

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
409	Secrets of Toanium	Support	Closed	Normal	Is loadMapFeatures obsolete	Jay Gischer	11/18/2025 05:49 PM
408	Secrets of Toanium	Support	Closed	Normal	Old code to ensure border walls on maps needs to be removed	Jay Gischer	10/22/2025 06:18 PM
407	Secrets of Toanium	Support	Closed	Normal	Map editor needs to be refactored to use wall helpers	Jay Gischer	12/10/2025 06:41 PM
406	Secrets of Toanium	Bug	Closed	Normal	hasWall crashes on Space Map 1	Jay Gischer	10/17/2025 08:19 PM
404	Secrets of Toanium	Bug	Closed	Normal	AdvanceAndMelee appears to have omitted the "melee" step	Jay Gischer	11/18/2025 05:50 PM
402	Secrets of Toanium	Support	Closed	Normal	Map Editor copies tiles using "tile.create"	Jay Gischer	11/18/2025 05:50 PM
401	Secrets of Toanium	Bug	Closed	Normal	Room With A View of Hell does not have images	Jay Gischer	10/22/2025 06:19 PM
400	Secrets of Toanium	Bug	Closed	Normal	Tests failing with args.targets.toLowerCase is not a function	Jay Gischer	10/22/2025 06:19 PM
399	Secrets of Toanium	Support	Closed	Normal	Enemies should choose actions first	Jay Gischer	11/18/2025 05:51 PM
398	Secrets of Toanium	Bug	Closed	Normal	Can't move enemies in level editor	Jay Gischer	08/06/2025 05:08 PM
397	Secrets of Toanium	Feature	Closed	Normal	Implement Heal action	Jay Gischer	08/06/2025 05:07 PM
396	Secrets of Toanium	Support	Closed	Normal	Refactor to provide helper function on map for terrain.	Jay Gischer	08/06/2025 05:10 PM
395	Secrets of Toanium	Support	Closed	Normal	Refactor obstacles to use functional interface	Jay Gischer	08/06/2025 05:12 PM
394	Secrets of Toanium	Support	Closed	Normal	Refactor Map to have helper that checks for lights at a square	Jay Gischer	08/06/2025 05:10 PM
391	Secrets of Toanium	Bug	Closed	Normal	Changing name of tile in Map Editor doesn't show up elsewhere	Jay Gischer	06/25/2025 09:17 PM
390	Secrets of Toanium	Bug	Closed	Normal	Rough Diamond of the Soul crashes game	Jay Gischer	10/22/2025 06:20 PM
389	Secrets of Toanium	Bug	Closed	Normal	Walls from tiles do not get rotated when tile is embedded into a map.	Jay Gischer	06/25/2025 09:17 PM
388	Secrets of Toanium	Bug	Closed	Normal	Imported characters do not have an owner	Jay Gischer	05/23/2025 08:46 PM
387	Secrets of Toanium	Bug	Closed	Normal	Importing a character does not assign ownership of that character	Jay Gischer	05/23/2025 08:47 PM
386	Secrets of Toanium	Bug	Closed	Normal	Character Editor page has alignment/layout issues	Jay Gischer	05/23/2025 08:48 PM
385	Secrets of Toanium	Bug	Closed	Normal	Item Edit page has alignment/layout issues	Jay Gischer	06/25/2025 09:18 PM
384	Secrets of Toanium	Bug	Closed	Normal	Creating a new tile with the Tile Editor doesn't work.	Jay Gischer	05/23/2025 08:51 PM
383	Secrets of Toanium	Bug	Closed	Normal	Setting Enemy primary resets background to blank.	Jay Gischer	05/23/2025 08:52 PM
382	Secrets of Toanium	Bug	Closed	High	Manually added tile images cause map editor crash	Jay Gischer	05/23/2025 08:53 PM
381	Secrets of Toanium	Bug	Closed	Normal	Character Creator should set owner to current user	Frank Fernandez	05/23/2025 08:53 PM
380	Secrets of Toanium	Bug	Closed	Normal	Character Creator page Save and Exit button doesn't work	Jay Gischer	05/23/2025 08:54 PM
379	Secrets of Toanium	Bug	Closed	Normal	Character Creation page has poor layout	Jay Gischer	05/23/2025 08:55 PM
378	Secrets of Toanium	Bug	Closed	Normal	Wall segments placed not on grid	Jay Gischer	06/25/2025 09:19 PM
