

## CentrED - Bug #71

### Number of statics (animdata, tiledata, art) is not validated on startup

02/15/2010 01:32 AM - Andreas Schneider

<b>Status:</b>	New	<b>Start date:</b>	02/15/2010
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
A gap between what the client has and what the server expects in the number of possible statics may cause an "Invalid Bit Index" error. The amount of items should be validated and synchronized with the server.			