

Changelogs

- [1.7.8 - 2026.03.26](#)
- [1.7.1 - 2026-03-07](#)
- [1.7.0 - 2026.02.26](#)
- [1.6.0 - 2026.01.12](#)
- [1.5.0 - 2026.01.06](#)
- [1.3.0](#)

1.7.8 - 2026.03.26

Small update to work in some excellent suggestions from Patreon Supporters.

- Relaxed the constraints of culling helper that handles loading and unloading Items from the viewport. This will help prevent Items from suddenly popping out or in when zooming.
- Revamped the way "Fullscreen" works. Now there are essentially two distinct modes:
 - Fullscreen Snap - makes the MB window as big as possible at all times without covering the right-hand buttons or panel. Dynamically resizes if expanded.
 - Custom - Allows user to size and position the window as they see fit.
- Retooled the way label placement is calculated when resizing Items. This resolves an issue with Labels getting suddenly relocated and placed inside Items.

1.7.1 - 2026-03-07

Bugfix

Refactored my incredibly hacky fix for keypress event consumption. This was preventing certain keys being registered while the module was open and active.

Whatever

I also removed some old console output regarding early version migrations.

1.7.0 - 2026.02.26

New Features

- Module Window now remembers last size, location, pan, and zoom level.
- Multiple multiple-item enhancements
 - Multiple Item Edit: select a bunch of stuff and change common properties all at once!
 - Multiple Item Rotation: Spin to win!
 - Multiple Item Resize: Shrink and grow everything at once!
- Zoom sensitivity can now be adjusted in Module Configuration.
- Image Items now have Text Labels that can be positioned, rotated, colored, etc. and move relative to their parent.
- Foundry Native Items dragged to the board now get Text Labels.
- Text Items now have a foreground and background color.
- Connections can now look more "realistic" (on/off toggle in board settings)
- Polaroid frames are back for Image Items
- Some simple Fastener type variations. (click the pushpin button repeatedly to change)
- Connection rejection indicators to provide better feedback. If either partner in a potential Connection is set to Reject, a visual indicator will display.

Fixes

- Connections
 - More accurate detection when right-clicking a Connection to modify.
 - Should now reliably connect every time when dragging to connect.
- Resizing is more reliable now as I have transitioned away from default Item sizes in favor of a more freeform method.

1.6.0 - 2026.01.12

Major Features

- GM can now hide and reveal any Item on the board. Connections to and from hidden Items are also hidden until revealed.
- GMs and Players can now Lock Items, preventing them from being rotated, moved, resized, etc..
- Connections can now be shown above or below Items via a per-board setting.

Fixes

- Prevented delete events from propagating to Foundry scenes from Murder Board.

1.5.0 - 2026.01.06

Major Features

- **Free Resize for All Items:** Drag corner handles to resize Notes, Text, Images, and Documents
 - Real-time visual feedback during resize
 - Persists across sessions
- **Visual Rotation Handle:** Green circular icon above selected item
 - Drag to rotate freely, hold Shift to snap to 15° increments
 - Complements existing CTRL+SHIFT+wheel rotation
- **Enhanced Board Settings Panel:**
 - Default Font selection (applies to new items)
 - Default Font Color picker
 - Default Connection Color picker
 - Default Connection Size slider
 - Per-board permission controls (view/edit restrictions per player)
- **Connection Labels and now Full Text Items:**
 - Can be fully repositioned, styled, and sized just as any text item.

UI/UX Improvements

- Right-click and drag to pan the Murder board. This is consistent with Foundry scene defaults.
- Replaced custom inline editing with ApplicationV2 dialog system for consistent form styling
- Unified creation flow for all item types (Documents now show dialog before creation)
- Font dropdown in context menus now full-width for better visibility
- Connection toggle button redesigned as icon-only, repositioned to bottom-left
- Board Settings panel reorganized: Delete button left-aligned, Save/Cancel right-aligned
- Import/Export buttons moved to main toolbar (between Settings and View Controls)
- Edit button in context menu repositioned to the top after z-index controls

Import/Export

- Import always creates a new board instead of overwriting current board
- Imported boards automatically named with "- Imported YYYY-MM-DD" suffix

- Board selector dropdown properly updates after board deletion
- Fixed board data preservation during import (items and connections now properly imported)

Bug Fixes

- Fixed Text items to edit displayed content (data.text) instead of internal label
- Added backwards compatibility for Document items missing data.text property
- Fixed connection labels to properly populate text in edit forms
- Board Settings dialog now closes properly after board deletion
- Board selector updates correctly after deletions
- Replaced deprecated Dialog.confirm with ApplicationV2's DialogV2.confirm
- Fixed EEXIST error handling for directory creation during import

Performance Optimizations

- Applied requestAnimationFrame throttling to all mouse operations (rotation, panning, dragging, resizing, box selection, hover)
 - Ensures smooth 60fps maximum instead of hundreds of redraws per second
- Added viewport culling for connections (skip off-screen connections)
- Optimized hit detection to use cached board data
- Removed intermediate saves during drag operations (only save on mouse up)
- Fixed socket echo loops that caused repeated broadcasts

Technical

- Connection labels default to `acceptsConnections: false`
- Improved synchronization and socket message handling
- Better dimension calculation for all item types

1.3.0

Changed Stuff **IMPORTANT!**

- Moved board storage from Scenes to World. This allows you to see all of your boards regardless of which scene you're on. An automatic migration will happen the first time you load a world with this version installed. You can see the details and results in the dev console (F12).

New Stuff

- Groups are now in Murder Board! Select a bunch of stuff and use the context menu option to Group them. Or use one of the new shortcuts (see below).
- Font selection dropdown added to all relevant Item context menus.

New Keyboard Shortcuts:

- Ctrl+C - Create connections between selected items
- Ctrl+D - Duplicate selected items
- Ctrl+G - Toggle group/ungroup selected items
- G - Toggle group border visualization

Technical Improvements

- Fixed (hopefully) canvas artifact issue on certain setups.
- Canvas renderer enhancements for group border rendering
- Enhanced error handling and logging