

## TTDPatch - Bug #51

### Checking for condition type 0A seems to be buggy

18/05/2006 08:57 AM - Michael Blunck

<b>Status:</b>	Resolved	<b>Start date:</b>	18/05/2006
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Josef Drexler	<b>% Done:</b>	0%
<b>Category:</b>	Normal	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
TTDPatch Version: 2.5b3 Patch Feature: action 07/09			
Checking for a grf-ID which "isn't and will not be active" (condition type 0A) seems to be buggy.			
I.e.			
// check for NewCargo set (6D 62 08 00): it isn't and it will not be active 1184 * 9 07 88 04 0A 6D 62 08 00 02			
// make tiles of factory accept steel and wood 1185 * 9 ...			
// get factory producing goods from steel and wood 1186 * 9 ...			
those two sprites get never skipped.			
(for an example see the AlpineClimate v0.2 .grf)			

### History

#1 - 28/05/2006 07:10 PM - Josef Drexler

changed in r348, now also skips if GRFID isn't found