

## Infinity Engine Public Bugs - Bug #23102

### "Heal on Rest" should be labeled "Rest Until Healed"

04/26/2016 02:49 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 02/05/2016
<b>Classification:</b> D - Polish	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	

**Description**

1. Start BG
2. Baldur's Gate, Options, Gameplay

**Observed**  
There is an option called "Heal on Rest"

**Expected**  
The option is labeled "Rest Until Healed"

**Notes**  
Internal report #19192

The party always casts healing spells on rest, regardless of this setting. This setting has the party keep resting until all members are fully healed. This label describes the option better.

#### History

#1 - 04/26/2016 02:57 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 05/05/2016 08:08 AM - Christopher "Tresset" Ethier

- Status changed from Submitted to Closed - Fixed

#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0