

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
124	Secrets of Toanium	Bug	Closed	Normal	Deck Editor card popup shows modifier as "+-1"	Jay Gischer	10/26/2021 05:50 PM
123	Secrets of Toanium	Bug	Closed	Normal	Deck Owner doesn't get assigned on loading	Jay Gischer	07/21/2021 07:48 PM
119	Secrets of Toanium	Bug	Closed	Normal	Card Player isn't centered	Jay Gischer	12/30/2021 03:37 PM
118	Secrets of Toanium	Feature	Closed	Normal	Enhancements from played cards should last for the round	Jay Gischer	07/16/2021 07:07 PM
117	Secrets of Toanium	Bug	Closed	Normal	Loading Class with Deck and loading Deck results in duplicate decks	Jay Gischer	04/08/2022 10:57 PM
116	Secrets of Toanium	Bug	Closed	Urgent	Cards cannot be dragged in instance player	Jay Gischer	03/29/2023 06:13 PM
115	Secrets of Toanium	Bug	Closed	Normal	Mistyping light size results in crash of Tile Editor	Jay Gischer	07/16/2021 07:09 PM
114	Secrets of Toanium	Bug	Closed	Normal	Tile Editor puts images that are also in map in wrong place.	Jay Gischer	10/26/2021 05:58 PM
110	Secrets of Toanium	Bug	Closed	Normal	Import of level doesn't properly link the map it owns.	Jay Gischer	04/22/2021 10:03 PM
108	Secrets of Toanium	Support	Closed	Normal	Combat log needs to show hit/miss calculation	Jay Gischer	04/22/2021 10:04 PM
105	Secrets of Toanium	Bug	Closed	Normal	Export decks owned by a class with that class	Jay Gischer	04/06/2021 05:49 PM
104	Secrets of Toanium	Bug	Closed	Normal	Enemy combatants do not have health bars	Jay Gischer	04/06/2021 05:49 PM
103	Secrets of Toanium	Bug	Closed	High	Combatants in instance player can not move	Jay Gischer	04/06/2021 05:50 PM
102	Secrets of Toanium	Bug	Closed	Normal	Import of deck results in deck that gives 500 error on edit attempt	Jay Gischer	04/06/2021 05:50 PM
101	Secrets of Toanium	Bug	Closed	Normal	Imported deck does not show names of cards in deck editor	Jay Gischer	04/06/2021 05:51 PM
100	Secrets of Toanium	Bug	Closed	Normal	Export then import of a character does not result in a new character	Jay Gischer	04/06/2021 05:51 PM
99	Secrets of Toanium	Bug	Closed	Normal	Creating new modifier in Card Editor produces 500 Server error	Jay Gischer	04/22/2021 10:05 PM
98	Secrets of Toanium	Bug	Closed	Normal	Enviro decks are not exported correctly.	Jay Gischer	03/19/2021 08:36 PM
97	Secrets of Toanium	Bug	Closed	Normal	Enviro cards are not exported correctly	Jay Gischer	03/19/2021 08:37 PM
96	Secrets of Toanium	Bug	Closed	Normal	Activating replacements during Enviro process throws exception	Jay Gischer	03/19/2021 08:37 PM
95	Secrets of Toanium	Support	Closed	Normal	Create condition system	Jay Gischer	12/30/2021 03:38 PM
94	Secrets of Toanium	Bug	Closed	Normal	Import button on Class index doesn't work	Jay Gischer	04/06/2021 05:52 PM
93	Secrets of Toanium	Bug	Closed	Normal	Deck Editor popup adds attack where there is none	Jay Gischer	04/06/2021 05:52 PM
92	Secrets of Toanium	Bug	Closed	Normal	Class Editor saves modifier values as numbers not strings	Jay Gischer	04/06/2021 05:53 PM
91	Secrets of Toanium	Support	Closed	Normal	Refactor rendering code to accomodate passing in Resources	Jay Gischer	11/03/2023 08:21 PM
90	Secrets of Toanium	Bug	Closed	Low	Set standard size for background image in Deck Editor popup.	Jay Gischer	10/26/2021 06:01 PM
