

Secrets of Toanium - Bug #416

Making a room map takes too long

03/26/2026 11:00 PM - Administrator Administrator

Status:	Closed	Start date:	03/26/2026
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
We notice this especially on creating and launching a new instance. The length Infinity path finding approach is inappropriate here and time consuming.			

History

#1 - 04/01/2026 06:02 PM - Administrator Administrator

- Status changed from New to Closed

The room map algorithm was too slow, probably taking time quadratic in the number of squares on a map. A new algorithm was implemented, which didn't use the pathing code.