

Code Bundle

Base: C:/Users/maxim/AppData/Local/FoundryVTT/Data/modules/fameosity

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```

templates/info-popup.hbs

```
<form class="info-popup-content" autocomplete="off">  
  <div class="info-sections">  
    {{#if isGM}}  
      <div class="info-section">  
        <label class="info-label">  
          <i class="fa-solid fa-globe"></i>  
          {{publicLabel}}  
        </label>  
        {{editor info.public target="public" button=true editable=true engine="prosemirror"}}  
      </div>  
  
      <div class="info-section">  
        <label class="info-label">  
          <i class="fa-solid fa-lock"></i>  
          {{gmLabel}}  
        </label>  
        {{editor info.gm target="gm" button=true editable=true engine="prosemirror"}}  
      </div>  
    {{else}}  
      <div class="info-section">  
        <label class="info-label">  
          <i class="fa-solid fa-globe"></i>  
          {{publicLabel}}  
        </label>  
        <div class="info-display">  
          {{#if enrichedPublic}}  
            {{{enrichedPublic}}}  
          {{else}}  
            <em>{{noInfo}}</em>  
          {{/if}}  
        </div>  
      </div>  
    {{/if}}  
  </div>  
  
  {{#if isGM}}  
    <div class="info-footer">  
      <button type="submit" class="save-btn">  
        <i class="fa-solid fa-save"></i> {{localize "Save"}}  
      </button>  
    </div>  
  {{/if}}  
</form>
```

templates/relations/main.hbs

```
<div class="fame-relations-content">  
  <div class="fame-split-layout">  
    <div> "relations/partials/navigator"  
    <div class="fame-nav-resize-handle"></div>
```

```

<div class="fame-detail-panel fame-global-drop-zone">
  {{#if detail}}
    {{#if (eq detail.entityType 'location')}}
      {{> "relations/partials/detail-location"}}
    {{/if}}
    {{#if (eq detail.entityType 'faction')}}
      {{> "relations/partials/detail-faction"}}
    {{/if}}
    {{#if (eq detail.entityType 'actor')}}
      {{> "relations/partials/detail-actor"}}
    {{/if}}
  {{else}}
    <div class="fame-detail-empty">
      <i class="fa-solid fa-hand-pointer"></i>
      <span>{{localize (concat moduleId '.ui.select-entity-hint')}}</span>
    </div>
  {{/if}}
</div>
</div>
</div>

