TTDPatch - Bug #1

tunnel removing doesn't check for train

02/02/2006 04:39 PM - Anonymous

Status:	Closed		**Start date:**	02/02/2006
Priority:	Normal		**Due date:**	
Assignee:	Oskar Eisemuth		**% Done:**	0%
Category:	Major		**Estimated time:**	0.00 hour
Target version:				

Description

TTDPatch Version: 2.0.1 alpha 69
Patch Feature: EnhanceTunnels

Vehicles on top of tunnelentrances are not checked when removeing a tunnel, this causes broken vehicles

History

#1 - 02/02/2006 06:09 PM - Oskar Eisemuth

Bug is fixed already but the diff couldn't get merged yet