

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
405	Secrets of Toanium	Bug	Closed	Normal	approachSquaresWithinRange function under Behaviors folder produces strange results	Jay Gischer	10/24/2025 09:01 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