

TTDPatch - Bug #130

crash und certain conditions with fifo enabled

09/02/2007 12:30 AM - Anonymous

Status:	New	Start date:	09/02/2007
Priority:	Normal	Due date:	
Assignee:	Dale McCoy	% Done:	0%
Category:	Crash	Estimated time:	0.00 hour
Target version:	TTDPatch 2.6		
Description Original Author: code TTDPatch Version: 2.6 alpha r1397 win Patch Feature: fifo loading The game i attached crashes as soon as a train leaves the right platform of 'Heidelfeld Berg'. 'Leaves' means it switches to the next destination in the list. The game does not crash when FiFo loading is disabled or "Cht: ResetFiFo" is applied. After using this cheat, the train is able to leave, but the game will crash as soon as the next train tries to leave that platform. The crash occurs both when the train switches to the next destination itself or when i manually force it to go to the next destination. In the savegame i am attaching, Train 4 will trigger the crash.			