```

templates/relations/partials/detail-actor.hbs

```

<div class="fame-detail-header">
  
  <div class="fame-detail-title-area">
    <div class="fame-detail-name-row">
      {{#if @root.isGM}}<input type="text" class="fame-detail-name-input" value="{{detail.customName}}" placeholder="{{detail.originalName}}
      {{else}}<span class="fame-detail-name-display">{{detail.name}}</span>{{/if}}
      {{#unless detail.isActivePartyMember}}
        {{tierText (or detail.partyTier detail.tier)}}
      {{/unless}}
    </div>
    {{#if detail.isActivePartyMember}}
      <div class="fame-member-status">
        <i class="fa-solid fa-star fame-member-status-icon"></i>
        <span class="fame-member-status-text">{{if detail.activePartyName}}{{detail.activePartyName}}{{else}}{{localize (concat @root.m
      </div>
    {{else}}
      {{#if detail.hasActiveParty}}
        {{#if (or @root.isGM detail.canEdit)}}
          <div class="fame-detail-rep-bar">
            {{> "relations/partials/rep-bar"
              barId=(concat detail.id ":" @root.activePartyId)
              barType="actor-faction"
              barMode=detail.mode
              value=detail.partyReputation
              tierColor=detail.partyTier.color
              canEdit=true
              isAuto=(eq detail.mode "auto")
              isHybrid=(eq detail.mode "hybrid")
            }}
          </div>
        {{else}}
          <span class="fame-bar-value" style="color:{{detail.partyTier.color}}">{{if (gt detail.partyReputation 0)}}+{{/if}}</span>{{detail.pa
        {{/if}}
      {{else}}
        <div class="fame-no-items" style="padding: 0.25rem 0; margin: 0;">
          {{#if @root.isGM}}
            <i class="fa-solid fa-exclamation-triangle" style="color:var(--fame-color-warning)"></i>
            {{localize (concat @root.moduleId '.ui.no-active-party-gm')}}
          {{else}}
            {{localize (concat @root.moduleId '.ui.no-active-party-player')}}
          {{/if}}
        </div>
      {{/if}}
    </div>
  </div>
  <div class="fame-detail-actions">
    {{#if detail.canOpenSheet}}<button type="button" class="fame-icon-btn" data-action="openActorSheet" data-actor-id="{{detail.id}}" title=
    {{#if @root.isGM}}
      <button type="button" class="fame-mode-btn fame-icon-btn {{#unless (eq detail.mode 'manual')}}active{{/unless}} {{#if (eq detail.mode
        <i class="fa-solid fa-{{#if (eq detail.mode 'auto')}}robot{{else if (eq detail.mode 'hybrid')}}shuffle{{else}}hand{{/if}}"></i>
      </button>
      <button type="button" class="fame-icon-btn fame-hide-btn {{#if detail.hidden}}active{{/if}}> data-action="toggleHidden" data-type="ac
        <i class="fa-solid fa-{{#if detail.hidden}}eye{{else}}eye-slash{{/if}}"></i>
      </button>
      <button type="button" class="fame-icon-btn" data-action="delete" data-type="actor" data-id="{{detail.id}}"><i class="fa-solid fa
    {{/if}}
  </div>

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    </div>
</div>

<div class="fame-detail-body">
  {{#if @root.isGM}}
    <textarea class="fame-detail-description" data-id="{{detail.id}}" data-entity-type="actors" placeholder="{{localize (concat @root.moduleId 'fame-detail-description')}}">
  {{else}}
    {{#if detail.description}}<div class="fame-detail-description-display">{{detail.description}}</div>{{/if}}
  {{/if}}

  <div class="fame-detail-section" data-section-id="act-pc-rels-{{detail.id}}">
    <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="act-pc-rels-{{detail.id}}">
      <i class="fa-solid fa-chevron-right fame-section-chevron"></i>
      <i class="fa-solid fa-user fame-section-icon"></i>
      <span>{{#if detail.activePartyName}}{{detail.activePartyName}}{{else}}{{localize (concat @root.moduleId 'ui.player-characters')}}</span>
      <span class="fame-detail-section-count">{{detail.playerRelations.length}}</span>
    </div>
    <div class="fame-detail-section-body">
      {{#each detail.playerRelations}}
        <div class="relations/partials/rel-row">
          relId=pcId relName=pcName relImg=pcImg relValue=value relTier=tier relHidden=hidden
          relType="individual" barId=(concat ../detail.id ":" pcId)
          entityType="actor" entityId=pcId
          canEdit=(or @root.isGM ../detail.canEdit)
          relTypeKey="individual" sourceEntityId=../detail.id targetEntityId=pcId
          showRemoveBtn=false
        </div>
      {{else}}
        <div class="fame-no-items">{{localize (concat @root.moduleId 'relations.no-members')}}</div>
      {{/each}}
    </div>
  </div>

  <div class="fame-detail-section" data-section-id="act-npc-rels-{{detail.id}}">
    <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="act-npc-rels-{{detail.id}}">
      <i class="fa-solid fa-chevron-right fame-section-chevron"></i>
      <i class="fa-solid fa-user-tie fame-section-icon"></i>
      <span>{{localize (concat @root.moduleId 'relations.relations-to-actors')}}</span>
      <span class="fame-detail-section-count">{{detail.npcRelations.length}}</span>
      {{#if @root.isGM}}<button type="button" class="fame-detail-section-add" data-action="addActorRelation" data-entity-id="{{detail.id}}"></button>{{/if}}
    </div>
    <div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="individual" data-target-group="npc">
      {{#each detail.npcRelations}}
        <div class="relations/partials/rel-row">
          relId=pcId relName=pcName relImg=pcImg relValue=value relTier=tier relHidden=hidden
          relType="individual" barId=(concat ../detail.id ":" pcId)
          entityType="actor" entityId=pcId
          canEdit=(or @root.isGM ../detail.canEdit)
          relTypeKey="individual" sourceEntityId=../detail.id targetEntityId=pcId
          showRemoveBtn=@root.isGM
        </div>
      {{else}}
        <div class="fame-no-items">{{localize (concat @root.moduleId 'relations.no-relations')}}</div>
      {{/each}}
    </div>
  </div>

  <div class="fame-detail-section" data-section-id="act-facs-{{detail.id}}">
    <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="act-facs-{{detail.id}}">
      <i class="fa-solid fa-chevron-right fame-section-chevron"></i>
      <i class="fa-solid fa-flag fame-section-icon"></i>
      <span>{{localize (concat @root.moduleId 'relations.to-factions')}}</span>
      <span class="fame-detail-section-count">{{detail.factionRelations.length}}</span>
      {{#if @root.isGM}}<button type="button" class="fame-detail-section-add" data-action="addFactionRelation" data-entity-id="{{detail.id}}"></button>{{/if}}
    </div>
    <div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="actorFaction">
      {{#each detail.factionRelations}}
        <div class="relations/partials/rel-row">
          relId=factionId relName=factionName relImg=factionImg relValue=value relTier=tier relHidden=(or hidden factionHidden)
          relType="actor-faction" barId=(concat ../detail.id ":" factionId)
          entityType="faction" entityId=factionId
          canEdit=(or @root.isGM ../detail.canEdit)
          relTypeKey="actorFaction" sourceEntityId=../detail.id targetEntityId=factionId
          showMemberStar=(and isMember (not memberHidden))
          memberRank=rank
          showRemoveBtn=@root.isGM
        </div>
      {{else}}
        <div class="fame-no-items">{{localize (concat @root.moduleId 'relations.no-relations')}}</div>
      {{/each}}
    </div>
  </div>
</div>

