Secrets of Toanium - Support #394

Refactor Map to have helper that checks for lights at a square

06/11/2025 07:39 PM - Administrator Administrator

Status:	Closed		**Start date:**	06/11/2025
Priority:	Normal		**Due date:**	
Assignee:	Jay Gischer		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

we need a helper map.hasLights(x,y) that returns the light at x,y of a map, and null if it doesn't exist. Or something like that.
Also map.lights() which returns a list of all lights, after checking tiles and calculating the map coordinates.

Then we need to change the rendering to use this api

History

#1 - 07/15/2025 07:54 PM - Frank Fernandez

- Status changed from New to Resolved

- Assignee changed from Frank Fernandez to Jay Gischer

Should be good to go on dev.

#2 - 08/06/2025 05:10 PM - Administrator Administrator

- Status changed from Resolved to Closed

Pushed in 0.29.0