Secrets of Toanium - Support #248

Need to refactor map editor code for walls

12/13/2022 10:34 PM - Frank Fernandez

Status:	Closed		**Start date:**	12/13/2022
Priority:	Normal		**Due date:**	
Assignee:	Jay Gischer		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

Currently, all of the code for processing walls in a map is in the gfx file. This is wrong, it should be divvied up between the gfx file and the api file for maps.

History

#1 - 12/13/2022 10:34 PM - Frank Fernandez

- Status changed from New to Resolved

- Assignee changed from Frank Fernandez to Jay Gischer

Good to go on dev, have refactored accordingly.

#2 - 01/27/2023 10:30 PM - Administrator Administrator

- Status changed from Resolved to Closed

Pushed with 0.20.0