

TTDPatch - Bug #140

Crash due to Expanding Towns

17/04/2007 07:54 AM - Anonymous

Status:	Resolved	Start date:	17/04/2007
Priority:	Normal	Due date:	
Assignee:	Csaba Varga	% Done:	0%
Category:	Crash	Estimated time:	0.00 hour
Target version:	TTDPatch 2.5		
Description			
Original Author: Pookey TTDPatch Version: r1445 AND 2.5 B9 Patch Feature: newhouses			
Game Crashes when towns attempt to expand. Caused by setting of 255. Assigned to Csaboka on forums.			