

TTDPatch - Bug #139

crash when setting TrainCargo restriction

15/04/2007 01:30 AM - Anonymous

Status:	New	Start date:	15/04/2007
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Crash	Estimated time:	0.00 hour
Target version:	TTDPatch 2.6		
Description			
Original Author: stefan@p0pp.de			
TTDPatch Version: 2.6 alpha r1397 win			
Patch Feature: tracerrestrict			
<p>The game crashes when i try to create a routefinding restriction with variable "train cargo". When i try to set a value for this criteria. (Sometimes when i click value, sometimes when i select a cargo from the drop-down menu.) I am using 4 ECS vectors, possibly there are to many cargos. Leaving all vectors enabled results in 22 cargos, disabling one vector leaves up to 19 cargos, and the feature works fine.</p> <p>Additionally, one cargo appears twice, and in a strange possition below the drop-down menu (see attached screenshot)</p> <p>The attachment contains the ttdpatch.cfg, newgrfw.cfg, the crashlog and a screenshot.</p>			

History

#1 - 16/04/2007 07:28 PM - Dale McCoy

Title: Correct

19 is the drop-down size limit. If you've got more than 19 cargos, the trace restriction GUI won't be happy.

JGR: You might consider using Oskar's DropDownEx instead.

#2 - 27/09/2013 12:13 PM - Leo Giusti

- Assignee deleted (0)

- Target version set to TTDPatch 2.6