**Test 1 – Fixing Right Arrow Crash**

To fix this bug, I had to add a condition to both the Key Press checks and the DataFile::GetRecord() function. This check was to make sure the passed integer value was not lower than 0 or greater than DataFile::GetRecordCount() – 1. If these conditions were met, then just set the current viewing record to 0.

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This was eventually changed to instead use the recordCount variable, since it holds how many potential records we could have

**Test 2 – Changing how we read**

Originally, I made a vector which holds all the Texture2D objects. At the start of the program, it loads all of them into the vector.

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This didn’t work because of the GetRecordCount()-1. Removing -1 solved this.

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After realizing that the customer only wants to have one customer pointer at a time loaded, I decided to scrap the idea of texture caching, as it would still lead to the same problem as before. If storing Record pointers was bad according to the customer, then certainly they would not like texture storage in memory.

I began changing a lot of functions that accessed the Record vector, and instead made it reference a single Record pointer variable.

This allowed me to set up the bare bones of how the new system would work.

Of course, I was not able to build the project for a while since there was a lot to be changed.

**Test 3 – Fixing File Read**

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I reworked the load function to a function that simply reads the record count and the filename, and stores these for use later.

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Since the load function is going to work a lot differently now, I will need to adapt the old load code with the new variables I introduced.

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