377	Secrets of Toanium	Bug	Closed	Normal	Trying to stop dragging places an undesired wall	Jay Gischer	05/14/2025 07:50 PM
376	Secrets of Toanium	Bug	Closed	Normal	Drag mode doesn't end cleanly	Jay Gischer	05/14/2025 07:50 PM
375	Secrets of Toanium	Bug	Closed	Normal	Cannot start instance	Jay Gischer	05/08/2025 07:21 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
374	Secrets of Toanium	Bug	Closed	Normal	Level editor gets size of level wrong, and thus cannot scroll vertically	Jay Gischer	06/25/2025 09:20 PM
373	Secrets of Toanium	Bug	Closed	Normal	Enemy primary cannot choose first item on list	Jay Gischer	05/14/2025 07:53 PM
372	Secrets of Toanium	Bug	Closed	Normal	Enemies forget image assets, or fail to save them	Jay Gischer	05/14/2025 08:55 PM
371	Secrets of Toanium	Bug	Closed	Normal	Fullscreen icon is misplaced and the wrong color	Jay Gischer	05/14/2025 07:54 PM
370	Secrets of Toanium	Bug	Closed	Normal	Index pages do not have proper alignment	Jay Gischer	05/14/2025 07:57 PM
369	Secrets of Toanium	Support	Closed	Normal	Many, if not all, of the content creation editors are not guarded	Jay Gischer	06/25/2025 09:22 PM
366	Secrets of Toanium	Feature	Closed	Normal	Add a way to select image files from a list of files that are already available on the web.	Jay Gischer	04/24/2025 07:40 PM
365	Secrets of Toanium	Bug	Closed	Normal	Threat level gets covered by combatant cards	Jay Gischer	04/24/2025 07:41 PM
364	Secrets of Toanium	Bug	Closed	Normal	Vertical scroll bar missing	Jay Gischer	06/25/2025 09:21 PM
363	Secrets of Toanium	Support	Closed	Normal	Strange console log in imageSelect.js	Jay Gischer	11/01/2024 05:34 PM
362	Secrets of Toanium	Bug	Closed	Normal	Link to scripting documentation is dead	Jay Gischer	12/20/2024 09:20 PM
361	Secrets of Toanium	Feature	Closed	High	Implement Enviro choosing based on Threat level.	Jay Gischer	11/01/2024 05:35 PM
360	Secrets of Toanium	Support	Closed	Normal	Migrate to Bootstrap 5	Frank Fernandez	04/24/2025 07:43 PM
359	Secrets of Toanium	Feature	Closed	Normal	Link to character in Home screen should show the character card, probably in a modal	Jay Gischer	11/01/2024 05:33 PM
358	Secrets of Toanium	Bug	Closed	Normal	Character creator hangs	Jay Gischer	04/24/2025 07:44 PM
357	Secrets of Toanium	Bug	Closed	Normal	Powerbox pops up for each user	Jay Gischer	11/01/2024 05:35 PM
356	Secrets of Toanium	Support	Closed	Normal	Export of modules needs to be cleaned up.	Jay Gischer	11/01/2024 05:35 PM
355	Secrets of Toanium	Bug	Closed	Normal	Index Merge does not handle updates correctly	Jay Gischer	04/24/2025 07:43 PM
354	Secrets of Toanium	Bug	Closed	Normal	Character editor does not set the ownerId of a new character	Jay Gischer	11/01/2024 05:38 PM
352	Secrets of Toanium	Bug	Closed	Normal	Newly created character does not show up as owned/playable by the user who created it.	Jay Gischer	01/07/2025 01:36 AM
351	Secrets of Toanium	Bug	Closed	Normal	Character index page search box has odd adaptive issues	Jay Gischer	11/01/2024 05:38 PM
341	Secrets of Toanium	Support	Closed	Normal	Tile Editor alignment may have poor resolution	Jay Gischer	08/06/2025 05:13 PM
339	Secrets of Toanium	Bug	Closed	Normal	Enemy editor gives no way to set or change background image	Jay Gischer	09/20/2024 06:19 PM
338	Secrets of Toanium	Bug	Closed	Normal	Map graphics move outside the drawn walls, and doesn't match the grid	Jay Gischer	06/25/2025 09:24 PM
337	Secrets of Toanium	Bug	Closed	Normal	Map editor doesn't scroll correctly	Jay Gischer	09/20/2024 06:20 PM
336	Secrets of Toanium	Bug	Closed	High	New Character screen loads forever	Jay Gischer	09/20/2024 06:20 PM
