

TTDPatch - Bug #169

Bug with GRF

04/09/2007 10:19 AM - Anonymous

Status: Closed	Start date: 04/09/2007
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: Crash	Estimated time: 0.00 hour
Target version:	
Description Original Author: tycoonmarkj TTDPatch Version: Nightly 1726 Patch Feature: Worley's rusty sidings I go to place these into a game, and it crashes,	

History

#1 - 04/09/2007 10:21 AM - Anonymous

sorry, can't find right savegame

#2 - 29/09/2013 03:05 PM - Leo Giusti

- Status changed from New to Closed

- Assignee deleted (0)

User fixed it by loading in a brand new game. As is no well known, changing GRFs mid game can and is likely to corrupt the game state.