89	Secrets of Toanium	Bug	Closed	Normal	Ready page doesn't delete old combatant if player changes their character	Jay Gischer	10/26/2021 06:03 PM
88	Secrets of Toanium	Bug	Closed	Normal	Deck Editor loads slowly	Jay Gischer	03/18/2021 05:31 PM
87	Secrets of Toanium	Bug	Closed	Normal	Class Editor loads slowly	Jay Gischer	10/26/2021 06:02 PM
86	Secrets of Toanium	Feature	Closed	Normal	Basic Actions need to be made available as possible plays in instance player	Jay Gischer	12/30/2021 03:38 PM
85	Secrets of Toanium	Support	Closed	Normal	Need a better way to show evaluated value on Class Editor, etc.	Jay Gischer	04/22/2021 10:06 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
84	Secrets of Toanium	Bug	Closed	Normal	Empty fields in editors should take the value 0	Jay Gischer	02/19/2021 11:35 PM
83	Secrets of Toanium	Support	Closed	Normal	Remove dependency on underscore	Jay Gischer	02/19/2021 11:33 PM
82	Secrets of Toanium	Bug	Closed	Normal	Deck Editor's show Card needs to handle Enviro card	Jay Gischer	02/19/2021 11:32 PM
81	Secrets of Toanium	Feature	Closed	High	Enviro editor should allow setting of cards an enviro activates.	Jay Gischer	02/19/2021 11:32 PM
80	Secrets of Toanium	Bug	Closed	Normal	Server should throw exception when Enviro deck is exhausted.	Jay Gischer	01/20/2021 08:08 PM
79	Secrets of Toanium	Bug	Closed	Normal	Map Scrollbox needs way to center on a combatant	Jay Gischer	01/20/2021 08:09 PM
78	Secrets of Toanium	Bug	Closed	Normal	Resolution scrollbox should center current combatant.	Jay Gischer	01/20/2021 08:09 PM
77	Secrets of Toanium	Bug	Closed	Normal	Resolution scrollbox needs bottom margin	Jay Gischer	01/20/2021 08:10 PM
76	Secrets of Toanium	Bug	Closed	Normal	Enviros don't dismiss correctly after examining	Jay Gischer	01/20/2021 08:10 PM
75	Secrets of Toanium	Feature	Closed	Normal	Defeated Enemies should be handled better	Jay Gischer	01/20/2021 08:11 PM
74	Secrets of Toanium	Bug	Closed	Normal	Enhanced Actions are not working	Jay Gischer	11/20/2020 08:28 PM
73	Secrets of Toanium	Feature	Closed	Normal	Allow level designer to set starting location of characters	Jay Gischer	01/20/2021 08:11 PM
72	Secrets of Toanium	Bug	Closed	High	Hand Size is calculated incorrectly	Jay Gischer	10/27/2020 05:21 PM
70	Secrets of Toanium	Feature	Closed	Normal	Implement User page	Jay Gischer	10/26/2021 06:04 PM
69	Secrets of Toanium	Feature	Closed	High	There needs to be a "back to home" control in the instance player	Jay Gischer	11/17/2020 11:11 PM
68	Secrets of Toanium	Feature	Closed	Normal	A player needs to be able to see/refer to their chosen card and enhancement during resolution.	Jay Gischer	11/17/2020 11:11 PM
67	Secrets of Toanium	Feature	Closed	High	Cards for actors still take up space after they are done	Jay Gischer	11/17/2020 11:12 PM
66	Secrets of Toanium	Feature	Closed	Normal	We need a combat log to track what's going on with combat	Jay Gischer	11/17/2020 11:12 PM
65	Secrets of Toanium	Bug	Closed	Normal	Cards in hand hide other UI elements	Jay Gischer	11/17/2020 11:12 PM
64	Secrets of Toanium	Bug	Closed	Normal	Handsize appears incorrect for some decks/classes	Jay Gischer	11/17/2020 11:13 PM
63	Secrets of Toanium	Bug	Closed	Normal	Test User Creation has race condition	Jay Gischer	11/17/2020 11:14 PM
