

TTDPatch - Bug #138

articulated locomotive power

13/04/2007 02:21 PM - David Dallaston

Status:	New	Start date:	13/04/2007
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Normal	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: r1486 Patch Feature: newtrains			
An articulated locomotive made from 2 vehicles with the same ID ends up with double horsepower. The horsepower looks right in the buy menu and when you first build it, but it doubles the first time the train leaves the depot.			

History

#1 - 17/04/2007 09:16 AM - Anonymous

Original Author: Pikka

This is workaroundable with cb36, so it's not urgent. -Pikka