Secrets of Toanium - Bug #328

Resizing maps causes a crash due to not resizing wall arrays

01/10/2024 10:54 AM - Frank Fernandez

Status:	Closed		**Start date:**	01/10/2024
Priority:	Normal		**Due date:**	
Assignee:	Jay Gischer		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

Need to modify code to support recalculating wall arrays and wall borders when a map is resized.

History

#1 - 01/17/2024 12:49 AM - Frank Fernandez

- Status changed from New to Resolved

- Assignee changed from Frank Fernandez to Jay Gischer

- % Done changed from 0 to 100

Fixed on dev. Also implemented unit tests for the fixed functionality.

#2 - 02/23/2024 10:25 PM - Administrator Administrator

- Status changed from Resolved to Closed

Fixed in 0.25.0