TTDPatch - Bug #155

train vehicles show wrong graphics on loading game

11/07/2007 08:40 AM - David Dallaston

Status:	New		**Start date:**	11/07/2007	
Priority:	Normal		**Due date:**		
Assignee:			**% Done:**	0%	
Category:	Cosmetic		**Estimated time:**	0.00 hour	
Target version:	TTDPatch 2.6				

Description

TTDPatch Version: 2.6a0
Patch Feature: newtrains

Vehicles using callback to shorten may also be wrong length; fixes up after reversing the train, or after train visits depot. May be related to bit 1 prop FF. Test grfs available on request.

History

#1 - 27/09/2013 11:40 PM - Leo Giusti

- Assignee deleted (0)

- Target version set to TTDPatch 2.6