```

</div>

templates/rerelations/partials/detail-faction.hbs

```
<div class="fame-detail-header">
  
  <div class="fame-detail-title-area">
    <div class="fame-detail-name-row">
      {{if @root.isGM}}<input type="text" class="fame-detail-name-input" value="{{detail.name}}" data-id="{{detail.id}}" data-type="faction"{{/if}}
      {{else}}<span class="fame-detail-name-display">{{detail.name}}</span>{{/if}}
      {{unless detail.isPartyActive}}
        {{tierText (or detail.partyTier detail.tier)}}
      {{/unless}}
      {{if @root.isGM}}
        <span class="fame-type-select-badge">
          <i class="fa-solid" {{detail.typeInfo.icon}}></i>
          <select class="fame-type-select" data-id="{{detail.id}}" data-entity-type="faction" {{if detail.isPartyActive}}disabled{{/if}}>
            {{each @root.factionTypes}}<option value="{{id}}" {{if (eq id ../detail.factionType)}}selected{{/if}}>{{name}}</option>{{/each}}
          </select>
        </span>
      {{else}}
        <span class="fame-entity-type-badge"><i class="fa-solid" {{detail.typeInfo.icon}}></i> {{detail.typeInfo.name}}</span>
      {{/if}}
    </div>
    {{if detail.isPartyActive}}
      <div class="fame-member-status">
        <i class="fa-solid fa-star fame-member-status-icon"></i>
        <span class="fame-member-status-text">{{localize (concat @root.moduleId '.context.activate-party')}}</span>
      </div>
    {{else}}
      {{if detail.hasActiveParty}}
        {{if @root.isGM}}
          <div class="fame-detail-rep-bar">
            {{> "relations/partials/rep-bar"
              barId=(concat detail.id ":" @root.activePartyId)
              barType="faction-to-faction"
              barMode=detail.mode
              value=detail.partyReputation
              tierColor=detail.partyTier.color
              canEdit=true
              isAuto=(eq detail.mode "auto")
              isHybrid=(eq detail.mode "hybrid")
            }}
          </div>
        {{else}}
          <span class="fame-bar-value" style="color:{{detail.partyTier.color}}">{{if (gt detail.partyReputation 0)}}{{/if}}</span>
        {{/if}}
      <div class="fame-no-items" style="padding: 0.25rem 0; margin: 0;">
        {{if @root.isGM}}
          <i class="fa-solid fa-exclamation-triangle" style="color:var(--fame-color-warning)"></i>
          {{localize (concat @root.moduleId '.ui.no-active-party-gm')}}
        {{else}}
          {{localize (concat @root.moduleId '.ui.no-active-party-player')}}
        {{/if}}
      </div>
    {{/if}}
  </div>
  <div class="fame-detail-actions">
    {{if @root.isGM}}
      {{unless detail.isPartyActive}}
        <button type="button" class="fame-mode-btn fame-icon-btn {{unless (eq detail.mode 'manual')}}active{{/unless}} {{if (eq detail.mode 'auto')}}fa-solid fa-{{if (eq detail.mode 'auto')}}robot{{else if (eq detail.mode 'hybrid')}}shuffle{{else}}hand{{/if}}></button>
      {{/unless}}
      {{if detail.canAddChild}}<button type="button" class="fame-icon-btn fame-add-child-btn" data-action="addChildFaction" data-parent="{{detail.id}}"></button>{{/if}}
      {{if (gt detail.level 0)}}<button type="button" class="fame-icon-btn fame-unnest-btn" data-action="unnest" data-id="{{detail.id}}"></button>{{/if}}
      <button type="button" class="fame-icon-btn fame-hide-btn {{if detail.hidden}}active{{/if}}>{{if detail.hidden}}<i class="fa-solid fa-{{if detail.hidden}}eye{{else}}eye-slash{{/if}}></i>{{/if}}></button>
      <button type="button" class="fame-icon-btn" data-action="delete" data-type="faction" data-id="{{detail.id}}"><i class="fa-solid fa-trash"></i></button>
    {{/if}}
  </div>
</div>

<div class="fame-detail-body">
  {{if @root.isGM}}
    <textarea class="fame-detail-description" data-id="{{detail.id}}" data-entity-type="factions" placeholder="{{localize (concat @root.moduleId '.context.description')}}"></div>
```

```

{{else}}
  {{#if detail.description}}&lt;div class="fame-detail-description-display"&gt;{{detail.description}}&lt;/div&gt;{{/if}}
{{/if}}

&lt;div class="fame-detail-section" data-section-id="fac-pc-rels-{{detail.id}}"&gt;
  &lt;div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="fac-pc-rels-{{detail.id}}"&gt;
    &lt;i class="fa-solid fa-chevron-right fame-section-chevron"&gt;&lt;/i&gt;
    &lt;i class="fa-solid fa-user fame-section-icon"&gt;&lt;/i&gt;
    &lt;span&gt;{{#if detail.activePartyName}}{{detail.activePartyName}}{{else}}{{localize (concat @root.moduleId '.ui.player-characters')}}&lt;/span&gt;
    &lt;span class="fame-detail-section-count"&gt;{{detail.factionPcRels.length}}&lt;/span&gt;
  &lt;/div&gt;
  &lt;div class="fame-detail-section-body"&gt;
    {{#each detail.factionPcRels}}
      {{&gt; "relations/partials/rel-row"
        relId=pcId relName=pcName relImg=pcImg relValue=value relTier=tier relHidden=hidden
        relType="faction-rel" barId=(concat ../detail.id ":" pcId)
        entityType="actor" entityId=pcId
        canEdit=@root.isGM
        relTypeKey="faction" sourceEntityId=../detail.id targetEntityId=pcId
        showRemoveBtn=false
      }}
    {{else}}
      &lt;div class="fame-no-items"&gt;{{localize (concat @root.moduleId '.relations.no-members')}}&lt;/div&gt;
    {{/each}}
  &lt;/div&gt;
&lt;/div&gt;

&lt;div class="fame-detail-section" data-section-id="fac-npc-rels-{{detail.id}}"&gt;
  &lt;div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="fac-npc-rels-{{detail.id}}"&gt;
    &lt;i class="fa-solid fa-chevron-right fame-section-chevron"&gt;&lt;/i&gt;
    &lt;i class="fa-solid fa-user-tie fame-section-icon"&gt;&lt;/i&gt;
    &lt;span&gt;{{localize (concat @root.moduleId '.relations.relations-to-actors')}}&lt;/span&gt;
    &lt;span class="fame-detail-section-count"&gt;{{detail.factionNPCRels.length}}&lt;/span&gt;
    {{#if @root.isGM}}&lt;button type="button" class="fame-detail-section-add" data-action="addActorRelation" data-entity-id="{{detail.id}}"&gt;&lt;/button&gt;
  &lt;/div&gt;
  &lt;div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="faction" data-target-group="faction"&gt;
    {{#each detail.factionNPCRels}}
      {{&gt; "relations/partials/rel-row"
        relId=pcId relName=pcName relImg=pcImg relValue=value relTier=tier relHidden=hidden
        relType="faction-rel" barId=(concat ../detail.id ":" pcId)
        entityType="actor" entityId=pcId
        canEdit=@root.isGM
        relTypeKey="faction" sourceEntityId=../detail.id targetEntityId=pcId
        showRemoveBtn=@root.isGM
