

Secrets of Toanium - Feature #422

Level Editor must allow configuratin of enemies with the Patrol behavior

04/23/2026 04:11 PM - Administrator Administrator

Status:	New	Start date:	04/23/2026
Priority:	Normal	Due date:	
Assignee:	Frank Fernandez	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Once the data structure has been defined #420 and the patrol points on a level can be set #421 we must be able to configure enemies that have the Patrol behavior. We need to set what point in the cycle is their first patrol goal. (We probably also want to be able to set which patrol cycle they use).			