335	Secrets of Toanium	Feature	Closed	Normal	Add Url specification to image selection in dev tools	Jay Gischer	09/20/2024 06:21 PM
334	Secrets of Toanium	Feature	Closed	Normal	Add frequency by threat level table for Enviro deck editor	Jay Gischer	09/20/2024 06:22 PM
333	Secrets of Toanium	Support	Closed	Normal	Change Enviro Editor to support new design.	Jay Gischer	09/20/2024 06:22 PM
332	Secrets of Toanium	Feature	Closed	Normal	Track Threat Level in instance player	Jay Gischer	09/20/2024 06:24 PM
331	Secrets of Toanium	Support	Closed	Normal	Level Editor needs to be checked for map size issues	Jay Gischer	02/23/2024 10:25 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
330	Secrets of Toanium	Bug	Closed	Normal	Map crashes map editor	Jay Gischer	05/14/2025 07:58 PM
327	Secrets of Toanium	Support	Closed	Normal	Create Cloud Storage Manager	Jay Gischer	11/01/2024 05:46 PM
326	Secrets of Toanium	Bug	Closed	Normal	TileEmbeddingSchema incorrectly has wall data structure	Jay Gischer	02/23/2024 10:26 PM
325	Secrets of Toanium	Bug	Closed	Normal	Exporting maps and levels doesn't export doors?	Jay Gischer	02/23/2024 10:26 PM
324	Secrets of Toanium	Support	Closed	Normal	The Level Editor can produce a Level that will crash instance creator	Jay Gischer	09/20/2024 06:24 PM
323	Secrets of Toanium	Support	Closed	Normal	Wall/Door deletion behaves unexpectedly	Jay Gischer	02/23/2024 10:27 PM
322	Secrets of Toanium	Bug	Closed	Normal	Adding the same tile to a map more than once throws an exception	Jay Gischer	09/20/2024 06:26 PM
321	Secrets of Toanium	Bug	Closed	Normal	Adding a tile to a map results in 500 error	Jay Gischer	12/15/2023 07:50 PM
320	Secrets of Toanium	Bug	Closed	Normal	Combarant Modal throws exception when item list doesn't exist.	Jay Gischer	12/15/2023 07:51 PM
319	Secrets of Toanium	Support	Closed	Normal	Refactor Combatant Resolution to allow for easier integration of AI resolution	Jay Gischer	11/18/2025 05:54 PM
315	Secrets of Toanium	Bug	Closed	Normal	Possible move calculation is incorrect.	Jay Gischer	10/17/2023 09:52 PM
314	Secrets of Toanium	Bug	Closed	Normal	Enemy combatant attackValue calculation is incorrect.	Jay Gischer	10/17/2023 09:53 PM
312	Secrets of Toanium	Support	Closed	Normal	Wall editing appears to use truncate to determine closest grid line when it should use round	Jay Gischer	10/17/2023 09:56 PM
311	Secrets of Toanium	Support	Closed	Normal	A single wall segment cannot be created	Jay Gischer	10/17/2023 09:57 PM
310	Secrets of Toanium	Bug	Closed	Normal	Wall deletion deletes more than intended walls.	Jay Gischer	10/17/2023 09:58 PM
309	Secrets of Toanium	Bug	Closed	Normal	When adding a wall, the length of the wall corresponds to the furthest extent it has had, not the current extent.	Jay Gischer	10/17/2023 09:59 PM
308	Secrets of Toanium	Support	Closed	Normal	All walls should highlight when in deletion mode	Jay Gischer	10/17/2023 09:59 PM
307	Secrets of Toanium	Feature	Closed	Normal	Character combatant card and popup should give the chosen action for that character.	Jay Gischer	09/20/2024 06:26 PM
306	Secrets of Toanium	Bug	Closed	Normal	Combatant hands don't refill correctly during round beginning	Jay Gischer	09/08/2023 05:55 PM
305	Secrets of Toanium	Bug	Closed	Normal	Combatant gets stuck in move after taking action	Jay Gischer	09/08/2023 05:55 PM
304	Secrets of Toanium	Feature	Closed	Normal	Allow placing of starters in level editor	Jay Gischer	12/15/2023 07:52 PM
303	Secrets of Toanium	Feature	Closed	Normal	Need UI in instance player for opening and closing doors	Jay Gischer	10/17/2023 10:01 PM
