Secrets of Toanium - Bug #383

Setting Enemy primary resets background to blank.

05/15/2025 07:59 PM - Administrator Administrator

Status:	Closed		**Start date:**	05/15/2025
Priority:	Normal		**Due date:**	
Assignee:	Jay Gischer		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

If I go to create a new enemy and first set its background (I chose one from the background list) and then choose a primary that is an image that I have on disk and not one of the ones served on the web, the background setting is lost and it reverts to gray

History

#1 - 05/23/2025 02:47 AM - Frank Fernandez

- Status changed from New to Resolved

- Assignee changed from Frank Fernandez to Jay Gischer

Should be working properly now on development.

#2 - 05/23/2025 08:52 PM - Administrator Administrator

- Status changed from Resolved to Closed

Pushed in 0.27.3