

## CentrED - Bug #82

### Adjusting light level causes crashes on map border

03/29/2011 11:01 PM - Andreas Schneider

<b>Status:</b>	Closed	<b>Start date:</b>	03/29/2011
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Andreas Schneider	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.6.2		
<b>Description</b>			
When approaching the map border with enabled lighting or when turning on lighting while at the map border, a segmentation fault is raised.			

#### Associated revisions

**Revision 181:ee01ed698cc7 - 03/31/2011 10:39 PM - Andreas Schneider**

- Fixed more range violations (fixes #82)

#### History

**#1 - 04/01/2011 05:53 PM - Andreas Schneider**

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset [ee01ed698cc7](#).

**#2 - 04/03/2011 11:37 AM - Andreas Schneider**

- Status changed from Resolved to Closed