

TTDPatch - Bug #126

error in fifoloading/ Train stops loading after the 1st waggon

20/01/2007 12:33 PM - Anonymous

Status:	In Progress	Start date:	20/01/2007
Priority:	Normal	Due date:	
Assignee:	Dale McCoy	% Done:	0%
Category:	Minor	Estimated time:	0.00 hour
Target version:	TTDPatch 2.6		
Description			
Original Author: Sebastian Talmon < sebt@gmx.de >			
TTDPatch Version: 2.6 alpha r1358			
Patch Feature: fifoloading			
With the "fifoloading"-option enabled, the trains stop loading after the first waggon is full - and the trains are waiting in the station forever...			
in version 2.5 b9 all things are correct - so the bug is only in the last nightly builds			

History

#1 - 04/02/2007 07:31 PM - Dale McCoy

Please check again with any nightly r1392 or later. If it's not fixed (after a Cht:ResetFIFO) upload a savegame.