

## Secrets of Toanium - Feature #421

### Enhance Level Editor to allow for placing of patrol points

04/23/2026 04:07 PM - Administrator Administrator

<b>Status:</b>	Resolved	<b>Start date:</b>	04/23/2026
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour

#### Description

In the Patrol behavior, enemies move through a sequence of grid points on the map. This sequence needs to be defined in the Level module (see [#420](#)), and the Level Editor needs to allow designers to add patrol points (we may need to have more than one cycle of patrol points, but we will stick with one).

This is dependent on completion of [#420](#)

#### History

**#1 - 06/05/2026 02:26 AM - Frank Fernandez**

- Status changed from New to Resolved
- Assignee changed from Frank Fernandez to Jay Gischer

Implemented on dev, should be good to go.