

TTDPatch - Bug #14

no inflation on loading game

16/02/2006 02:16 AM - Anonymous

Status:	Resolved	Start date:	16/02/2006
Priority:	Normal	Due date:	
Assignee:	Csaba Varga	% Done:	0%
Category:	Normal	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: 2.0.1 Alpha 73 Patch Feature: newcargos			
newcargos do not take inflation into account when loading a saved game. all new cargos will have an uninflated (and thus too low) transport value.			

History

#1 - 27/02/2006 07:37 AM - Csaba Varga

Title: Fixed

This should be fixed in beta 1 - please report it again if it isn't