

## TTDPatch - Bug #182

### Can't build new vehicles in Multiplayer

01/08/2008 02:43 PM - Anonymous

<b>Status:</b> Resolved	<b>Start date:</b> 01/08/2008
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b> Crash	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b> Original Author: <a href="mailto:erik_mustard@hotmail.com">erik_mustard@hotmail.com</a> TTDPatch Version: 2.0.1 Alpha71 Patch Feature: Multiplayer  Game connects fine, can build everything else no problem (buildings infrastructure), but as soon as either of the two players attempts to purchase a vehicle the game freezes instantly on both machines, and will not respond.	

#### History

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##### #1 - 03/09/2008 08:46 PM - Dale McCoy

Title: More information req'd

Please update to 2.5 beta 9 or the latest nightly, follow the directions on the DebuggingCrashes wiki page, and attach that information to this bug report.

##### #2 - 29/09/2013 10:17 AM - Leo Giusti

- Status changed from New to Resolved

- Assignee deleted (0)

Most likely resolved somewhere in between 2.0 r1 and 2.5 Beta 9