TTDPatch - Bug #35

Producing industries close down due to "supply problems"

05/04/2006 08:41 PM - Dale McCoy

Status:	Resolved		**Start date:**	05/04/2006
Priority:	Normal		**Due date:**	
Assignee:	Josef Drexler		**% Done:**	0%
Category:	Normal		**Estimated time:**	0.00 hour
Target version:				

Description

TTDPatch Version: 2.5 beta 2

Industries that are happily producing substantial quantities of output suddenly decided that they're going to close down due to supply problems.
This time, it's the sawmill that appears in the middle of the screen when you load the game; the announcement will appear in about two days, on January 1.

History

#1 - 06/04/2006 03:38 AM - Josef Drexler

Fixed for beta 3