# Secrets of Toanium - Support #409

## Is loadMapFeatures obsolete

10/17/2025 06:12 PM - Administrator Administrator

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 10/17/2025 |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | Jay Gischer | | **% Done:** | 0% |
| **Category:** | | | **Estimated time:** | 0.00 hour |
| **Target version:** | | | **Spent time:** | 0.00 hour |

**Description**

This code makes sure that some basic data structures are in place and that features such as lighting, terrain, and doors are copied from tiles to a map.

However, we have refactored maps, terrain, lighting and doors so that these are found on a map dynamically, and no copying is needed.

So maybe we can remove this?

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**History**

**#1 - 11/14/2025 03:41 AM - Frank Fernandez**

- *Status changed from New to Resolved*

- *Assignee changed from Frank Fernandez to Jay Gischer*

Tried using the map editor with the function call commented out, seems to work fine? Let me know if something explodes.

**#2 - 11/18/2025 05:49 PM - Administrator Administrator**

- *Status changed from Resolved to Closed*

Pushed with 0.30.0