# TTDPatch - Bug #186

## cargo bit mask and refittability

26/09/2009 02:32 PM - Michael Blunck

| | | | | |
|---|---|---|---|---|
| **Status:** | Feedback | | **Start date:** | 26/09/2009 |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | | | **% Done:** | 0% |
| **Category:** | Minor | | **Estimated time:** | 0.00 hour |
| **Target version:** | TTDPatch 2.5 | | | |

### Description

TTDPatch Version: 2.5 and 2.6
Patch Feature: newgrf

(For trains,) depending on the veh-ID, the behaviour of specifying cargomask bits is different:

1) for veh-IDs of original engines, if the cargomask property isnÂ´t used at all or has been set to zero, a vehicle will be refittable to "foreign", unspecified, cargoes too.

2) for veh-IDs of original wagons, if the cargomask property isnÂ´t used at all or has been set to zero, a vehicle will carry only the specified cargo set by prop15.

To handle the bug in 1), the cargo mask has to be set explicitly for the vehicleÂ´s (single) cargo type, which makes no sense at all if the vehicle shouldnÂ´t be refittable in the first place, but is marked in addition now as "refittable to:" in the purchase menu.

### History

**#1 - 27/09/2013 11:34 PM - Leo Giusti**

*- Status changed from New to Feedback*

*- Assignee deleted (0)*

*- Target version set to TTDPatch 2.5*