star icon indicates that a monster is special or named. Named monsters are not considered normal or elite and therefore are not affected by character skills that only target normal or elite monsters (such as skills running a normal or elite monster). Gloomhaven Helper knows about many special scenario rules and adjusts the HP of specific monsters when the star icon is applied. The level icon of a character opens the character level menu where you can set the name and level and adjusted HP: The plus icon of a row of characters opens the call menu: To add a call, choose the color, and then the standing number. You can then set the HP, movement, attack, and range. Configuration Help When unchecked, useful messages will not be displayed. Hide statistics When checked, statistics of monsters that have not been generated are hidden. Press and hold statistics to display. Uncheck if you prefer to see what you're up against before you meet the monsters. Calculate statistics When checked, the monster's skill cards show calculated values (eg, attack 4 instead of attack +1). Elites first When checked, elite monsters are ranked first for each row of monsters. When unchecked, they are only sorted by standing number. Drag HP When checked, rows of monsters and characters can be dragged left/right to adjust HP. Track feet When unchecked, the individual monsters in each row are not shown. Use this for when you want to track hp monster and otherwise conditions. Random standeas When unchecked, adding a monster will automatically choose one of the random uns used standing numbers. Expires conditions When checked, conditions that expire at the end of the turn will be removed automatically. When This, it is important to click on the portrait of each row after doing each turn so that the end-of-shift conditions can be managed correctly. The conditions added to the current turn do not expire at the end of the shift. Gloomhaven Helper knows that a row is the current twist when it is the first row that has not been grayed out by clicking on the portrait. The portrait for the current twist is highlighted with a cyan cyan Attention should be taken in some rare situations. For example, when a monster affects another monster of the same type, before the turn of this other monster, the application interprets the condition that applies during the monster's turn and the condition of a late shift will expire. Skill cards When unchecked, monster skill cards are not displayed. Use this when you want to track the HP monster and conditions, but not skill cards. Skill numbers When checked, monster skill cards will display your card number in the bottom left corner. Scroll automatically When checked, the app will automatically move to the active row. This can be useful on a TV or other device where it would be uncomfortable to scroll up and down manually. Hide monsters When checked, monsters will not appear on this device. This can be useful when using network synchronization for some devices to only display players. Character Initiative Numpad When checked, click a character portrait to set the initiative number. All character initiatives must be set before you click Draw. Drag the when checked number, drag a character portrait to the right to set the lead number. If necessary, all character initiatives must be set before clicking Draw. With two columns of characters and monsters, this setting can interfere with dragging a row left or right. In this case, first drag the character row up or down before dragging it left or right. Drag the When checked command, drag a character portrait to the appropriate order of initiative after clicking Plot. This environment is fast, but when multiple character initiatives fall among the monsters themselves, you may need to ask the other players what their lead number is. Extend these settings scales the application up or down. Zooming can provide more vertical space and reduce or eliminate the need to scroll. When there is enough horizontal space and more rows than fit vertically, Gloomhaven Helper will organize the rows into two (or more) columns. On your desktop you can zoom using the up or down arrow keys. Network synchronization When you have a device (mobile phone, tablet, laptop, desktop, etc.) run a server within the application, other devices can connect to it because Gloomhaven Helper syncs on all devices. Changes made to any of the devices will appear on everyone else. Any number of clients can be connected to a server. Server When checked, the application runs a server on the port displayed to accept connections from others A server icon appears at the bottom of the screen: gray means no clients are connected, green means that at least one client is connected. Customer When checked, the application connects to a server using the IP or host name and port displayed. The application attempts to