

Code Bundle

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

Структура файлов:

```
templates/
info-popup.hbs
templates/relations/
main.hbs
templates/relations/partials/
detail-actor.hbs
detail-faction.hbs
detail-location.hbs
navigator.hbs
rel-row.hbs
rep-bar.hbs
```

templates/info-popup.hbs

```
&lt;form class="info-popup-content" autocomplete="off"&gt;
  &lt;div class="info-sections"&gt;
    {{#if isGM}}
      &lt;div class="info-section"&gt;
        &lt;label class="info-label"&gt;
          &lt;i class="fa-solid fa-globe"&gt;&lt;/i&gt;
          {{publicLabel}}
        &lt;/label&gt;
        {{editor info.public target="public" button=true editable=true engine="prosemirror"}}
      &lt;/div&gt;

      &lt;div class="info-section"&gt;
        &lt;label class="info-label"&gt;
          &lt;i class="fa-solid fa-lock"&gt;&lt;/i&gt;
          {{gmLabel}}
        &lt;/label&gt;
        {{editor info.gm target="gm" button=true editable=true engine="prosemirror"}}
      &lt;/div&gt;
    {{else}}
      &lt;div class="info-section"&gt;
        &lt;label class="info-label"&gt;
          &lt;i class="fa-solid fa-globe"&gt;&lt;/i&gt;
          {{publicLabel}}
        &lt;/label&gt;
        &lt;div class="info-display"&gt;
          {{#if enrichedPublic}}
            {{enrichedPublic}}
          {{else}}
            &lt;em&gt;{{noInfo}}&lt;/em&gt;
          {{/if}}
        &lt;/div&gt;
      &lt;/div&gt;
    {{/if}}
  &lt;/div&gt;
  {{#if isGM}}
    &lt;div class="info-footer"&gt;
      &lt;button type="submit" class="save-btn"&gt;
        &lt;i class="fa-solid fa-save"&gt;&lt;/i&gt; {{localize "Save"}}
      &lt;/button&gt;
    &lt;/div&gt;
  {{/if}}
&lt;/form&gt;
```

templates/relations/main.hbs

```
&lt;div class="fame-relations-content"&gt;
  &lt;div class="fame-split-layout"&gt;
    {{&gt; "relations/partials/navigator"}}
    &lt;div class="fame-nav-resize-handle"&gt;&lt;/div&gt;
```

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

templates/relations/partials/detail-actor.hbs

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

```

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

  <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">&lt;/i&gt;
      <i class="fa-solid fa-user fame-section-icon">&lt;/i&gt;
      <span>{{#if detail.activePartyName}}{{detail.activePartyName}}{{else}}{{localize (concat @root.moduleId '.ui.player-characters'))}}{{/if}}{{/span}}
      <span class="fame-detail-section-count">{{detail.playerRelations.length}}</span>
    </div>
    <div class="fame-detail-section-body">
      {{#each detail.playerRelations}}
        {{&gt; "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
        }}
        {{else}}
          <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-members'))}}</div>
        {{/each}}
      </div>
    </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">&lt;/i&gt;
      <i class="fa-solid fa-user-tie fame-section-icon">&lt;/i&gt;
      <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}}"/>
    </div>
    <div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="individual" data-target-group="actors">
      {{#each detail.npcRelations}}
        {{&gt; "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
        }}
        {{else}}
          <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-relations'))}}</div>
        {{/each}}
      </div>
    </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">&lt;/i&gt;
      <i class="fa-solid fa-flag fame-section-icon">&lt;/i&gt;
      <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}}"/>
    </div>
    <div class="fame-detail-section-body fame-relation-drop-zone" data-entity-id="{{detail.id}}" data-rel-type="actorFaction">
      {{#each detail.factionRelations}}
        {{&gt; "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
        }}
        {{else}}
          <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-relations'))}}</div>
        {{/each}}
      </div>
    </div>
  </div>

