TTDPatch - Bug #170

aRVs crash when restoring orders from a previously sold veh.

15/09/2007 01:24 AM - Dale McCoy

Status:	New		**Start date:**	15/09/2007
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:	Crash		**Estimated time:**	0.00 hour
Target version:	TTDPatch 2.6			

Description

TTDPatch Version: 2.6 r1726
Patch Feature: articulatedrvs

Pursuant to: http://www.tt-forums.net/viewtopic.php?p=626022#p626022
It looks like RestoreEngineSchedule or InsertVehOrder needs to be patched to appropriately deal with artic RVs.

Stack in that crashlog is as follows:
EBP invalid at setordertype.ishuman.
Return to: InsertVehOrder+107h
On stack: cx, ax
Return to: DoAction+FEh
On stack: ebx
Return to: RestoreEngineSchedule (@5611ED)+3Bh
On stack: di, bx, ax, esi, edi.
Stack decoding failure: Not a return address. Local tests return to:
NewRoadVehWindowHandler (@0053EA6A)+225h
DoAllPlayerActions+1AAh
TickProcAllCompanies+E4h
Start_Game+174h

History

#1 - 27/09/2013 01:14 PM - Leo Giusti

- Assignee deleted (0)

- Target version set to TTDPatch 2.6