      }}
    {{else}}
      &lt;div class="fame-no-items"&gt;{{localize (concat @root.moduleId '.relations.no-relations')}}&lt;/div&gt;
    {{/each}}
  &lt;/div&gt;
&lt;/div&gt;

&lt;div class="fame-detail-section" data-section-id="fac-fac-rels-{{detail.id}}"&gt;
  &lt;div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="fac-fac-rels-{{detail.id}}"&gt;
    &lt;i class="fa-solid fa-chevron-right fame-section-chevron"&gt;&lt;/i&gt;
    &lt;i class="fa-solid fa-flag fame-section-icon"&gt;&lt;/i&gt;
    &lt;span&gt;{{localize (concat @root.moduleId '.relations.to-factions')}}&lt;/span&gt;
    &lt;span class="fame-detail-section-count"&gt;{{detail.factionToFactionRels.length}}&lt;/span&gt;
    {{#if @root.isGM}}&lt;button type="button" class="fame-detail-section-add" data-action="addFactionToFactionRelation" data-entity-id="{{detail.id}}"&gt;&lt;/button&gt;
  &lt;/div&gt;
  &lt;div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="factionToFaction"&gt;
    {{#each detail.factionToFactionRels}}
      {{&gt; "relations/partials/rel-row"
        relId=targetFactionId relName=targetFactionName relImg=targetFactionImg relValue=value relTier=tier relHidden=(or hidden targetHidden)
        relType="faction-to-faction" barId=(concat ../detail.id ":" targetFactionId)
        entityType="faction" entityId=targetFactionId
        canEdit=@root.isGM
        relTypeKey="factionToFaction" sourceEntityId=../detail.id targetEntityId=targetFactionId
        showRemoveBtn=@root.isGM
      }}
    {{else}}
      &lt;div class="fame-no-items"&gt;{{localize (concat @root.moduleId '.relations.no-relations')}}&lt;/div&gt;
    {{/each}}
  &lt;/div&gt;
&lt;/div&gt;

&lt;div class="fame-detail-section" data-section-id="fac-members-{{detail.id}}"&gt;
  &lt;div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="fac-members-{{detail.id}}"&gt;
    &lt;i class="fa-solid fa-chevron-right fame-section-chevron"&gt;&lt;/i&gt;
    &lt;i class="fa-solid fa-users fame-section-icon"&gt;&lt;/i&gt;
    &lt;span&gt;{{localize (concat @root.moduleId '.ranks.members')}}&lt;/span&gt;
    &lt;span class="fame-detail-section-count"&gt;{{detail.members.length}}&lt;/span&gt;
    {{#if @root.isGM}}&lt;button type="button" class="fame-detail-section-add" data-action="addMember" data-faction="{{detail.id}}"&gt;&lt;/button&gt;
  &lt;/div&gt;
  &lt;div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="factionToMember"&gt;
    {{#each detail.members}}
      {{&gt; "relations/partials/rel-row"
        relId=memberId relName=memberName relImg=memberImg relValue=value relTier=tier relHidden=hidden
        relType="faction-to-member" barId=(concat ../detail.id ":" memberId)
        entityType="member" entityId=memberId
        canEdit=@root.isGM
        relTypeKey="factionToMember" sourceEntityId=../detail.id targetEntityId=memberId
        showRemoveBtn=@root.isGM
      }}
    {{else}}
      &lt;div class="fame-no-items"&gt;{{localize (concat @root.moduleId '.relations.no-relations')}}&lt;/div&gt;
    {{/each}}
  &lt;/div&gt;
&lt;/div&gt;

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</div>
<div class="fame-detail-section-body fame-member-drop-zone" data-faction-id="{{detail.id}}">
  {{#each detail.members}}
    <div class="fame-detail-member-row {{#if hidden}}is-hidden{{/if}} {{#if actorHidden}}is-hidden{{/if}}">
      
      <span class="fame-detail-member-name" data-action="selectEntity" data-entity-type="actor" data-entity-id="{{id}}">{{name}}</span>
      <div class="fame-detail-member-center">
        {{{tierBadge tier true}}}
        {{#if sourceName}}<span class="fame-detail-source-badge clickable" data-action="selectEntity" data-entity-type="faction" data-ent
        {{#if rank}}
          <span class="fame-member-rank-badge" style="background:{{rank.color}}">{{rank.name}}</span>
        {{/if}}
        {{#if @root.isGM}}
          {{#if ../detail.hasRanks}}
            {{#unless sourceName}}
              <select class="fame-member-rank-select" data-faction="{{../detail.id}}" data-actor="{{id}}">
                <option value=""></option>
                {{#each ../detail.ranks}}
                  <option value="{{this.id}}" {{#if (eq this.id ../manualRankId)}}selected{{/if}}>{{this.name}}</option>
                {{/each}}
              </select>
            {{/unless}}
          {{/if}}
          {{#unless sourceName}}
            <button type="button" class="fame-icon-btn fame-hide-btn {{#if hidden}}active{{/if}}" data-action="toggleMemberHidden" data
            <i class="fa-solid fa-{{#if hidden}}eye{{else}}eye-slash{{/if}}"></i>
            <button type="button" class="fame-icon-btn" data-action="removeMember" data-faction="{{../detail.id}}" data-actor="{{id}}">
          {{/unless}}
        {{/if}}
      </div>
    </div>
  {{else}}<div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-members')}}</div>{{/each}}
</div>
</div>
{{#if @root.isGM}}
  <div class="fame-detail-section" data-section-id="fac-ranks-{{detail.id}}">
    <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="fac-ranks-{{detail.id}}">
      <i class="fa-solid fa-chevron-right fame-section-chevron"></i>
      <i class="fa-solid fa-medal fame-section-icon"></i>
      <span>{{localize (concat @root.moduleId '.ranks.title')}}</span>
      <span class="fame-detail-section-count">{{detail.ranks.length}}</span>
      <button type="button" class="fame-detail-section-add" data-action="addRank" data-faction="{{detail.id}}"><i class="fa-solid fa
    </div>
    <div class="fame-detail-section-body">
      {{#each detail.ranks}}
        <div class="fame-detail-rank-row" data-rank-id="{{this.id}}" data-faction-id="{{../detail.id}}">
          <span class="fame-rank-drag-handle"><i class="fa-solid fa-grip-vertical"></i></span>
          <input type="color" class="fame-rank-color" value="{{this.color}}" data-faction="{{../detail.id}}" data-rank="{{this.id}}">
          <input type="text" class="fame-rank-name" value="{{this.name}}" data-faction="{{../detail.id}}" data-rank="{{this.id}}">
          <input type="number" class="fame-rank-multiplier" value="{{this.multiplier}}" step="0.1" data-faction="{{../detail.id}}" data-r
          <button type="button" class="fame-icon-btn" data-action="deleteRank" data-faction="{{../detail.id}}" data-rank="{{this.id}}">
        </div>
      {{else}}<div class="fame-no-items"></div>{{/each}}
    </div>
  </div>
{{/if}}
</div>