302	Secrets of Toanium	Bug	Closed	High	Level Editing Isn't Working	Jay Gischer	10/17/2023 10:01 PM
301	Secrets of Toanium	Support	Closed	Normal	Add Decks to assets	Jay Gischer	08/04/2023 08:34 PM
300	Secrets of Toanium	Bug	Closed	Normal	Searching for cards by name doesn't do anything	Jay Gischer	10/17/2023 10:02 PM
299	Secrets of Toanium	Feature	Closed	Normal	Need to hide "rooms" behind closed doors.	Jay Gischer	06/25/2025 09:27 PM
298	Secrets of Toanium	Bug	Closed	Normal	Circle AOE's not working	Jay Gischer	08/04/2023 08:38 PM
297	Secrets of Toanium	Bug	Closed	Normal	Adding a script to an item results in 500 server error	Jay Gischer	08/04/2023 09:00 PM
296	Secrets of Toanium	Bug	Closed	Normal	Circle AOE's don't work	Jay Gischer	06/25/2025 09:26 PM
295	Secrets of Toanium	Bug	Closed	Normal	Suit Gearset has incorrectly labelled suitRightHand	Jay Gischer	07/14/2023 06:25 PM
294	Secrets of Toanium	Bug	Closed	Normal	Item that has no action will cause crash while calculating action buttons.	Jay Gischer	07/14/2023 06:25 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
293	Secrets of Toanium	Bug	Closed	Normal	Script hook for "onTurnEnd" not called if attack is made last.	Jay Gischer	07/14/2023 06:26 PM
292	Secrets of Toanium	Support	Closed	Normal	Alphabetize the list of Items (Item Index)	Jay Gischer	08/04/2023 09:00 PM
291	Secrets of Toanium	Bug	Closed	Normal	An item produces an error when we try to download it.	Jay Gischer	07/14/2023 06:28 PM
290	Secrets of Toanium	Bug	Closed	Normal	Area effect attacks not working	Jay Gischer	07/14/2023 06:29 PM
289	Secrets of Toanium	Bug	Closed	Normal	Walls are showing in instance player.	Jay Gischer	12/15/2023 07:53 PM
288	Secrets of Toanium	Bug	Closed	Normal	Map editor can't load new image to make a tile	Jay Gischer	12/15/2023 07:57 PM
287	Secrets of Toanium	Bug	Closed	Normal	Done button does not work for player character	Jay Gischer	07/14/2023 06:31 PM
286	Secrets of Toanium	Bug	Closed	Normal	Damage calculation is incorrect	Jay Gischer	07/14/2023 06:32 PM
285	Secrets of Toanium	Bug	Closed	Normal	Cards don't dismiss from card player when "X" is clicked	Jay Gischer	07/14/2023 06:33 PM
284	Secrets of Toanium	Bug	Closed	Normal	Certain buttons don't show up and leave a gap in the "choose actions" dialog.	Jay Gischer	07/14/2023 06:33 PM
283	Secrets of Toanium	Bug	Closed	Normal	Assigned equipment disappears when modal is reopened	Jay Gischer	08/04/2023 09:00 PM
282	Secrets of Toanium	Support	Closed	Normal	Ready Room Items Equipped not properly visible	Jay Gischer	12/15/2023 07:54 PM
281	Secrets of Toanium	Feature	Closed	Normal	Validation failure gives mysterious answer in Card Editor	Jay Gischer	12/15/2023 07:55 PM
280	Secrets of Toanium	Bug	Closed	Normal	Using a card to specify character action crashes player widget	Jay Gischer	07/14/2023 06:34 PM
279	Secrets of Toanium	Bug	Closed	Normal	Other players can see newly created character	Jay Gischer	08/06/2025 05:12 PM
278	Secrets of Toanium	Bug	Closed	Normal	Level Editor won't load Enemies	Jay Gischer	06/01/2023 05:03 PM
277	Secrets of Toanium	Bug	Closed	Normal	Enemy editor looks strange when page is narrow	Jay Gischer	07/14/2023 06:39 PM
276	Secrets of Toanium	Bug	Closed	Normal	Level Editor is very slow to load map	Jay Gischer	09/20/2024 06:27 PM
275	Secrets of Toanium	Support	Closed	Normal	Implement Dynamic Buttons	Jay Gischer	05/24/2023 05:56 PM
274	Secrets of Toanium	Support	Closed	Normal	Hooks from only one source are ever used.	Jay Gischer	08/04/2023 09:00 PM
