# Secrets of Toanium - Feature #30

## Add "Loading" prologue to Map editor and instance player

04/23/2020 04:06 PM - Jay Gischer

| | | | | |
|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 04/23/2020 |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | Jay Gischer | | **% Done:** | 0% |
| **Category:** | | | **Estimated time:** | 0.00 hour |
| **Target version:** | | | **Spent time:** | 0.00 hour |

**Description**

When running in pre-production, it can take a long time for a graphic to download from the server and show up. Meanwhile, nothing is happening on screen.

We need to fix this.

**History**

**#1 - 07/21/2020 06:44 PM - Jay Gischer**

This needs to handle both the simple preloading of images, and the more complex pre-rendering of things such as the action cards, class cards, enemy cards and enviros.

**#2 - 07/23/2021 10:48 PM - Jay Gischer**

- Assignee changed from Jay Gischer to Frank Fernandez

I'm not sure we still need this for the Map Editor, but we definitely need a "Loading" spinner for the instance player.

**#3 - 09/18/2024 12:20 AM - Frank Fernandez**

- Status changed from New to Resolved

Should be working at last for both.

**#4 - 09/18/2024 12:20 AM - Frank Fernandez**

- Assignee changed from Frank Fernandez to Jay Gischer

**#5 - 11/01/2024 05:41 PM - Administrator Administrator**

- Status changed from Resolved to Closed

This is fixed in 0.26.2 but was probably pushed in an earlier release.