

Secrets of Toanium - Bug #405

approachSquaresWithinRange function under Behaviors folder produces strange results

10/10/2025 07:07 PM - Frank Fernandez

Status:	Closed	Start date:	10/10/2025
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
<b>Description</b>  While working on the ranged attack behavior, I've been getting weird results from what the approachSquaresWithinRange function calculates. For ranged attacks, it always seems to think that the enemy in question has no valid options other than remaining where it is. I decided to make sure I hadn't caused some oddity with the calculation by testing the results on an older behavior, in this case AdvanceAndMelee, but the outcome was still strange, such as only highlighting a square to one side of the enemy rather than all possible movement toward a player or even logical movement toward a player (in the case of AdvanceAndMelee, the suggested sidestep was farther from where the player was in that moment).  Possible that I am misunderstanding something, but this seems off.			

History

#1 - 10/24/2025 09:01 PM - Administrator Administrator

- Status changed from New to Closed

Pushed with 0.29.1