273	Secrets of Toanium	Support	Closed	Normal	Item Editor needs to enable scripting of item.	Jay Gischer	07/14/2023 06:40 PM
270	Secrets of Toanium	Feature	Closed	Normal	Calculate "dormant" or "active" status for NPCs	Jay Gischer	06/25/2025 09:28 PM
269	Secrets of Toanium	Support	Closed	Normal	Ready Room should show if no items have been selected to come on the mission explicitly	Jay Gischer	05/24/2023 05:48 PM
268	Secrets of Toanium	Support	Closed	Normal	Make sure every map generated by Map Editor has a wall around the edges of the map	Jay Gischer	05/24/2023 05:44 PM
267	Secrets of Toanium	Bug	Closed	Normal	Legacy maps don't include wall boundary around their edge	Jay Gischer	04/18/2023 10:53 PM
266	Secrets of Toanium	Support	Closed	Normal	Convert Instance player to use StaticImageManager everywhere.	Jay Gischer	04/18/2023 10:53 PM
265	Secrets of Toanium	Bug	Closed	Normal	Home button doesn't work when character has been asked to play a card	Jay Gischer	04/18/2023 10:52 PM
264	Secrets of Toanium	Feature	Closed	Normal	The class card should have an "examine" mode which enlarges it, just like the other cards and enviro	Jay Gischer	04/18/2023 10:51 PM
263	Secrets of Toanium	Support	Closed	Normal	We need a way to examine gear while playing an instance.	Jay Gischer	05/24/2023 05:49 PM
262	Secrets of Toanium	Support	Closed	Normal	We need a way to verify gear has been set in Ready Room	Jay Gischer	04/18/2023 10:48 PM
261	Secrets of Toanium	Bug	Closed	High	Item does not show up as possible equipment	Jay Gischer	03/29/2023 06:05 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
260	Secrets of Toanium	Bug	Closed	Normal	Map loading doesn't allow for non-existence of map.terrain (and probably also map.lighting)	Jay Gischer	07/14/2023 06:40 PM
259	Secrets of Toanium	Feature	Closed	Normal	Implement Doors	Jay Gischer	07/14/2023 06:41 PM
257	Secrets of Toanium	Bug	Closed	Normal	Trying to create a new enemy gives a 500 server error.	Jay Gischer	03/29/2023 06:06 PM
256	Secrets of Toanium	Bug	Closed	Normal	Deleting wall in wall editor deletes wrong wall.	Jay Gischer	05/24/2023 05:45 PM
254	Secrets of Toanium	Bug	Closed	Normal	Map/wall editing needs scroll bars to be very accessible	Jay Gischer	05/24/2023 05:46 PM
253	Secrets of Toanium	Bug	Closed	Normal	Map/wall editing control (which switches between add and delete) gets in the way.	Jay Gischer	03/29/2023 06:08 PM
251	Secrets of Toanium	Bug	Closed	Normal	Toolbar transition to hamburger menu needs adjustment	Jay Gischer	03/29/2023 06:09 PM
250	Secrets of Toanium	Support	Closed	Normal	integrate lighting support into tile and map editor	Jay Gischer	03/29/2023 06:03 PM
249	Secrets of Toanium	Support	Closed	Normal	Rework Interface to map/tile editing.	Jay Gischer	01/27/2023 10:29 PM
247	Secrets of Toanium	Feature	Closed	Normal	Modify attacks with the effect of walls.	Jay Gischer	03/29/2023 06:04 PM
246	Secrets of Toanium	Feature	Closed	Normal	Modify combatant movement with the presence of walls.	Jay Gischer	06/25/2025 09:31 PM
244	Secrets of Toanium	Support	Closed	Normal	Add modifier conditions	Jay Gischer	03/30/2023 05:04 PM
242	Secrets of Toanium	Feature	Closed	Normal	Implement Gearsets	Jay Gischer	01/27/2023 10:32 PM
241	Secrets of Toanium	Feature	Closed	Normal	Enhance Ready Room to allow choosing which items to bring	Jay Gischer	05/24/2023 05:48 PM
240	Secrets of Toanium	Feature	Closed	Normal	Implement method and UI for characters to possess items.	Jay Gischer	03/02/2023 09:36 PM