62	Secrets of Toanium	Bug	Closed	Low	Card index page mostly uses wrong thumbnails	Jay Gischer	10/26/2021 06:03 PM
61	Secrets of Toanium	Feature	Closed	Normal	Need to assign generic character portrait as default	Jay Gischer	09/25/2020 09:04 PM
60	Secrets of Toanium	Feature	Closed	Normal	Character Editor should allow setting ownership	Jay Gischer	09/25/2020 09:04 PM
59	Secrets of Toanium	Feature	Closed	High	Card editor needs way to add card to multiple decks	Jay Gischer	01/20/2021 08:12 PM
58	Secrets of Toanium	Feature	Closed	Normal	Add name to card, instead of using name of action on card	Jay Gischer	01/20/2021 08:12 PM
57	Secrets of Toanium	Bug	Closed	Normal	Card text box isn't big enough	Jay Gischer	11/17/2020 11:14 PM
56	Secrets of Toanium	Bug	Closed	Normal	Melee attack modifier renders both "+" and "-" when modifier is negative	Jay Gischer	10/14/2020 05:11 PM
55	Secrets of Toanium	Bug	Closed	Normal	Will enhancement on card is forcing to 1	Jay Gischer	10/14/2020 05:12 PM
54	Secrets of Toanium	Feature	Closed	Normal	Need UI for setting "below the line" card effect	Jay Gischer	11/17/2020 11:14 PM
53	Secrets of Toanium	Feature	Closed	Normal	Card rendering should measure title and adjust font size	Jay Gischer	02/19/2021 11:32 PM
52	Secrets of Toanium	Feature	Closed	Normal	Implement Instance Invitation and Launch for multiple players.	Jay Gischer	09/25/2020 09:03 PM

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51	Secrets of Toanium	Feature	Closed	Normal	Implement Home Page that shows characters and instances.	Jay Gischer	09/25/2020 09:05 PM
49	Secrets of Toanium	Bug	Closed	Normal	Map editor and tile editor getting stale image ids under Sandstorm.	Jay Gischer	09/25/2020 09:09 PM
48	Secrets of Toanium	Bug	Closed	Normal	Right column controls of map editor are getting squished in Sandstorm	Jay Gischer	04/22/2021 10:06 PM
47	Secrets of Toanium	Feature	Closed	Normal	Adding terrain feature to tile must not involve counting squares on the map by hand	Jay Gischer	03/29/2023 06:14 PM
46	Secrets of Toanium	Bug	Closed	Normal	Updating stride box by typing creates oddities	Jay Gischer	10/14/2020 05:12 PM
45	Secrets of Toanium	Bug	Closed	Normal	Unwanted snapping of view in map editor	Jay Gischer	04/22/2021 10:07 PM
44	Secrets of Toanium	Bug	Closed	Normal	No terrain means no grid in tile editor	Jay Gischer	09/25/2020 09:06 PM
43	Secrets of Toanium	Feature	Closed	Normal	Terrain symbols need to look good when tile is rotated	Jay Gischer	08/03/2022 04:46 PM
42	Secrets of Toanium	Feature	Closed	Normal	Allow for maps to have different sizes	Jay Gischer	04/22/2021 10:07 PM
41	Secrets of Toanium	Bug	Closed	Normal	Rotating a tile in map editor makes it disappear	Jay Gischer	11/17/2020 11:15 PM
40	Secrets of Toanium	Feature	Closed	Normal	Preload and precalculate image assets in instance player		07/21/2020 06:42 PM
39	Secrets of Toanium	Bug	Closed	Normal	DevBar shows over instance player	Jay Gischer	09/25/2020 09:06 PM
38	Secrets of Toanium	Feature	Closed	Normal	Sandstorm Index Merge needs to automatically check for updates	Jay Gischer	04/28/2022 04:56 PM
37	Secrets of Toanium	Feature	Closed	Normal	Refactor ErrorModal into layout	Jay Gischer	04/22/2021 10:07 PM
36	Secrets of Toanium	Bug	Closed	Normal	Put permissions check on all dev pages	Jay Gischer	07/02/2020 09:46 PM