automatically detect a server that runs on the local network and, if found, will set the host and port automatically. The application tries to connect to the server repeatedly, every few seconds, until it succeeds. Client icons appear at the bottom of the screen: red means the server could not be green means that the server is connected. The server and all clients must be in the same version of Gloomhaven Helper. You can see the version at the bottom of the main menu. Devices can be on different operating systems (for example, Android devices can connect to an iOS server and vice versa). The app uses standard TCP plugs to communicate. The server and clients may be on different networks or over the Internet, but you will need to configure your router that the server is behind to forward incoming connections to the device running the server. Customers must be on the same network for automatic server detection, otherwise they must enter the server's IP address manually. Also, even if they're on the same network, some routers block automatic discovery. The application displays the server's IP (there may be several), otherwise you can find its IP in your device settings or on the router administration page. If your customers are on the same network but still can't connect to the server, it's almost certainly a problem with your network settings or devices themselves. If you use a guest WIFI or your WIFI has wireless insulation enabled, it will block the connection to the server. Some devices may have poor network hardware and may need to be restarted. When a client connects to the server, the status of the client game is replaced by the status of the server. In the unlikely event that the server crashes and the state of the game is lost, any client that still has the state of the game can be used as a server to keep the status. Do not let this client reconnect to the server, as it will replace its status with the empty state of the server. Synchronization is done by sending the entire game state each time there is a change. Receiving a new state of play causes menus to close, so many groups designate a single person to make most changes. Tips The monster attack modifier cover does not need to be mixed manually. A lot of people are wrong. By the rules (page 11), it is mixed at the end of the round if you drew a card with the mix icon during this round. The only other time it is mixed is if the attack modifier cover is empty. This is true for both monsters and characters. At the top of the Add Characters menu, you can add an escort or an objective row. An Android device can show the app on a TV using a Chromecast. This is done by casting the entire screen using Google Home. Double-tap an item to set it to decreasing. Drag left or right into a monster box or row of characters to quickly adjust HP. HP buttons. Drag left or right on the right side of a row of characters to adjust XP. When adjusting HP, the poison, wound and shield icons flash as a reminder to consider these conditions for attacks and care. The app never automatically adjusts HP. The circle level of the Set Scenario dialog is the recommended level based on character levels. The custom choice in the Set Scenario dialog sets the level, but does not add any monsters. Your progress is automatically saved every time any changes are made. Run the desktop version with the -verbose command line paramter for more information registered. A laptop can be rotated 90 degrees to get more vertical real estate. Try ctrl+alt+right arrow to rotate the screen contents. Press the up arrow or down arrow to zoom in/out. Translations Translations Pending translations (please do not send translations for them, another user has already done so): Hungarian Spanish Italian If you want to use the application in your language, you can send a translated data file. To get the data file to translate, download the desktop version and unzip the ghh.jar file. Data files are called data-xy.json. Choose one of the non-English data files and that's what needs to be translated. It is very important that part of the text of the file stays English because it is used by the app internally. See one of the existing translations, for example, see data-ko.json (Korean) and any English you find should not be translated into the file. Specifically, do not translate names in the monsterAbilities section, tokens such as %attack% or %move%, or values called english:. The data isn't really JSON, but it's close. Quotes are optional for text without spaces or special characters. In addition, some of