```

```
&lt;/div&ampgt
```

templates/relations/partials/detail-faction.hbs

```
&lt;div class="fame-detail-header"&gt;
  &lt;img class="fame-detail-img" {{#if @root.isGM}}editable{{/if}} src="{{detail.image}}" {{#if @root.isGM}}data-action="changeImage" data-type="faction"{{/if}}
  &lt;div class="fame-detail-title-area"&gt;
    &lt;div class="fame-detail-name-row"&gt;
      {{#if @root.isGM}}&lt;input type="text" class="fame-detail-name-input" value="{{detail.name}}" data-id="{{detail.id}}" data-type="faction"{{/if}}
      {{else}}&lt;span class="fame-detail-name-display"&gt;{{detail.name}}&lt;/span&gt;{{/if}}
      {{#unless detail.isPartyActive}}
        {{tierText (or detail.partyTier detail.tier)}}
      {{/unless}}
      {{#if @root.isGM}}
        &lt;span class="fame-type-select-badge"&gt;
          &lt;i class="fa-solid {{detail.typeInfo.icon}}"&gt;&lt;/i&gt;
          &lt;select class="fame-type-select" data-id="{{detail.id}}" data-entity-type="faction" {{#if detail.isPartyActive}}disabled{{/if}}&gt;
            {{#each @root.factionTypes}}&lt;option value="{{id}}">{{#if (eq id ../detail.factionType)}}selected{{/if}}&gt;{{name}}&lt;/option&gt;
          &lt;/select&gt;
        &lt;/span&gt;
      {{/else}}
        &lt;span class="fame-entity-type-badge"&gt;&lt;i class="fa-solid {{detail.typeInfo.icon}}"&gt;&lt;/i&gt; {{detail.typeInfo.name}}&lt;/span&gt;
      {{/if}}
    &lt;/div&gt;
    {{#if detail.isPartyActive}}
      &lt;div class="fame-member-status"&gt;
        &lt;i class="fa-solid fa-star fame-member-status-icon"&gt;&lt;/i&gt;
        &lt;span class="fame-member-status-text"&gt;{{localize (concat @root.moduleId '.context.activate-party')}}&lt;/span&gt;
      &lt;/div&gt;
    {{/else}}
    {{#if detail.hasActiveParty}}
      {{#if @root.isGM}}
        &lt;div class="fame-detail-rep-bar"&gt;
          {{&gt; "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")
          }}
        &lt;/div&gt;
      {{/else}}
      &lt;span class="fame-bar-value" style="color:{{detail.partyTier.color}}"&gt;{{#if (gt detail.partyReputation 0)}}+{{/if}}{{detail.partyReputation}}&lt;/span&gt;
    {{/if}}
    {{else}}
      &lt;div class="fame-no-items" style="padding: 0.25rem 0; margin: 0;"&gt;
        {{#if @root.isGM}}
          &lt;i class="fa-solid fa-exclamation-triangle" style="color:var(--fame-color-warning)"&gt;&lt;/i&gt;
          {{localize (concat @root.moduleId '.ui.no-active-party-gm')}}
        {{else}}
          {{localize (concat @root.moduleId '.ui.no-active-party-player')}}
        {{/if}}
      &lt;/div&gt;
    {{/if}}
  {{/if}}
  &lt;/div&gt;
  &lt;div class="fame-detail-actions"&gt;
    {{#if @root.isGM}}
      {{#unless detail.isPartyActive}}
        &lt;button type="button" class="fame-mode-btn fame-icon-btn {{#unless (eq detail.mode 'manual')}}active{{/unless}} {{#if (eq detail.mode 'auto')}}robot{{/if}}{{#if (eq detail.mode 'hybrid')}}shuffle{{/if}}&gt;
        &lt;i class="fa-solid fa-{{#if (eq detail.mode 'auto')}}robot{{/else if (eq detail.mode 'hybrid')}}shuffle{{/if}}&gt;
      {{/unless}}
      {{#if detail.canAddChild}}&lt;button type="button" class="fame-icon-btn fame-add-child-btn" data-action="addChildFaction" data-parent="{{#if (gt detail.level 0)}}&lt;button type="button" class="fame-icon-btn fame-unnest-btn" data-action="unnest" data-id="{{detail.id}}&gt;
        &lt;button type="button" class="fame-icon-btn fame-hide-btn {{#if detail.hidden}}active{{/if}}&gt;
        &lt;i class="fa-solid fa-{{#if detail.hidden}}eye{{else}}eye-slash{{/if}}&gt;
      {{/if}}
      &lt;button type="button" class="fame-icon-btn" data-action="delete" data-type="faction" data-id="{{detail.id}}&gt;
        &lt;i class="fa-solid fa-{{#if detail.hidden}}eye{{else}}eye-slash{{/if}}&gt;
      {{/if}}
    {{/if}}
  {{/div}}
  &lt;/div&gt;
  &lt;div class="fame-detail-body"&gt;
    {{#if @root.isGM}}
      &lt;textarea class="fame-detail-description" data-id="{{detail.id}}" data-entity-type="factions" placeholder="{{localize (concat @root.moduleId '.context.describe-faction')}}"/>
```

```

{{else}}
  {{#if detail.description}}<div class="fame-detail-description-display">{{detail.description}}</div>{{/if}}
{{/if}}


<div class="fame-detail-section" data-section-id="fac-pc-rels-{{detail.id}}">
  <div class="fame-detail-section-header" data-action="toggleDetailSection" data-section="fac-pc-rels-{{detail.id}}">
    <i class="fa-solid fa-chevron-right fame-section-chevron">&lt;/i&gt;
    <i class="fa-solid fa-user fame-section-icon">&gt;&lt;/i&gt;
    <span>{{#if detail.activePartyName}}{{detail.activePartyName}}{{else}}{{localize (concat @root.moduleId '.ui.player-characters')}}&gt;
    {{#each detail.factionToFactRel}}
      {{&gt; "relations/partials/rel-row"
        relId=targetFactId relName=targetFactName relImg=targetFactImg relValue=value relTier=tier relHidden=(or hidden targetHidden)
        relType="faction-to-faction" barId=(concat ..//detail.id ":" targetFactId)
        entityType="faction" entityId=targetFactId
        canEdit=@root.isGM
        relTypeKey="factionToFact" sourceEntityId=../detail.id targetEntityId=targetFactId
        showRemoveBtn=@root.isGM
      }}
      {{else}}
        <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-relations')}}</div>
      {{/each}}
    </div>
  </div>

