

TTDPatch - Bug #103

AI builds over everything

30/10/2006 05:38 PM - Anonymous

Status:	New	Start date:	30/10/2006
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Cosmetic	Estimated time:	0.00 hour
Target version:	TTDPatch 2.6		
<b>Description</b> Original Author: Unicornz TTDPatch Version: r1161  The Ai seems to be able to build over anything in the game. I.E. it will build an airport over bus stations, factories railtracks, in fact anything at all			

History

#1 - 31/10/2006 05:32 AM - Anonymous

please attach a savegame saved just before it builds the airport, together with ttdpatch.cfg and newgrfw.cfg

#2 - 02/11/2006 12:50 AM - Anonymous

Title: files requested

This is the save game before the ai buikd the airport along with my newgrf.cfg and my ttdpatch.cfg

#3 - 02/11/2006 12:55 AM - Anonymous

Title: just a thought

fairly major instead of cosmetic

#4 - 31/07/2008 02:51 AM - Dale McCoy

Title: Hacked out

This was a bug in newairports. Pending a functional re-implementation, the buggy code has been ungracefully diked out.

#5 - 17/10/2008 05:15 PM - Dale McCoy

Title: Closed duplicates; may have UI for properly fixing this

[http://wiki.ttdpatch.net/tiki-view\\_tracker\\_item.php?itemId=130](http://wiki.ttdpatch.net/tiki-view_tracker_item.php?itemId=130)  
[http://wiki.ttdpatch.net/tiki-view\\_tracker\\_item.php?itemId=137](http://wiki.ttdpatch.net/tiki-view_tracker_item.php?itemId=137)  
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