the data has special characters that should not be changed, such as ^ to control font sizes and alignment. In addition to the data file, it would also be great if you can translate this application description text. Supporting a good troubleshooting resource is BoardGameGeek's Gloomhaven subforum or Reddit's r/Gloomhaven. If you are still really hooked, you can send an email, but please allow a few days for a reply. Wishlist The following features may be considered in the future: Long press to temporarily expand a monster skill card. Set up not to show monster skill cards until the monster's turn. Dough settings for TVs that cut the edge of the app. Settings for confirmation when you press the next round. Drag up/down to adjust HP if rows are not moved vertically. Fix zoom cancellation when held if the configuration dialog moves. Improve the Ooze split by clicking it once for ooze. It allows you to mark each monster as a prey vault. When using expiration conditions, if a monster has taken its turn and are added more (e.g. a room was revealed), mark them as new in some way. Menu to adjust HP and conditions for all monsters of the same type. A round record to track errors (eg, updating the wrong standee). Reminder when a number is reached Specified. Remember show names. Better modding support: easier to add monsters and new characters, upload loose image files, send data to customers so mobile customers can get modded data from a PC server. If you are interested in how gloomhaven helper came to be, sign up these links: BoardGameGeek post Reddit post #1 Reddit post #2 Reddit post #3 Donations This app developed as fun fun Project. Initially all versions were provided for free because not having paid customers is quite large: there is no obligation to work, maintenance, or support and no fault if they are missing. However, many people called for further development. A year later, to justify spending more time and effort in the app, ads were added to the Android version with an in-app purchase to remove them and a paid iOS version was released. That should be enough and no one should feel compelled to do more, just give a 5-star rating and a good review on Google Play would be great. If you would still like to donate more, you can make a donation with a debit/credit card through this form: Donation amount: USD Alternatively, you can make a donation via PayPal. Your support is greatly appreciated! Changelog 8.4.9 • Vermling Raiders switch from 8 to 6. • Fixed crash by adding monster to maximum player level when solo.8.4.8 • Reduced mouse wheel scrolling speed. • Fixed crash for some monsters when using Czech. • Fixed version and gaem status file location not printed on console output.8.4.7 • Fixed monster skill cards showing blank in some cases. • Added a call button to the add monster menu. Avoid a summons causing a monster skill card to be drawn. • Range added to Valrath Tracker skill cards. • Fixed scenario #92 monsters. • HP fixes for blood tumor and some JotL monsters. • Print path loaded on file game data. • Translation improvements: German, Italian, Russian • Added translations: Spanish, Portuguese, Hungarian • Desktop version looks for monsters/name.png and class-bgs/name.png to allow you to customize images of monsters and players. • Changed the Wolf-Viper abomination image from Viper to Dog. • The tumour art of blood was the other way around. • Monster condition added by Hatchet. • Space added to old artillery for clarity. • Fixed monster level for custom solo scenarios.8.4.6 • Czech added. • Fixed some missing Japanese glyphs.8.4.5 • Japanese added. • Errata applied to FotO cards. • A boss card has been set for Polish.8.4.4 • Italian added. • Fixed XP for the first two JotL scenarios. • JotL monster skill card fixed to #413 (move 2 -> 1). • Fixed problems on Android when switching languages.8.4.3 • French added. • Fixed scenario rules for non-English and other errors.8.4.1 • Added support for jaws of the Lion. 8.3.6 • Added languages of German, Polish and Korean. • Improvement of Russian. • Translated menus (but not all parameters). • Automatic language detection added. • Fixed failure when changing the language. • Set some monster capacity card numbers. • Always show the Ooze split button when skill cards are not displayed • Smaller application size.8.3.1 • Russian fixes (missing letter, translations, design, monster classification). 8.3.0 • Added support for Russian. • The version is now major.minor.patch. • The required network version is major.minor, so the .patch versions do not break the network synchronization. • Diviner skills are now displayed when no characters are in play. • Fixed head statistics • Setting the stage brings all the characters to life. • Compatible with 8.2 customers. • Android purchase fixed automatic refunds in the app, hopefully.8.2 • Fixed scenario 34 and 46 errata-based monsters. • Added lead network message for third-party applications (e.g., gloomhaven-helper-rfid). • Fixed statistics from the head of the FC. 8.1 • Best denotes the chosen level compared to the suggested level. 8.0 • Ad deletion has been fixed on Android. 