35	Secrets of Toanium	Bug	Closed	Normal	Implement Ready page	Jay Gischer	06/30/2020 05:52 PM
34	Secrets of Toanium	Bug	Closed	High	Bootstrap hide/show crashing	Jay Gischer	05/27/2020 07:51 PM
32	Secrets of Toanium	Bug	Closed	Normal	Character Editor crashes on startup.	Jay Gischer	06/30/2020 05:55 PM
31	Secrets of Toanium	Feature	Closed	Normal	View Card Graphics in Deck Editor	Jay Gischer	09/25/2020 10:12 PM
30	Secrets of Toanium	Feature	Closed	Normal	Add "Loading" prologue to Map editor and instance player	Jay Gischer	11/01/2024 05:41 PM
29	Secrets of Toanium	Feature	Closed	Normal	Perhaps there should be tabs on the Tile control in Map Editor	Jay Gischer	06/30/2020 05:55 PM
28	Secrets of Toanium	Feature	Closed	Normal	Allow renaming of map in Map Editor	Jay Gischer	09/25/2020 09:06 PM
27	Secrets of Toanium	Bug	Closed	Normal	Modules Repeat on deployed site.	Jay Gischer	05/07/2020 05:25 PM
25	Secrets of Toanium	Bug	Closed	Normal	Map Editor - Image reuse results in disappearance	Jay Gischer	07/02/2020 09:44 PM
24	Secrets of Toanium	Bug	Closed	Normal	AssertionError: expected [Function] to not throw an error but 'ClientError: Terrain is required' was thrown	Jay Gischer	06/30/2020 05:56 PM
23	Secrets of Toanium	Support	Closed	Normal	Add background image to cards in Martian Gunslinging	Joanna Winter	02/11/2022 10:39 PM
22	Secrets of Toanium	Bug	Closed	Normal	Remove prefixes from image urls	Jay Gischer	05/07/2020 05:26 PM
21	Secrets of Toanium	Bug	Closed	Normal	Handle exceptions in the instance player	Jay Gischer	06/30/2020 05:56 PM
20	Secrets of Toanium	Bug	Closed	Normal	Handle exceptions in each of the content indexes/editors	Jay Gischer	06/30/2020 05:56 PM
19	Secrets of Toanium	Support	Closed	Normal	We need more clarity in index page for Cards (and perhaps elsewhere)	Jay Gischer	09/25/2020 10:17 PM
18	Secrets of Toanium	Support	Closed	Normal	Create Another Map (was Sandstorm changes grain origin, creating CORS violations (was Create Another Map))	Joanna Winter	10/14/2022 07:26 PM
17	Secrets of Toanium	Support	Closed	Normal	Create a map	Brian Green	09/17/2021 10:26 PM

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16	Secrets of Toanium	Bug	Closed	Normal	Editing existing map has some initialization problem	Jay Gischer	09/25/2020 09:08 PM
15	Secrets of Toanium	Feature	Closed	Normal	Add terrain editing to Tile Editor and Map Editor	Jay Gischer	06/30/2020 05:57 PM
14	Secrets of Toanium	Bug	Closed	Normal	Ephemeral grain name is per user?	Jay Gischer	04/23/2020 08:15 PM
13	Secrets of Toanium	Feature	Closed	Normal	Remove custom meteor-spk	Jay Gischer	05/07/2020 05:26 PM
8	Secrets of Toanium	Feature	Closed	Normal	Eliminate GFS	Jay Gischer	10/15/2020 06:09 PM
7	Secrets of Toanium	Feature	Closed	Normal	Implement scripting	Jay Gischer	05/07/2020 05:27 PM
6	Secrets of Toanium	Feature	Closed	Normal	Highlight valid targets	Jay Gischer	07/29/2020 05:07 PM
5	Secrets of Toanium	Bug	Closed	Normal	Fix scrolling of map in instance player	Jay Gischer	01/20/2021 08:14 PM
3	Secrets of Toanium	Feature	Closed	Normal	Implement User Accounts	Jay Gischer	06/30/2020 05:50 PM
2	Secrets of Toanium	Bug	Closed	Normal	Graphic and form controls overlap in Enviro editor	Jay Gischer	06/30/2020 05:57 PM