```

templates/relations/partials/detail-location.hbs

```

<div class="fame-detail-header">
  
    <div class="fame-detail-name-row">
      {{#if @root.isGM}}<input type="text" class="fame-detail-name-input" value="{{detail.name}}" data-id="{{detail.id}}" data-type="locati
      {{else}}<span class="fame-detail-name-display">{{detail.name}}</span>{{/if}}
    {{#if @root.isGM}}
      <span class="fame-type-select-badge">
        <i class="fa-solid {{detail.typeInfo.icon}}"></i>
        <select class="fame-type-select" data-id="{{detail.id}}" data-entity-type="location">
          {{#each @root.locationTypes}}<option value="{{id}}" {{#if (eq id ../detail.locationType)}}selected{{/if}}>{{name}}</option>
        </select>
      </span>
    {{else}}
      <span class="fame-entity-type-badge"><i class="fa-solid {{detail.typeInfo.icon}}"></i> {{detail.typeInfo.name}}</span>
    {{/if}}
  </div>

```

```

<div class="fame-detail-controlled-row {{#unless detail.controlledByFaction}}fame-controlled-empty{{/unless}}">
  <i class="fa-solid fa-crown"></i>
  <span class="fame-controlled-label">{{localize (concat @root.moduleId '.locations.controlled-by')}}</span>
  {{#if detail.controlledByFaction}}
    <span class="fame-controlled-faction clickable" data-action="selectEntity" data-entity-type="faction" data-entity-id="{{detail.contro
      
      <span>{{detail.controlledByFaction.name}}</span>
    </span>
  {{else}}
    <span class="fame-controlled-none">{{localize (concat @root.moduleId '.locations.no-control')}}</span>
  {{/if}}
  {{#if @root.isGM}}
    {{#if detail.controlledByFaction}}
      <button type="button" class="fame-icon-btn" data-action="clearLocationControl" data-location="{{detail.id}}"><i class="fa-s
    {{else}}
      <button type="button" class="fame-icon-btn" data-action="setLocationControl" data-location="{{detail.id}}"><i class="fa-sol
    {{/if}}
  {{/if}}
</div>
</div>
<div class="fame-detail-actions">
  {{#if @root.isGM}}
    {{#if detail.canAddChild}}<button type="button" class="fame-icon-btn fame-add-child-btn" data-action="addChildLocation" data-parent="
    {{#if (gt detail.level 0)}}<button type="button" class="fame-icon-btn fame-unnest-btn" data-action="unnest" data-id="{{detail.id}}>
    <button type="button" class="fame-icon-btn fame-hide-btn {{#if detail.hidden}}active{{/if}}> data-action="toggleHidden" data-type="loc
      <i class="fa-solid fa-{{#if detail.hidden}}eye{{else}}eye-slash{{/if}}"></i>
    </button>
    <button type="button" class="fame-icon-btn" data-action="delete" data-type="location" data-id="{{detail.id}}"><i class="fa-solid
  {{/if}}
</div>
</div>
<div class="fame-detail-body">
  {{#if @root.isGM}}
    <textarea class="fame-detail-description" data-id="{{detail.id}}> data-entity-type="locations" placeholder="{{localize (concat @root.mo
  {{else}}
    {{#if detail.description}}<div class="fame-detail-description-display">{{detail.description}}</div>{{/if}}
  {{/if}}

<div class="fame-detail-section" data-section-id="loc-factions-{{detail.id}}">
  <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="loc-factions-{{detail.id}}">
    <i class="fa-solid fa-chevron-right fame-section-chevron"></i>
    <i class="fa-solid fa-flag fame-section-icon"></i>
    <span>{{localize (concat @root.moduleId '.locations.factions-here')}}</span>
    <span class="fame-detail-section-count">{{detail.factionsList.length}}</span>
    {{#if @root.isGM}}<button type="button" class="fame-detail-section-add" data-action="addFactionToLoc" data-location="{{detail.id}}">
  </div>
  <div class="fame-detail-section-body">
    {{#if detail.factionsList.length}}
      {{#each detail.factionsList}}
        <div class="fame-detail-rel-row {{#if locItemHidden}}is-hidden{{/if}}">
          <div class="fame-detail-rel-left">
            
            <span class="fame-detail-rel-name clickable" data-action="selectEntity" data-entity-type="faction" data-entity-id="{{id}}">
          </div>
          <div class="fame-detail-rel-center">
            {{tierBadge tier true}}
            {{#if sourceName}}<span class="fame-detail-source-badge clickable" data-action="selectEntity" data-entity-type="location" data
            {{#if @root.isGM}}
              {{#unless sourceName}}<button type="button" class="fame-icon-btn fame-hide-btn {{#if locItemHidden}}active{{/if}}> data-act
              {{#unless sourceName}}<button type="button" class="fame-icon-btn" data-action="removeFactionFromLoc" data-location="{{../de
            {{/if}}
          </div>
        </div>
      {{/each}}
    {{else}}
      <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-factions')}}</div>
    {{/if}}
  </div>
</div>

<div class="fame-detail-section" data-section-id="loc-actors-{{detail.id}}">
  <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="loc-actors-{{detail.id}}">
    <i class="fa-solid fa-chevron-right fame-section-chevron"></i>
    <i class="fa-solid fa-user fame-section-icon"></i>
    <span>{{localize (concat @root.moduleId '.locations.actors-here')}}</span>
    <span class="fame-detail-section-count">{{detail.actorsList.length}}</span>
    {{#if @root.isGM}}<button type="button" class="fame-detail-section-add" data-action="addActorToLoc" data-location="{{detail.id}}">
  </div>
  <div class="fame-detail-section-body">
    {{#if detail.actorsList.length}}
      {{#each detail.actorsList}}
        <div class="fame-detail-rel-row {{#if locItemHidden}}is-hidden{{/if}}">

