# Secrets of Toanium - Bug #276

## Level Editor is very slow to load map

05/24/2023 05:15 PM - Administrator Administrator

| | | | | |
|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 05/24/2023 |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | Jay Gischer | | **% Done:** | 50% |
| **Category:** | | | **Estimated time:** | 0.00 hour |
| **Target version:** | | | **Spent time:** | 0.00 hour |

**Description**

Given all the changes to the map data structure we've done lately, I am suspicious that they are responsible.

Until the map loads, enemies can be added but not moved.

**History**

**#1 - 03/12/2024 11:14 PM - Frank Fernandez**

*- Status changed from New to Resolved*

*- Assignee changed from Frank Fernandez to Jay Gischer*

*- % Done changed from 0 to 50*

Did some Pixi.js tweaks in an attempt at improving load times and added an animation to hopefully make loading more obvious. This may still be an ongoing issue but hopefully is a bit improved now.

**#2 - 09/20/2024 06:27 PM - Joanna Winter**

*- Status changed from Resolved to Closed*

Pushed with 0.26.0