

## Secrets of Toanium - Bug #26

### Images repeat in Map Editor

04/22/2020 08:21 PM - Jay Gischer

<b>Status:</b>	Feedback	<b>Start date:</b>	04/22/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
In the control that is meant to allow reuse of tiles/images in the Map Editor, we see several instances of the same tile. This may be related to another bug, where we are still getting repeats of modules because of "restarts".			

#### History

##### #1 - 04/24/2020 10:19 PM - Jay Gischer

When I filed this, I thought the anti-duplication stuff was already deployed to mansia, but it turns out it was not. Let's just watch this until we do the next deployment as this may already be fixed.

##### #2 - 04/07/2021 06:30 AM - Frank Fernandez

Still seems to be an issue on dev, though not yet sure why. Duplicates appear to have unique IDs and some tile copies appear even with a database reset. Weird.

##### #3 - 06/11/2025 03:17 AM - Frank Fernandez

- Status changed from New to Feedback

- Assignee changed from Frank Fernandez to Jay Gischer

Seems fixed at last, though this could be due to "system images" functionality having changed in the editors. Keep ticket?