```

```

        <div class="fame-detail-rel-left">
            
            <span class="fame-detail-rel-name clickable" data-action="selectEntity" data-entity-type="actor" data-entity-id="{{id}}">{{name}}</span>
        </div>
        <div class="fame-detail-rel-center">
            {{tierBadge tier true}}
            {{#if sourceName}}<span class="fame-detail-source-badge clickable" data-action="selectEntity" data-entity-type="location" data-entity-id="{{id}}">{{sourceName}}</span></div>
            {{#if @root.isGM}}
                {{#unless sourceName}}<button type="button" class="fame-icon-btn fame-hide-btn {{#if locItemHidden}}active{{/if}}" data-action="selectEntity" data-entity-type="location" data-entity-id="{{id}}">{{sourceName}}</button></div>
                {{#unless sourceName}}<button type="button" class="fame-icon-btn" data-action="removeActorFromLoc" data-location="{{../detailLocation}}</div>
            {{/if}}
        </div>
    </div>
</div>
{{/each}}
{{else}}
    <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-actors')}}</div>
{{/if}}
</div>
</div>
</div>
</div>

```

templates/relations/partials/navigator.hbs

```

<div class="fame-navigator">
    <div class="fame-nav-search">
        <div class="fame-nav-search-box">
            <i class="fa-solid fa-search"></i>
            <input type="text" class="fame-nav-search-input" placeholder="{{localize (concat moduleId '.picker.search')}}" value="{{navSearch}}">
        </div>
    </div>

    {{#if ownerActor}}
    <div class="fame-nav-owner" data-action="goToOwner">
        
        <span class="fame-nav-item-name">{{ownerActor.name}}</span>
        {{#unless ownerActor.isTracked}}<i class="fa-solid fa-plus fame-nav-owner-arrow" title="{{localize (concat moduleId '.tooltips.add-to-timeline')}}"></i></div>
        {{else}}<i class="fa-solid fa-arrow-right fame-nav-owner-arrow"></i></div>
    {{/if}}

    {{#if activePartyId}}
    <div class="fame-nav-active-party" data-action="selectEntity" data-entity-type="faction" data-entity-id="{{activePartyId}}">
        <i class="fa-solid fa-star fame-nav-party-icon"></i>
        <span class="fame-nav-party-name">{{#if activePartyName}}{{activePartyName}}</span>
        <span class="fame-nav-party-label">{{localize (concat moduleId '.ui.current-active-party')}}</span>
        <i class="fa-solid fa-arrow-right fame-nav-owner-arrow"></i>
    </div>
    {{/if}}

    <div class="fame-nav-tree">
        <div class="fame-nav-group" data-group="locations">
            <div class="fame-nav-group-header" data-action="toggleNavGroup" data-group="locations">
                <i class="fa-solid fa-chevron-right"></i>
                <i class="fa-solid fa-map-marker-alt fame-nav-group-icon"></i>
                <span>{{localize (concat moduleId '.relations.tab-locations')}}</span>
                <span class="fame-nav-group-count">{{allLocations.length}}</span>
            </div>
            <div class="fame-nav-group-items">
                {{#each allLocations}}
                <div class="fame-nav-item {{#if (and (eq @root.selectedType 'location') (eq @root.selectedId id))}}selected{{/if}} {{#if hidden}}hidden{{/if}} {{#if hasChildren}}has-children{{/if}}>
                    <span class="fame-nav-tree-toggle" data-action="toggleTreeExpand" data-id="{{id}}" data-type="location"></span>
                    {{else}}<span class="fame-nav-item-indent"></span>
                    
                    <span class="fame-nav-item-name">{{name}}</span>
                    <div class="fame-nav-item-badges">
                        {{#if hidden}}<i class="fa-solid fa-eye-slash fame-nav-badge hidden"></i>
                    </div>
                </div>
                {{/each}}
            </div>
        </div>

        <div class="fame-nav-group" data-group="factions">
            <div class="fame-nav-group-header" data-action="toggleNavGroup" data-group="factions">
                <i class="fa-solid fa-chevron-right"></i>
                <i class="fa-solid fa-flag fame-nav-group-icon"></i>
                <span>{{localize (concat moduleId '.relations.tab-factions')}}</span>
                <span class="fame-nav-group-count">{{allFactions.length}}</span>
            </div>
        </div>
    </div>

