

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
411	Secrets of Toanium	Feature	New	Normal	Implement Kiting behavior	Frank Fernandez	12/05/2025 09:12 PM
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
403	Secrets of Toanium	Feature	New	Normal	Add type tags to card and deck lists	Frank Fernandez	09/26/2025 08:27 PM
392	Secrets of Toanium	Feature	New	Normal	Allow the use of existing tiles in a map	Jay Gischer	06/05/2025 06:07 PM
350	Secrets of Toanium	Support	New	Normal	Button editor does not seem to be working	Jay Gischer	09/20/2024 07:05 PM
349	Secrets of Toanium	Bug	New	Normal	"Copy of" for tile names should be removed	Jay Gischer	09/20/2024 07:04 PM
258	Secrets of Toanium	Feature	New	Normal	Need a way to implement damage reduction, including conditions	Jay Gischer	03/08/2023 06:50 PM
255	Secrets of Toanium	Bug	Feedback	Normal	Wall editing seems slow and unresponsive, making it difficult to place walls correctly.	Jay Gischer	11/18/2025 05:54 PM
252	Secrets of Toanium	Support	In Progress	Normal	Create Vagrant-based development environment for Meteor	Frank Fernandez	03/01/2024 09:37 PM
245	Secrets of Toanium	Feature	New	Normal	Implement secondary attack and/or afterAttack	Jay Gischer	11/10/2022 07:09 PM
243	Secrets of Toanium	Feature	New	Normal	Implement UI for deploying consumable.	Jay Gischer	11/10/2022 05:06 PM
233	Secrets of Toanium	Bug	New	Normal	Combatants imported into the scripting isolate do not have references filled out	Jay Gischer	10/21/2022 09:06 PM
232	Secrets of Toanium	Bug	New	Normal	Enemies imported into isolate do not have status array	Jay Gischer	10/21/2022 09:06 PM
229	Secrets of Toanium	Support	New	Normal	Import evaluation code into isolate	Jay Gischer	10/06/2022 06:24 PM
214	Rokugan Recorder	Support	New	Normal	Create modal overlay on character sheet for school techniques.	Jay Gischer	09/24/2022 07:02 AM
209	Rokugan Recorder	Bug	Feedback	Normal	Spell editing has incorrect control for "effect" field	Jay Gischer	09/24/2022 07:04 AM
206	Secrets of Toanium	Bug	New	Normal	Multiple target attacks produce very long lines in combat log	Jay Gischer	07/28/2022 09:45 PM
200	Secrets of Toanium	Feature	New	Normal	Implement obstacles	Jay Gischer	05/20/2022 08:35 PM
189	Rokugan Recorder	Support	New	Normal	Import items should be merged with template providing defaults for new fields.	Jay Gischer	04/26/2022 06:09 PM
188	Secrets of Toanium	Feature	New	Normal	Add keywords and rollover tooltips to combat log	Jay Gischer	04/20/2022 06:20 PM
187	Secrets of Toanium	Feature	New	Normal	Visually represent what other characters did	Jay Gischer	04/20/2022 06:19 PM
184	Secrets of Toanium	Feature	New	Normal	Add the ability to use another action into the scripting or an action card.	Jay Gischer	04/20/2022 06:16 PM
183	Secrets of Toanium	Feature	New	Normal	Add obstacles to movement and LOS	Jay Gischer	04/20/2022 06:14 PM
180	Secrets of Toanium	Bug	In Progress	Normal	Hand scroller doesn't scroll	Frank Fernandez	03/29/2023 06:12 PM
178	Secrets of Toanium	Feature	New	Normal	Implement some sort of draw overlay	Jay Gischer	04/20/2022 06:10 PM
177	Secrets of Toanium	Bug	Feedback	Normal	Sometimes instance player doesn't load gfx assets	Jay Gischer	10/14/2022 07:24 PM
155	Secrets of Toanium	Feature	New	Normal	Use node's vm to validate script syntax whenever card is updated.	Jay Gischer	02/02/2022 07:49 PM
138	Secrets of Toanium	Bug	New	Normal	Instance player map recenters on card play or examine	Jay Gischer	12/17/2021 06:19 PM
136	Secrets of Toanium	Feature	In Progress	Normal	Produce Jsdoc documentation for scripting environment.	Jay Gischer	02/15/2022 06:47 PM
129	Secrets of Toanium	Support	New	Normal	Timed save in Card Editor script editor needs UI signal	Jay Gischer	12/16/2021 09:27 PM

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121	Secrets of Toanium	Feature	In Progress	Normal	Enemies Melee Only	Jay Gischer	03/12/2024 11:16 PM
111	Secrets of Toanium	Bug	Feedback	Low	Wrong Name On Enemy Attacks In Log	Jay Gischer	03/12/2024 11:14 PM
109	Secrets of Toanium	Support	New	Normal	Switch to using BitmapText in Pixi	Jay Gischer	04/14/2021 08:24 PM
71	Secrets of Toanium	Support	New	Normal	Validations are not being used when dispatching operations	Jay Gischer	10/16/2020 06:38 PM
50	Secrets of Toanium	Support	In Progress	Normal	Refactor class card and character card to use more of the same code.	Jay Gischer	04/21/2021 06:57 PM
33	Secrets of Toanium	Feature	New	Normal	Rewrite Deck Editor to create cards with same background	Jay Gischer	05/13/2020 08:25 PM
26	Secrets of Toanium	Bug	Feedback	Normal	Images repeat in Map Editor	Jay Gischer	06/11/2025 03:17 AM
12	Secrets of Toanium	Feature	New	Normal	Validate that names are unique	Jay Gischer	04/08/2020 04:53 PM
11	Secrets of Toanium	Feature	Feedback	Normal	Enhance for full turn	Jay Gischer	03/12/2024 11:16 PM
10	Secrets of Toanium	Feature	New	Normal	Sandstorm fullscreen	Jay Gischer	04/08/2020 04:51 PM
9	Secrets of Toanium	Feature	New	Normal	Undo Button	Jay Gischer	04/08/2020 04:51 PM
4	Secrets of Toanium	Feature	New	Normal	Implement orientation switching in instance player	Jay Gischer	04/08/2020 07:49 PM
1	LarpThings	Bug	New	Normal	Handle exceptions better	Jay Gischer	04/07/2020 11:41 PM