

Secrets of Toanium - Bug #410

Result of clicking inside squares or grid lines in map and tile editors can often be imprecise.

12/03/2025 12:36 AM - Frank Fernandez

Status:	In Progress	Start date:	12/02/2025
Priority:	Normal	Due date:	
Assignee:	Frank Fernandez	% Done:	30%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description Often, clicking on a certain square or along a grid line in the map or tile editors produces a counter-intuitive result. This is likely due to a discrepancy between what the user sees get clicked and the coordinates the code interprets as corresponding to where they clicked. This could probably be tightened up a bit.			

History

#1 - 12/09/2025 10:18 PM - Frank Fernandez

- Status changed from New to In Progress
- % Done changed from 0 to 30

Making progress on this. Have gotten things started by implementing better precision using the current UI. Second step is to make graphical cursor changes to help the user visualize more intuitively.