```



```

&lt;div class="fame-nav-group-items"&gt;
  {{#each allFactions}}
    &lt;div class="fame-nav-item {{if (and (eq @root.selectedType 'faction') (eq @root.selectedId id))}}selected{{/if}} {{if hidden}}is-hidden{{/if}} {{if hasChildren}}&lt;span class="fame-nav-tree-toggle" data-action="toggleTreeExpand" data-id="{{id}}" data-type="faction"&gt;&lt;/span&gt;{{else}}&lt;span class="fame-nav-item-indent"&gt;&lt;/span&gt;{{/if}}
      &lt;img class="fame-nav-item-img" src="{{image}}"&gt;
      &lt;span class="fame-nav-item-name"&gt;{{name}}&lt;/span&gt;
      &lt;div class="fame-nav-item-badges"&gt;
        {{if isPartyActive}}&lt;i class="fa-solid fa-star fame-nav-item-star"&gt;&lt;/i&gt;
        {{else}}&lt;span class="fame-nav-item-tier" style="background:{{tier.color}}"&gt;&lt;/span&gt;{{/if}}
        {{if hidden}}&lt;i class="fa-solid fa-eye-slash fame-nav-badge hidden"&gt;&lt;/i&gt;{{/if}}
      &lt;/div&gt;
    &lt;/div&gt;
  {{/each}}
&lt;/div&gt;
&lt;/div&gt;

{{if playerActors.length}}
&lt;div class="fame-nav-group" data-group="pcs"&gt;
  &lt;div class="fame-nav-group-header" data-action="toggleNavGroup" data-group="pcs"&gt;
    &lt;i class="fa-solid fa-chevron-right"&gt;&lt;/i&gt;
    &lt;i class="fa-solid fa-star fame-nav-group-icon"&gt;&lt;/i&gt;
    &lt;span&gt;{{if activePartyName}}{{activePartyName}}{{else}}{{localize (concat moduleId '.ui.active-characters')}}{{/if}}&lt;/span&gt;
    &lt;span class="fame-nav-group-count"&gt;{{playerActors.length}}&lt;/span&gt;
  &lt;/div&gt;
  &lt;div class="fame-nav-group-items"&gt;
    {{#each playerActors}}
      &lt;div class="fame-nav-item {{if (and (eq @root.selectedType 'actor') (eq @root.selectedId id))}}selected{{/if}} {{if hidden}}is-hidden{{/if}}&gt;
        &lt;span class="fame-nav-item-indent"&gt;&lt;/span&gt;
        &lt;img class="fame-nav-item-img" src="{{img}}"&gt;
        &lt;span class="fame-nav-item-name"&gt;{{name}}&lt;/span&gt;
        &lt;div class="fame-nav-item-badges"&gt;
          &lt;span class="fame-nav-item-tier" style="background:{{if partyTier}}{{partyTier.color}}{{else}}{{tier.color}}{{/if}}"&gt;&lt;/span&gt;
          {{if hidden}}&lt;i class="fa-solid fa-eye-slash fame-nav-badge hidden"&gt;&lt;/i&gt;{{/if}}
        &lt;/div&gt;
      &lt;/div&gt;
    {{/each}}
  &lt;/div&gt;
&lt;/div&gt;
{{/if}}

{{if npcActors.length}}
&lt;div class="fame-nav-group" data-group="npcs"&gt;
  &lt;div class="fame-nav-group-header" data-action="toggleNavGroup" data-group="npcs"&gt;
    &lt;i class="fa-solid fa-chevron-right"&gt;&lt;/i&gt;
    &lt;i class="fa-solid fa-user-tie fame-nav-group-icon"&gt;&lt;/i&gt;
    &lt;span&gt;{{localize (concat moduleId '.ui.npcs')}}&lt;/span&gt;
    &lt;span class="fame-nav-group-count"&gt;{{npcActors.length}}&lt;/span&gt;
  &lt;/div&gt;
  &lt;div class="fame-nav-group-items"&gt;
    {{#each npcActors}}
      &lt;div class="fame-nav-item {{if (and (eq @root.selectedType 'actor') (eq @root.selectedId id))}}selected{{/if}} {{if hidden}}is-hidden{{/if}}&gt;
        &lt;span class="fame-nav-item-indent"&gt;&lt;/span&gt;
        &lt;img class="fame-nav-item-img" src="{{img}}"&gt;
        &lt;span class="fame-nav-item-name"&gt;{{name}}&lt;/span&gt;
        &lt;div class="fame-nav-item-badges"&gt;
          &lt;span class="fame-nav-item-tier" style="background:{{if partyTier}}{{partyTier.color}}{{else}}{{tier.color}}{{/if}}"&gt;&lt;/span&gt;
          {{if hidden}}&lt;i class="fa-solid fa-eye-slash fame-nav-badge hidden"&gt;&lt;/i&gt;{{/if}}
        &lt;/div&gt;
      &lt;/div&gt;
    {{/each}}
  &lt;/div&gt;
&lt;/div&gt;
{{/if}}

{{if isGM}}
&lt;div class="fame-nav-actions"&gt;
  &lt;button type="button" class="fame-nav-action-btn" data-action="openLocationCreator"&gt;&lt;i class="fa-solid fa-map-marker-alt"&gt;&lt;/i&gt;&lt;/button&gt;
  &lt;button type="button" class="fame-nav-action-btn" data-action="openFactionCreator"&gt;&lt;i class="fa-solid fa-flag"&gt;&lt;/i&gt;&lt;/button&gt;
  &lt;button type="button" class="fame-nav-action-btn" data-action="openActorCreator"&gt;&lt;i class="fa-solid fa-user-plus"&gt;&lt;/i&gt;&lt;/button&gt;
&lt;/div&gt;
{{/if}}
&lt;/div&gt;

