

TTDPatch - Bug #28

var action 02 based on var60 doesn't work

29/03/2006 08:25 AM - Michael Blunck

Status:	Duplicate	Start date:	29/03/2006
Priority:	Normal	Due date:	
Assignee:	Josef Drexler	% Done:	0%
Category:	Normal	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: 2.5b1 Patch Feature: var action 02			
When using CB1D together with a var.action02 based on var 60:			
-1 *15 02 00 00 82 60 xx 00 FF 01 FE FF 01 03 20 FF			
this allows to add four vehicles of ID "xx" but after the fourth vehicle is attached, no more other vehicle (e.g. a coach) may be attached. However, when removing one of the vehicles "xx", coaches may be added and then that fourth vehicles may be restored, although then its not possible to move one of those vehicles inside the consist.			
Same goes for other numbers of vehicles and BTW, according to the Wiki, the real number of vehicles should be returned, not starting from 0?			