```

```

</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}}>
      {{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-entity-id="{{sourceName}}>{{sourceName}}</span>
        {{#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}}>{{#each ..detail.ranks}}
                <option value="{{this.id}}>{{#if (eq this.id ..manualRankId)}}selected{{/if}}</option>
              {{/each}}
              </select>
            {{/unless}}
          {{/if}}
          {{#unless sourceName}}
            <button type="button" class="fame-icon-btn fame-hide-btn {{#if hidden}}active{{/if}}>{{#if hidden}}eye{{else}}eye-slash{{/if}}</button>
            <button type="button" class="fame-icon-btn" data-action="removeMember" data-faction="{{..detail.id}}>{{#if hidden}}remove{{else}}add{{/if}}</button>
          {{/unless}}
        {{/if}}
        </div>
      {{else}}<div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-members')}}</div>
      </div>
    {{/each}}
  {{#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}}>{{#if hidden}}add{{else}}remove{{/if}}</button>
      </div>
      <div class="fame-detail-section-body">
        {{#each detail.ranks}}
          <div class="fame-detail-rank-row" data-rank-id="{{this.id}}>
            <span class="fame-rank-drag-handle"></span>
            <i class="fa-solid fa-grip-vertical"></i>
            <input type="color" class="fame-rank-color" value="{{this.color}}>{{#if hidden}}{{this.name}}{{/if}}</input>
            <input type="text" class="fame-rank-name" value="{{this.name}}>{{#if hidden}}{{this.id}}{{/if}}</input>
            <input type="number" class="fame-rank-multiplier" value="{{this.multiplier}}>{{#if hidden}}step="0.1"{{/if}}</input>
            <button type="button" class="fame-icon-btn" data-action="deleteRank" data-faction="{{..detail.id}}>{{#if hidden}}remove{{else}}add{{/if}}</button>
          </div>
        {{else}}<div class="fame-no-items">{{/each}}</div>
        </div>
      {{/each}}
    {{/if}}
  {{/div}}