7.9 • Timer for how long players have been choosing cards. • Settings to move to the row for the current rotation. • Check box so as not to add monsters when setting the stage. • Settings not to display monster skill cards. • Accident corrections. • Updated Google libraries (Android).7.8 • Added Diviner reveal options to cover all cases. • Bug fixed with initial HP. • Improved some portrait images and icons.7.7 • Support for forgotten circles! Diviner, monsters, bosses, regenerate, stage sections. • Added secret of the base game. • Added display of discard batteries. • First order the beneficial conditions. • Fixed scenario information that is not synchronized with customers on the network. • Make sure that the space your ads take is deleted when your ads are removed. • Accident corrections. • Hide system navigation buttons. • The player always calls by default 2 CV. • The player's calls are never ordered, they use the order they were summoned.7.6 • Improved zoom reset behavior. • Ooze Split can only be used once per round. • Some blockages have been fixed. • Message added when network synchronization rejects a change.7.5 • Added Split button for Ooze (also applies wound damage and respects stun). • Added Hide monsters settings to see only players on one device. • Added Drag HP settings to disable drag HP settings. • Less change of a conflict when adjusting the HP monster with network synchronization. • The zoom level is now ed. • Click on the scenario information to change the stage level. • Fixed removal of a box of monsters while moving. • Fixed design problems on narrow-width screens. • Minor performance improvements. • Remove monster button no longer asks. • Fixed monster menu that is not displayed in the correct position. • The Drag number initiative has been corrected so as not to update other customers. • If the state of the game cannot be loaded, it is no longer deleted (until a change is made!). The application can be restarted to try to reload the data.7.3 • Some crashes have been fixed. • Slightly reduced memory usage. • End of the reduced round ad in each 3rd round and no more often than 20 minutes.7.2 • Undo/redo fixed when using network synchronization. • button + fixed character. • Choosing to Remove ads when it's already been purchased really is fixed now. • Final round ad reduced to any other round.7.1 • Choosing To Remove ads when they've already been purchased, your ads are removed immediately. 7.0 • Fixed attack on Inox Bodyguard skill cards. • Undo/redo locks have been fixed. • Ads on Android with a purchase to delete. • Released on iOS.6.5 Synch'ed desktop and Android versions. 6.3 • Some crash fixes. 6.2 • Some calculated head attack values have been fixed. • Remember fullscreen settings against all app runs. • The calls for players are not sorted by standee number.6.1 • Undo with network synchronization. • Darkest circle for recommended level.6.0 • Faster network synchronization when dragging to adjust values. • Added 25 undo levels. • Redo added. • Keyboard input for the initiative (desktop). • The escort and objective initiative are not restored each round. • Recommended fixed scenario when an escort or target is on the party.5.9 • Scroll to keep the monster menu on display. • Fixed failure creating a level 7 solo scenario. • Fixed a monster have melee AOE but showing a range.5.7 • Fixed crash when network synchronization customers take an action at the same time. • Non-animated fixed monster attack modifier cards for network synchronization customers.5.6 • Fixed targets/escorts counting as players. 5.5 • Fixed monster initiative numbers displayed incorrectly. • Fixed characters are gray after setting a new scenario.5.2 • Do not show lead numbers to network customers until you draw monster skill cards. • Added left/right drag to adjust XP without opening the player's menu. • Blink the shield icon when a monster with shield takes damage. • Fixing monster conditions that did not wrap monster boxes on the next line. • Add fixed characters button on the settings button. • Fixed track booths that hide the player summons.5.1 • Displays several local IP's when hosting a server. • Enhanced enlarged.5.0 • Hotkeys added to zoom in (up/down arrow keys). 