

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
410	Secrets of Toanium	Bug	In Progress	Normal	Result of clicking inside squares or grid lines in map and tile editors can often be imprecise.	Frank Fernandez	12/09/2025 10:18 PM
405	Secrets of Toanium	Bug	Closed	Normal	approachSquaresWithinRange function under Behaviors folder produces strange results	Jay Gischer	10/24/2025 09:01 PM
403	Secrets of Toanium	Feature	New	Normal	Add type tags to card and deck lists	Frank Fernandez	09/26/2025 08:27 PM
393	Secrets of Toanium	Bug	Closed	Normal	Save button in map editor does not respond	Jay Gischer	06/25/2025 09:15 PM
368	Secrets of Toanium	Support	Closed	Normal	Refactor Tile Editor	Jay Gischer	05/14/2025 07:54 PM
367	Secrets of Toanium	Bug	Closed	Normal	Hamburger menu doesn't work at smaller resolutions on Linux	Jay Gischer	04/24/2025 07:40 PM
353	Secrets of Toanium	Bug	Closed	Normal	When adding tiles to a map, only the point-of-origin for a tile fits inside the grid.	Jay Gischer	05/08/2025 07:19 PM
340	Secrets of Toanium	Bug	Closed	Normal	Old instances/levels have no fallback when needing to reference Phase data for determining Threat Level etc.	Jay Gischer	11/01/2024 05:40 PM
329	Secrets of Toanium	Bug	Closed	Normal	Strange behavior when increasing grid size of a map beyond a certain threshold	Jay Gischer	02/23/2024 10:11 PM
328	Secrets of Toanium	Bug	Closed	Normal	Resizing maps causes a crash due to not resizing wall arrays	Jay Gischer	02/23/2024 10:25 PM
318	Secrets of Toanium	Feature	Closed	Normal	Change layout to show one player at a time on narrower screens.	Jay Gischer	12/15/2023 07:49 PM
317	Secrets of Toanium	Feature	Closed	Normal	Have active user in ready room always show up first.	Jay Gischer	12/15/2023 07:52 PM
316	Secrets of Toanium	Bug	Closed	Normal	Room Map file throws error when referencing starters for older test levels.	Jay Gischer	06/25/2025 09:25 PM
313	Secrets of Toanium	Feature	Closed	Normal	Map and Tile editors need more intuitive wall creation	Jay Gischer	10/17/2023 09:56 PM
272	Secrets of Toanium	Feature	Closed	Normal	Modify map editor tools to default to moving/panning map around.	Jay Gischer	05/24/2023 05:41 PM
271	Secrets of Toanium	Feature	Closed	Normal	Ready Room items section needs some tweaks	Jay Gischer	05/24/2023 05:47 PM
248	Secrets of Toanium	Support	Closed	Normal	Need to refactor map editor code for walls	Jay Gischer	01/27/2023 10:30 PM
230	Secrets of Toanium	Bug	Closed	Normal	Remove offset etc. from Tile editor	Jay Gischer	10/28/2022 09:14 PM
208	Secrets of Toanium	Feature	Closed	Normal	Implement Block terrain in editor(s) and instance player	Jay Gischer	10/28/2022 09:17 PM
130	Secrets of Toanium	Bug	Closed	Normal	Instance player can no longer cancel moves, etc.	Jay Gischer	12/30/2021 03:36 PM