TTDPatch - Bug #52

Checking for condition type 0A seems to be buggy

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

Status:	Duplicate		**Start date:**	18/05/2006
Priority:	Normal		**Due date:**	
Assignee:	Josef Drexler		**% Done:**	0%
Category:	Normal		**Estimated time:**	0.00 hour
Target version:				

Description

TTDPatch Version: 2.5b3
Patch Feature: action 07/09

Checking for a grf-ID which "isnÂ´t and will not be active" (condition type 0A) seems to be buggy.

I.e.

// check for NewCargo set (6D 62 08 00): it isnÂ´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)