```

templates/reactions/partials/rel-row.hbs

```

{{!--
  @param relId      - id for navigation (pcId, factionId, targetFactionId)
--}}

```

```

@param relName      - display name
@param relImg       - image url
@param relValue     - numeric value
@param relTier      - tier object {color, name}
@param relHidden    - boolean
@param relType      - bar data-type (individual, faction-rel, faction-to-faction, actor-faction)
@param barId        - composite id for bar (entityId:targetId)
@param entityType   - type for selectEntity (actor, faction)
@param entityId     - id for selectEntity
@param canEdit      - boolean
@param relTypeKey   - for toggleRelationHidden (individual, faction, factionToFaction, actorFaction)
@param sourceEntityId - entity id for hidden toggle
@param targetEntityId - target id for hidden toggle
@param showMemberStar - boolean
@param memberRank   - rank object {name, color} or null
@param showRemoveBtn - boolean
--}}
<div class="fame-detail-rel-row {{#if relHidden}}is-hidden{/if}}">
  <div class="fame-detail-rel-left">
    
    <span class="fame-detail-rel-name clickable" data-action="selectEntity" data-entity-type="{{entityType}}" data-entity-id="{{entityId}}"
      {{#if showMemberStar}}<i class="fa-solid fa-star fame-member-star"></i>{{/if}}
    </div>
    <div class="fame-detail-rel-center">
      {{#if showMemberStar}}
        <div class="fame-member-status">
          <i class="fa-solid fa-users fame-member-status-icon"></i>
          <span class="fame-member-status-text">{{localize (concat @root.moduleId '.relations.faction-member')}}</span>
          {{#if memberRank}}
            <span class="fame-member-rank-badge" style="background:{{memberRank.color}}">{{memberRank.name}}</span>
          {{/if}}
        </div>
        {{tierBadge relTier true}}
        {{#if @root.isGM}}
          <button type="button" class="fame-icon-btn fame-hide-btn {{#if relHidden}}active{/if}" data-action="toggleRelationHidden" data-rel-type="{{relTypeKey}}" data-entity-id="{{sourceEntityId}}">
            <i class="fa-solid fa-{{#if relHidden}}eye{{else}}eye-slash{{/if}}"></i>
          </button>
          {{#if showRemoveBtn}}
            <button type="button" class="fame-icon-btn" data-action="removeRelation" data-rel-type="{{relTypeKey}}" data-entity-id="{{sourceEntityId}}">
              <i class="fa-solid fa-times"></i>
            </button>
          {{/if}}
        {{/if}}
      {{else}}
        {{#if canEdit}}
          {{tierBadge relTier true}}
          {{& "relations/partials/rep-bar" barId=barId barType=relType barMode="manual" value=relValue tierColor=relTier.color canEdit=true compact=compact}}
          {{#if @root.isGM}}
            <button type="button" class="fame-icon-btn fame-hide-btn {{#if relHidden}}active{/if}" data-action="toggleRelationHidden" data-rel-type="{{relTypeKey}}" data-entity-id="{{sourceEntityId}}">
              <i class="fa-solid fa-{{#if relHidden}}eye{{else}}eye-slash{{/if}}"></i>
            </button>
            {{#if showRemoveBtn}}
              <button type="button" class="fame-icon-btn" data-action="removeRelation" data-rel-type="{{relTypeKey}}" data-entity-id="{{sourceEntityId}}">
                <i class="fa-solid fa-times"></i>
              </button>
            {{/if}}
          {{/if}}
        {{else}}
          {{tierBadge relTier true}}
          <span class="fame-rel-value-display small" style="color:{{relTier.color}}">{{#if (gt relValue 0)}}{{relValue}}</span>
        {{/if}}
      {{/if}}
    </div>
  </div>
</div>

```

templates/relations/partials/rep-bar.hbs

```

{{!--
@param barId      - data-id for the bar
@param barType    - data-type (faction, faction-rel, individual, actor-faction, etc.)
@param barMode    - data-mode (manual, auto, hybrid)
@param value      - current value
@param tierColor   - color from tier
@param canEdit    - boolean, show controls
@param isAuto     - boolean, auto mode (readonly slider)
@param isHybrid   - boolean, hybrid mode
@param compact    - boolean, use compact class
--}}
<div class="fame-bar-container {{#if compact}}compact{/if}} {{#if isAuto}}auto-mode{/if}} {{#if isHybrid}}hybrid-mode{/if}" data-id="{{barId}}">

```

```
<span class="fame-bar-min">{{@root.min}}</span>
<div class="fame-bar">
  <div class="fame-bar-track">
    <div class="fame-bar-zero" style="left:50%"></div>
    <div class="fame-bar-fill" style="left:{{fillLeft value @root.min @root.max}}%;width:{{fillWidth value @root.min @root.max}}%;background-color:{{tierColor}}"></div>
    <div class="fame-bar-thumb" style="left:{{percentage value @root.min @root.max}}%;background:{{tierColor}}"></div>
  </div>
  {{#unless (or isAuto isHybrid)}}<input type="range" class="fame-bar-slider" min="{{@root.min}}" max="{{@root.max}}" value="{{value}}" data-id="{{barId}}" data-type="{{barType}}"/>
</div>
<span class="fame-bar-max">{{@root.max}}</span>
<div class="fame-bar-controls">
  <button type="button" class="fame-bar-adj fame-minus" data-action="adjustRep" data-id="{{barId}}" data-type="{{barType}}"/>
  <input type="number" class="fame-bar-val" value="{{value}}" min="{{@root.min}}" max="{{@root.max}}" data-id="{{barId}}" data-type="{{barType}}"/>
  <button type="button" class="fame-bar-adj fame-plus" data-action="adjustRep" data-id="{{barId}}" data-type="{{barType}}"/>
</div>
</div>
```