

## Secrets of Toanium - Bug #96

### Activating replacements during Enviro process throws exception

03/18/2021 05:32 PM - Jay Gischer

<b>Status:</b>	Closed	<b>Start date:</b>	03/18/2021
<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>			
This grinds the instance player to a halt, often in a mysterious way.			

#### History

##### #1 - 03/18/2021 06:11 PM - Jay Gischer

- Status changed from New to Resolved

The code in drawEnviro assumed that the entries in the "activates" field were names of cards and looked for a card with matching name. But we ended up using IDs here, and just never fixed this one spot.

##### #2 - 03/19/2021 08:37 PM - Jay Gischer

- Status changed from Resolved to Closed

Fix was pushed with 0.13.1