239	Secrets of Toanium	Feature	Closed	Normal	Implement Item Editor	Jay Gischer	01/27/2023 10:32 PM
238	Secrets of Toanium	Feature	Closed	Normal	Implement Item Index	Jay Gischer	01/27/2023 10:33 PM
237	Secrets of Toanium	Feature	Closed	Normal	Implement import and export of Items	Jay Gischer	01/27/2023 10:33 PM
236	Secrets of Toanium	Feature	Closed	Normal	Create Schema and Api for Items	Jay Gischer	01/27/2023 10:33 PM
235	Rokugan Recorder	Bug	Closed	Normal	Deleting skill may not work and sets user to editing another skill.	Jay Gischer	11/01/2022 08:26 PM
234	Rokugan Recorder	Bug	Closed	Normal	Editing Skill results in duplication.	Jay Gischer	11/01/2022 08:28 PM
231	Rokugan Recorder	Support	Closed	Normal	Alter layout of spells available	Jay Gischer	11/01/2022 08:29 PM
228	Secrets of Toanium	Bug	Closed	Normal	Initiative order doesn't scroll (horizontally)	Jay Gischer	03/29/2023 06:11 PM
227	Secrets of Toanium	Support	Closed	Normal	Character Creator will allow a character to be created with no icon	Jay Gischer	10/28/2022 09:14 PM
226	Secrets of Toanium	Bug	Closed	Normal	Action/attack doesn't use all specified targets	Jay Gischer	10/28/2022 09:15 PM
225	Secrets of Toanium	Bug	Closed	Normal	When enemies Act, the UI dies	Jay Gischer	03/30/2023 05:05 PM
224	Secrets of Toanium	Bug	Closed	Normal	Choosing a Basic Attack turns subsequent attacks into Basic Attack	Jay Gischer	10/28/2022 09:15 PM
223	Secrets of Toanium	Bug	Closed	Normal	Game crashes with homemade deck.	Jay Gischer	10/28/2022 09:15 PM
222	Secrets of Toanium	Bug	Closed	Normal	Initiative not calculated correctly	Jay Gischer	10/28/2022 09:16 PM
221	Secrets of Toanium	Bug	Closed	Normal	Cone AE visual is not available on diagonals	Jay Gischer	10/28/2022 09:16 PM
220	Rokugan Recorder	Bug	Rejected	Normal	Choosing Basic Attack turns all attacks into Basic Attack	Jay Gischer	09/21/2022 05:57 PM
219	Rokugan Recorder	Bug	Rejected	Normal	When enemies Act, the UI dies	Jay Gischer	09/21/2022 05:58 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
218	Rokugan Recorder	Bug	Rejected	Normal	Cone AE visual cue doesn't update to diagonal	Jay Gischer	09/21/2022 05:59 PM
217	Rokugan Recorder	Feature	Closed	Normal	Implement arrows on character sheet	Jay Gischer	10/11/2022 04:01 PM
216	Rokugan Recorder	Support	Closed	Normal	Create character sheet overlay for Kata	Jay Gischer	10/11/2022 04:02 PM
215	Rokugan Recorder	Support	Closed	Normal	Create character sheet overlay for Kiho	Jay Gischer	10/11/2022 04:02 PM
213	Rokugan Recorder	Support	Closed	Normal	Create character sheet overlay for Advantages/Disadvantages	Jay Gischer	10/11/2022 04:02 PM
212	Rokugan Recorder	Support	Closed	Normal	Create modal overlay for Ancestors	Jay Gischer	10/11/2022 04:04 PM
211	Rokugan Recorder	Feature	Closed	Normal	Implement linked overlay detail displays of spells.	Jay Gischer	10/11/2022 04:04 PM
210	Rokugan Recorder	Feature	Closed	Normal	Enable TAB navigation of primary character page	Jay Gischer	11/01/2022 08:29 PM
207	Secrets of Toanium	Bug	Closed	Normal	Card overview in deck editor doesn't show targets field	Jay Gischer	01/27/2023 10:34 PM
205	Secrets of Toanium	Bug	Closed	Normal	Card background images not loading correctly	Jay Gischer	08/02/2022 05:10 PM
204	Secrets of Toanium	Bug	Closed	Normal	Target field on card overlaps with card text.	Jay Gischer	08/02/2022 05:11 PM
202	Secrets of Toanium	Feature	Closed	Normal	Add wall editing to Tile and Map Editor	Jay Gischer	01/27/2023 10:34 PM
201	Secrets of Toanium	Feature	Closed	Normal	Implement Wall data structure on Map and Tile api	Jay Gischer	10/28/2022 09:17 PM
