

TTDPatch - Bug #114

Locomotives and waggons in the train window are "jumping" when train stops or leaves stations/depots.

26/11/2006 07:00 PM - Michael Blunck

|   |                |                        |            |
|---|----------------|------------------------|------------|
| <b>Status:</b>  | Resolved       | <b>Start date:</b>     | 26/11/2006 |
| <b>Priority:</b>  | Normal         | <b>Due date:</b>       |            |
| <b>Assignee:</b>  | Nathaniel Lake | <b>% Done:</b>         | 0%         |
| <b>Category:</b>  | Cosmetic       | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>  | TTDPatch 2.5   |                        |            |
| <b>Description</b>  |                |                        |            |
| TTDPatch Version: all recent betas and nightlies  |                |                        |            |
| This doesn't depend on the loading state and I don't think this is specific to the DB set because its also noticable in the US Set. (I didn't test further sets). |                |                        |            |
| Mmh, I can't attach a screenshot?   |                |                        |            |

History

#1 - 05/12/2006 03:29 PM - Anonymous

Sometimes, even a part of the vehicle stays on-screen when being "flipped". See 2nd attachment.  
mb, 05.12.06 16:24

#2 - 02/07/2008 05:28 PM - Nathaniel Lake

It appears that the recolour ma function replaces the window pointer (with the veh2 pointer), I've currently worked out a fix for this however, I'll test it a little more before attempting to back-port it and commit it.

#3 - 26/08/2013 12:36 PM - Leo Giusti

Lakie, you seem to have fixed this as per <http://projects.tt-forums.net/projects/tdpatch/repository/revisions/1932>. I will ask Owen if he can restore the attachments.

#4 - 28/08/2013 02:38 AM - Leo Giusti

- Status changed from In Progress to Resolved