Secrets of Toanium - Bug #92

Class Editor saves modifier values as numbers not strings

02/24/2021 07:27 PM - Jay Gischer

Status:	Closed		**Start date:**	02/24/2021
Priority:	Normal		**Due date:**	
Assignee:	Jay Gischer		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour
Description				
The spec says it should be a string, which "eval" gets called on.				

History

#1 - 04/02/2021 08:40 PM - Jay Gischer

- Status changed from New to Resolved

This appears to be fixed now. I suspect Frank did it while working on related stuff.

#2 - 04/06/2021 05:53 PM - Jay Gischer

- Status changed from Resolved to Closed

Pushed with 0.13.2