

## List of Known Bugs and Issues

- Brief description.
  - Optional list of steps to reproduce.
- (Example) Beetles.
- (Example) Ladybugs.
  - Be a ladybug.
  - Find ladybug of opposite gender.
- Program crashes when drawing with meshView hidden
  - Hide MeshView
  - Make a new map
  - Use the brush tool
  - Draw on the map
- Hiding the MeshView causes bugs with updating the Map
  - Make new map
  - Draw on it
  - Hide MeshView
  - Draw on it
  - Make a new Map
  - Drawing on the new map will not update the mesh view
- Toolbar can't be reopened if hidden.
  - Right click on toolbar.
  - Click the last blank option in the context menu.
  - Toolbar now disappears and right click does not work.
  - (This cannot be fixed by restarting the application!)
- Application crashes when removing materials after removing their tile template set.
  - Load .wts in the example folder.
  - Remove the loaded tile template set.
  - Remove the material.
- Duplicate materials.
  - Load tile template set.
  - Remove it.
  - Load it again. The materials are duplicated.
- Application cannot be opened if the map file is corrupted.
  - Make a map and save it.
  - Close the application.

- Corrupt the map file (this can happen if a new save format is used).
- Try to open the application.
- (This gives no error message, and the only way to make the application work again is to find and remove the offending file.)
- Able to paint the map without selecting a tile template.
  - Make a new map.
  - Paint using the default Wall material and the brush tool.
  - Close the map.
  - Make a new map.
  - Paint the map, but do not select a tile template.