199	Secrets of Toanium	Feature	Closed	Normal	Implement areas effects	Jay Gischer	08/02/2022 05:08 PM
198	Secrets of Toanium	Feature	Closed	Normal	Implement Walls	Jay Gischer	01/27/2023 10:34 PM
197	Rokugan Recorder	Support	Closed	Normal	Skills should be alphabetized on character sheet.	Jay Gischer	10/11/2022 04:13 PM
196	Rokugan Recorder	Bug	Closed	Normal	Insight is incorrectly calculated	Jay Gischer	11/01/2022 08:30 PM
195	Secrets of Toanium	Bug	Closed	Normal	BeginRound doesn't handle a player who used a basic Action or attack correctly	Jay Gischer	05/24/2022 10:14 PM
194	Secrets of Toanium	Bug	Closed	Normal	Attack rendering needs to show the "targets" field.	Jay Gischer	05/25/2022 04:57 PM
193	Secrets of Toanium	Bug	Closed	Normal	Card Editor sets default for "targets" field at "Self"	Jay Gischer	05/25/2022 04:58 PM
192	Secrets of Toanium	Bug	Closed	Normal	Support multiple targets in instance player	Jay Gischer	05/24/2022 10:14 PM
191	Secrets of Toanium	Support	Closed	Normal	Make use of modifiers that are set on enemies by behavior.	Jay Gischer	08/02/2022 05:21 PM
186	Secrets of Toanium	Support	Closed	Normal	Inspect gesture is too close to Play gesture	Jay Gischer	08/02/2022 05:22 PM
185	Secrets of Toanium	Bug	Closed	Normal	The Enhance/Boost card when played, does not have the X to remove it and change it.	Jay Gischer	08/02/2022 05:23 PM
182	Secrets of Toanium	Support	Closed	Normal	Players should only be able to play their own characters	Jay Gischer	11/18/2025 05:52 PM
181	Secrets of Toanium	Bug	Closed	Normal	Screen whites out at odd moments in instance player	Jay Gischer	03/30/2023 05:08 PM
179	Secrets of Toanium	Bug	Closed	Normal	Resolution Scroller does not scroll and obscures Enviro card	Jay Gischer	08/02/2022 05:24 PM
176	Secrets of Toanium	Bug	Closed	Normal	Instance Naming doesn't work right	Jay Gischer	05/24/2022 10:14 PM
175	Secrets of Toanium	Support	Closed	Normal	Add targets field to Enemy Editor	Jay Gischer	05/24/2022 10:15 PM
174	Secrets of Toanium	Support	Closed	Normal	Add targets field to Class Editor	Jay Gischer	05/24/2022 10:15 PM
173	Secrets of Toanium	Support	Closed	Normal	Add targets field to Card Editor	Jay Gischer	05/24/2022 10:16 PM
172	Secrets of Toanium	Bug	Closed	Normal	Inspecting enemies shows tiny white square.	Jay Gischer	05/24/2022 10:16 PM

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170	Rokugan Recorder	Bug	Closed	Normal	Spell list addition doesn't add spell.to character	Jay Gischer	09/13/2022 11:31 PM
169	Rokugan Recorder	Feature	Closed	Normal	Create Kata page for character tab	Jay Gischer	10/11/2022 04:14 PM
168	Rokugan Recorder	Feature	Closed	Normal	Add Kiho to Magic page of character	Jay Gischer	05/03/2022 04:26 PM
167	Secrets of Toanium	Bug	Closed	Normal	Chosen card name runs off right side of resolution card	Jay Gischer	05/24/2022 10:16 PM
166	Secrets of Toanium	Feature	Rejected	Normal	Implement Target action	Jay Gischer	04/08/2022 10:56 PM
165	Secrets of Toanium	Bug	Closed	Normal	Enviro decks should not ask for owner	Jay Gischer	05/24/2022 10:17 PM
164	Secrets of Toanium	Bug	Closed	High	The Option to use Basic Attack during the card play phase has disappeared.	Jay Gischer	05/24/2022 10:17 PM
163	Secrets of Toanium	Feature	Closed	Normal	Script Editing for Basic Action and Basic Attack Needed	Jay Gischer	05/25/2022 05:29 PM
162	Secrets of Toanium	Bug	Closed	Normal	Multiple conditions do not appear on resolution cards.	Jay Gischer	05/24/2022 10:18 PM
161	Secrets of Toanium	Bug	Closed	Normal	There is no opportunity to boost a Basic Attack	Jay Gischer	05/24/2022 10:18 PM
