

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.

Revision #6

Created 2026-02-26 14:32:50 UTC by Fuligin Heart

Updated 2026-03-08 00:26:13 UTC by Fuligin Heart