

TTDPatch - Bug #137

Disagreement between comment and code

08/04/2007 05:42 AM - Dale McCoy

Status:	Resolved	Start date:	08/04/2007
Priority:	Normal	Due date:	
Assignee:	Josef Drexler	% Done:	0%
Category:	Normal	Estimated time:	0.00 hour
Target version:	TTDPatch 2.5		
Description			
TTDPatch Version: branch/2.5, trunk Patch Feature: followvehicle			
The comment at branch/2.5/patches/loadsave.asm:988 and trunk/patches/loadsave.asm:1101 says "Called ... or after generating a random game". Debugging puts the lie to this. At least in 2.5, it is called after loading a game, but not after generating a random game. Was this intentional?			

History

#1 - 27/09/2013 12:06 PM - Leo Giusti

- Target version set to TTDPatch 2.5

Chase up with either Josef or steven

#2 - 29/09/2013 08:42 AM - Leo Giusti

In trunk, the comment appears at line 1190 and 2.5 at 1008

#3 - 10/10/2013 01:15 PM - Leo Giusti

Confirmed. Fixed in r2386

#4 - 10/10/2013 01:15 PM - Leo Giusti

- Status changed from New to Resolved