TwistyPuzzleLib - Bug #67

some self-createdbandaged cuboids do nto behave correctly

01/02/2025 02:51 PM - Distorted Admin

Status:	New	**Start date:**	01/02/2025
Priority:	Normal	**Due date:**	
Assignee:	Leszek Koltunski	**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			

Description

If in be Bandaged Creator one creates a shape-shifting cuboid of each size at least 3 (e.g. a 3x3x5) - it will appear to be completely bandaged along its longest ax.
Reason is in TwistyObjectTheoretical.computeBandagedBitmap() - the minimal cubies force this (because the cuboid is empty inside!)

A 3x3x7 looks even worse - one can see it is empty inside!