```

templates/relations/partials/detail-location.hbs

```

<div class="fame-detail-header">
  <img class="fame-detail-img {{#if @root.isGM}}editable{{/if}}>{{#if @root.isGM}}data-action="changeImage" data-type="image"{{/if}}>
  <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}}>{{#if @root.isGM}}data-id="{{detail.id}}>{{/if}}</input>
      {{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}}>{{#each @root.locationTypes}}<option value="{{id}}>{{#if (eq id ..detail.locationType)}}selected{{/if}}</option>
          {{/each}}
        </select>
      {{/if}}
    </div>
  {{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.controlledByFaction.id}}>
      
    </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-solid fa-trash"></i>
    {{else}}
      <button type="button" class="fame-icon-btn" data-action="setLocationControl" data-location="{{detail.id}}><i class="fa-solid fa-user-plus"></i>
    {{/if}}
  {{/if}}
  </span>
</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="{{detail.id}}>
    {{#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="location">
      <i class="fa-solid fa-{{#if detail.hidden}}eye{{else}}eye-slash{{/if}}>
    </button>
    <button type="button" class="fame-icon-btn" data-action="delete" data-type="location" data-id="{{detail.id}}><i class="fa-solid fa-trash"></i>
  {{/if}}
  </div>
  <div class="fame-detail-body">
    {{#if @root.isGM}}
      <textarea class="fame-detail-description" data-id="{{detail.id}}>{{localize (concat @root.moduleId '.locations.description')}}</textarea>
    {{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}}>
              {{tierBadge tier true}}
            {{#if sourceName}}<span class="fame-detail-source-badge clickable" data-action="selectEntity" data-entity-type="location" data-entity-id="{{sourceName}}>
              {{#unless sourceName}}<button type="button" class="fame-icon-btn fame-hide-btn {{#if locItemHidden}}active{{/if}}" data-action="removeFactionFromLoc" data-location="{{..}}>
                {{#unless sourceName}}<button type="button" class="fame-icon-btn" data-action="removeFactionFromLoc" data-location="{{..}}>
                  {{/if}}
                </div>
              {{/unless}}
            {{/if}}
            </div>
          {{/each}}
        {{else}}
          <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-factions')}}</div>
        {{/if}}
      {{/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}}
</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="{{sourceId}}"/>{{sourceName}}
  {{#if @root.isGM}}
    {{#unless sourceName}}<button type="button" class="fame-icon-btn fame-hide-btn {{#if locItemHidden}}active{{/if}}" data-action="removeActorFromLoc" data-location="{{locId}}"/>
    {{#unless sourceName}}<button type="button" class="fame-icon-btn" data-action="removeActorFromLoc" data-location="{{locId}}"/>
  {{/if}}
  </div>
</div>
{{/each}}
{{else}}
  <div class="fame-no-items">{{localize (concat @root.moduleId '.relations.no-actors')}}</div>
{{/if}}
</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"/>&lt;/i&gt;
      <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-tracker')}}"/>
      {{else}}<i class="fa-solid fa-arrow-right fame-nav-owner-arrow"/>&lt;/i&gt;
    {{/unless}}
    </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"/>&lt;/i&gt;
    <span class="fame-nav-party-name">{{activePartyName}}{{#if activePartyName}}{{else}}{{localize (concat moduleId '.ui.active-character')}}

```

```

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

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

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

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

```

templates/relations/partials/rel-row.hbs

```

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

```

```

@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, factionToFactio, actorFactio)
@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}}">
        <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}}}
      {{&gt; "relations/partials/rep-bar" barId=barId barType=relType barMode="manual" value=relValue tierColor=relTier.color canEdit=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}}">
          <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)}}+{{/if}}{{relValue}}</span>
    {{/if}}
  {{/if}}
</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}}>

```

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