List of Known Bugs and Issues

- 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.

CHECK GITHUB ISSUES PAGE
https://github.com/Bdtrotte/3D-Map-Gen/issues FOR MORE