Note

Please feel free to comment/suggest on these features. If something is really critical to you, please comment with a +1 or add a bullet point under it with your name.

Major Features

- Don't reload editor for simple changes
- Better brush support for height and color
- ~~Show 'NPC' and 'item spawns' in the world~~
- Add tools for modifying NPC and item spawns
- Add support for editing 'scripts' on the objects. (see ladder or tutorial scenery in sample 0,0 map)

Quality of Life

- ~~When doing line selection, should have a vertical column cursor before mousedown to see where the line will start~~
- Line selection -- offset if it's picking tiles, not walls
- ~~Selected tool should have some way of showing its state on the button~~
- ~~Cancel selection if a different mouse button is clicked~~
- Model placement - tile selection should show model dimensions
- ~~Model selection - show cursor around selected model~~
- ~~Fix random rotation tool~~
- Model selection - delete hotkey
- Unique object editing - autosave parameters after switching to another object
- 2x2 collision brush

Other Features

(Not yet prioritized)