4.9 • Fixed skill cards that do not flip sometimes. • Reduce the download size.4.8 • Incorrect head immunity has been corrected. • Renamed as Players to Characters. • Set the default scenario to the last scenario level instead of using the character level. • Don't keep the screen in the background, while the app is in the background. • Escort and Goal moved to the top of the list. • Rows of monsters share skill covers when appropriate. • Scroll to the top in the draw and the next round.4.7 • Fixed monster stats designs. • Lose fixed zoom when the window is minimized to desktop.4.6 • Fixed initiative that sorts ignore characters when adding a new monster mid-round. • Added exhausted button for characters (so HP can still be crawled for permadeath). • Fixed saving app status on Android.4.5 • Fixed removal monster that doesn't update the network. • Fixed character numpad initiative that does not update the network. • Show the statistics menu after adding a character call. • Numpad is now default for character initiative. • Undo added (one level). • Highlighting added for current rotation.4.4 • Spawn of fixed monsters • Improves adding monster animations.4.3 • Added numerical input for character initiatives. • Monkey face condition has been added. • Fixed bear face using stage level instead of character level. • Fixed design by Spitting Drake AOE. • Sort character conditions. • Better help messages.4.2 • Removed Summon as a monster that can be added. • Fixed accidents adding escort or target. • Fix other rare crashes.4.1 • Skill cards automatically show up again when a new monster is added (call draw for initiative, even if do not take the action). • Fixed a minor design problem with 2 columns. • Smoother progress bar when loading web version.4.0 • Improvements for the bear's face class when setting a new scenario. • Added movement, attack and rank statistics to convene. • Call for fixed sorting characters. • Fixed card 747. • Allow you to set the character initiative number at any time. • Settings for fixed-character initiative numbers that are not being saved.3.9 • Tracking the call for added characters. • Fixed character row highlighting when the menu is open. • Fixed crash with monster remove menu. • Fixed status that is not ed locally when received from network synchronization. • Write settings and status to a temporary file, only replacing the actual file when writing is successful. • Added the record to a record.txt on the desktop. • Skill cards are no longer displayed automatically when a new monster is added (you can summon them and take no action this turn). Click the skill card again to draw. • Errors corrected with character initiative number classification.3.8 • Character initiative settings added. • Improved background graphics.3.7 • Fixed network synchronization errors. • Set the maximum name and HP for character rows. • Added escort and objective rows of character. • Automatically add escort for #19. • Fixed zoom causing climbing artifacts. • Added reset zoom option.3.6 • Fixed network synchronization failure for simultaneous actions. • Fixed scaling artifacts. • Changed thresholds for HP drag adjustments. • Reduce HP adjustment mistaps when dragging character rows. • Added Ability numbers settings to display monster capacity card numbers.3.5 • Fixed crash on earlier versions of Android. 3.4 • Press statistics to display them. • Improved HP drag adjustment to prevent myaps.3.3 • Innate curse capacity now appears on skill cards. • Add default monster to the stage level. • Monster level set now changes the entire row. • Menu to add/remove blessings and curses when track standees is unchecked.3.2 • Landscape support (multiple columns, if they fit). • Never deluxe, only down if the screen is not wide enough. • Zoom now reduces scales instead of adding black bars. • When Track standees is unchecked, drawing monster skill cards may be on/off. • Other minor fixes and improvements.2.8 • Faster initial loading. • Calculation of fixed statistics for cap specials for negative values. • Web version.2.7 • Much better readability for HP text. 2.6 • Larger HP text size. 2.5 • Improvements in network synchronization. • Added monster level button and HP maximum adjustment. • Animations of conditions. • Larger menu buttons. • Add the monster level defaults to the stage. • Scroll when the row is dragged to the edge of the screen. • Set scenario reset characters. • Order after adding new monster during shifts. • Added remove monster button. • Do not set shift to complete if there are no monster boxes. • Redid sliding animations.2.4 • Condition of call added for the 1st round in play to indicate that you should not take action. • Random Standees has been added. • Ending a rotation by clicking on a portrait ends all turns previous rows. • Undo a rotation by clicking on a portrait again undoes all the row rotations below. • A text on the Flame Demon card has been corrected. • Fixed stage level with network synchronization. • Fixed sliding to set the HP monster. • Improved sliding animations. • The final warning for the round is only displayed when expiration conditions are active.2.3 • Clean up fixed resources after using client or server settings. 2.2 • Clients try to automatically connect to the first server running on the LAN. • The local IP is displayed when the server starts. • Special case for #67. • Better classification of conditions in pop-up menus.2.0 • Added network synchronization. • Many improvements.1.0 • Initial release. Release.

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