

Additional Changes

- Inventory Expansion
 - Newly created characters now have access to over 40 slots (5 rows).
 - The slots of existing characters will not be extended.
- Pet Feeding System
 - Items with more than 10 level differences can now also be consumed.
 - The effect can however end up less potent or not even be present upon use.
- Hyper Active Skills
 - The requirements for some of the hyper active skill quests have been changed.

Quest Name	Before	After
The Way of the Strongest, Part 3	Clue to the Mystery (all secret dungeons) 0/5	Field boss with EXP 0/5
The Way of the Strongest, Part 4	Clues to the deep mystery (all 'Hell' s ecret dungeons) 0/3	Play through a dungeon with a matching level on 'Expert' with an S+ grade, take a max. 5 hits 0/5
The Way of the Strongest, Part 5	Henir's Time-Space (Normal or Challenge) 0/10	Secret Dungeon 0/10

- Split tooltips for dungeons/PvP
 - There are now split tooltips for all active, special active and hyper active skills which have effects in PvP and/or in dungeons.
- Class Change Quest Alarm added
 - All class changes in all villages
 - Upon class change, pop-ups for the purchase of cash items and the acceptance of quests will be displayed.
 - The display will switch to the cash shop once the user decides to purchase a cash item (unavailable in a field or when busy).
 - The quest display will be shown when the user clicks on 'Quest acceptance'.
 - The button for closing the class change pop-up has been moved to the top-right.
 - Class changing now possible in all villages.
 - Once the pop-up is dismissed, the user will be shown the status 'Class change available' below the 'Start Dungeon' button.
- Shop function for the sales service added.
 - Added a 'Add item' button. The user can only add an item for sale if an item has already been sold, or if it has been placed in the sale slot.
 - If the user buys the Sales Service Ticket in 'Received' status (either as an item or premium purchase), they will not need to pay a sales fee when they receive the item or currency.
 - The automatic sales time for the sales service has been extended to 3 days. (The item will be placed back into your possession once it has not been sold within 3 days.)
 - The item page can now be scrolled through using the mouse wheel.

- Map for Elios Studio: Solace's Family Garden added
 - New map added to Elios Studio.
- Movements for win/loss in Elios Studio added.
 - Players can now enact animations for winning and losing by typing '/won' or '/lost' in chat whilst located in the Elios Studio.
- Headphones bug resolved
 - Fixed an issue where sound continued to play out of loudspeakers when players attached headphones.
- UI for Scroll of Revitalisation Renewed
 - Destroyed equipment can be restored with little fuss.
 - If a user has the Blessed Scroll of Revitalisation and the tick is set in the respective box, the item will not be destroyed. Instead the Blessed Scroll of Revitalisation will be used.
 - Once the Blessed Scroll of Revitalisation is activated to prevent the destruction of equipment, then a shield symbol will be displayed in the results window.
 - The Blessed Scroll of Revitalisation is only activated if the equipment will otherwise be destroyed.
- On/off for partner effects added
 - An option to turn partner effects on or off has been added to the option menu.
- Adjustable Lighting
 - A lighting system has been added in the character and adjustment windows.
 - Click on the lightbulb to switch the background between black or white.
- Letterbox improvements
 - Letterbox UI has been improved and now offers additional options.