

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

Revision #3

Created 2026-02-26 14:32:18 UTC by Fuligin Heart

Updated 2026-02-26 15:35:10 UTC by Fuligin Heart