

TTDPatch - Bug #176

Station bug

10/12/2007 02:59 PM - Anonymous

Status:	Rejected	Start date:	10/12/2007
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Major	Estimated time:	0.00 hour
Target version:			
Description			
Original Author: Gekko TTDPatch Version: 2.5 dos			
Stations stay empty. If I place a station next to coal mine, city etc. there won't be anything to transport. In old save games already built stations work, but new ones don't. It is impossible to play when theres nothing to transport.			

History

#1 - 11/12/2007 05:24 AM - Dale McCoy

Title: Not a bug -- See FAQ

This problem is covered in the Gameplay section of the FAQ.