

## CentrED - Bug #47

### Mouse wheel height changes don't update the ghost tile

12/04/2009 09:20 PM - Andreas Schneider

<b>Status:</b>	Closed	<b>Start date:</b>	12/04/2009
<b>Priority:</b>	Normal	<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>			
<b>Description</b>			
The ghost tile is currently not updated, when the underlying tile is raised or lowered. This obviously only affects the drawing mode.			

#### Associated revisions

**Revision 86:87fa85d28440 - 12/05/2009 01:06 AM - Andreas Schneider**

- Fixed CurrentTile to be updated on changes (fixes #47)

#### History

**#1 - 12/05/2009 01:26 AM - Andreas Schneider**

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

Applied in changeset [r86](#).

**#2 - 12/06/2009 08:06 PM - Andreas Schneider**

- Status changed from *Resolved* to *Closed*