

## Secrets of Toanium - Bug #428

Sometimes when loading an instance, the map tileset graphics do not render, though everything else does.

05/05/2026 11:45 PM - Frank Fernandez

<b>Status:</b>	New	<b>Start date:</b>	05/05/2026
<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
<b>Description</b>			
Occasionally, when a new instance is created and launched, the app will load all graphical assets save for the map itself.			