

OutpostHD - Bug #164

Connectedness Search Fails

01/20/2018 11:39 PM - leeor\_net

<b>Status:</b>	Acknowledged	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>	leeor_net		
<b>Category:</b>			
<b>Target version:</b>	v0.8.0		
<b>Description</b>			
There are some cases when the depth first connectedness search fails and marks tiles as connected when they shouldn't be:			
wHsd9l.jpg			
Placement behavior is correct.			

History

#1 - 01/20/2018 11:40 PM - leeor\_net

- Description updated

Files

Broken Depth Search.xml	27.9 KB	01/20/2018	leeor_net
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