160	Secrets of Toanium	Bug	Closed	Normal	Play Operation needs to separate out basic action	Jay Gischer	05/24/2022 10:19 PM
158	Secrets of Toanium	Feature	Closed	Normal	Implement onTurnStart hook	Jay Gischer	08/02/2022 05:09 PM
157	Secrets of Toanium	Bug	Closed	Normal	Combat Log cannot be toggled during resolution	Jay Gischer	05/24/2022 10:19 PM
156	Secrets of Toanium	Bug	Closed	Normal	Enemy combatants should use eval to return basic values	Jay Gischer	02/15/2022 06:40 PM
154	Secrets of Toanium	Feature	Closed	Normal	Implement distance utility for scripting environment	Jay Gischer	05/24/2022 10:19 PM
153	Secrets of Toanium	Feature	Closed	Normal	Implement scripting for enemies list.	Jay Gischer	03/04/2022 09:00 PM
152	Secrets of Toanium	Feature	Closed	Normal	Implement afterAction hook	Jay Gischer	03/04/2022 09:00 PM
151	Secrets of Toanium	Bug	Closed	Normal	Implement Move Action	Jay Gischer	05/24/2022 10:20 PM
150	Secrets of Toanium	Feature	Closed	Normal	Add results of condition application, healing or damage to combat log.	Jay Gischer	03/04/2022 09:01 PM
149	Secrets of Toanium	Support	Closed	Normal	Basic Attacks and Actions need to use Attack operation, not a separate operation.	Jay Gischer	05/24/2022 10:20 PM
148	Secrets of Toanium	Feature	Closed	Normal	Create Custom Buttons using PIXI	Jay Gischer	03/03/2022 06:00 AM
147	Secrets of Toanium	Feature	Closed	Normal	Implement a method to examine conditions on a combatant.	Jay Gischer	05/24/2023 05:50 PM
146	Secrets of Toanium	Bug	Closed	Normal	Bad script hangs instance player	Jay Gischer	03/04/2022 09:02 PM
145	Secrets of Toanium	Feature	Closed	Normal	Create a scalable button that can be dynamically labeled.	Jay Gischer	03/04/2022 09:03 PM
144	Secrets of Toanium	Feature	Closed	Normal	Allow player to choose any of their basic actions	Jay Gischer	03/04/2022 09:04 PM
143	Rokugan Recorder	Bug	Closed	Normal	Kiho and Spells need delete button	Jay Gischer	05/03/2022 04:26 PM
142	Rokugan Recorder	Feature	Closed	Normal	Implement schools and techniques	Jay Gischer	05/03/2022 04:26 PM
141	Rokugan Recorder	Feature	Closed	Normal	Implement some sort of markup on descriptions	Jay Gischer	05/03/2022 04:25 PM
140	Rokugan Recorder	Feature	Closed	Normal	Use autocomplete on character sheet	Jay Gischer	05/03/2022 04:25 PM
139	Secrets of Toanium	Bug	Closed	Normal	Assets don't render in instance player	Jay Gischer	03/30/2023 05:07 PM
137	Secrets of Toanium	Bug	Closed	Normal	Attacks should not use the strength stat	Jay Gischer	05/24/2022 10:21 PM
135	Secrets of Toanium	Feature	Closed	Normal	Create global constants for scripting	Jay Gischer	12/30/2021 03:35 PM
134	Rokugan Recorder	Bug	Closed	Normal	We need "Done" button for editing.	Jay Gischer	05/03/2022 04:25 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
133	Rokugan Recorder	Bug	Closed	Normal	When advantage/disadvantage is created, it should be selected	Jay Gischer	05/03/2022 04:24 PM
132	Secrets of Toanium	Feature	Closed	Normal	Card names in Card index should be links.	Jay Gischer	12/30/2021 03:36 PM
131	Secrets of Toanium	Feature	Closed	Normal	Card Index needs search function	Jay Gischer	03/04/2022 09:04 PM
128	Secrets of Toanium	Bug	Closed	Normal	Machina Ex Deus has formatting issues	Jay Gischer	10/26/2021 05:48 PM
127	Secrets of Toanium	Bug	Closed	Normal	Deck Editor preview has incorrect layout	Jay Gischer	10/26/2021 05:48 PM
125	Secrets of Toanium	Feature	Closed	Normal	Card text is below line, which could be confusing	Jay Gischer	10/26/2021 05:49 PM