

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 isn'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 isn'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 vehicle's (single) cargo type, which makes no sense at all if the vehicle shouldn'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