

## TTDPatch - Bug #54

### Ground Level Canal Flooding over trains when bridge is present

01/06/2006 06:23 PM - Anonymous

<b>Status:</b>	Resolved	<b>Start date:</b>	01/06/2006
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Nathaniel Lake	<b>% Done:</b>	0%
<b>Category:</b>	Minor	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

#### Description

TTDPatch Version: 2.5 b5

When using canals to isolate a strip of land at ground level this is normally functional. However, building a brisge over this land causes the causeway to flood (This doesn't happen under earlier patch versions) Flooding occurs onto tiles containing trains - clicking these trains causes the game to crash. See attached savegame

#### History

##### #1 - 01/06/2006 06:24 PM - Anonymous

Original Author: SuperTycoon

Title: Submitter: SuperTycoon

Submitted by SuperTycoon - sorry I left that blank

##### #2 - 02/06/2006 04:46 PM - Nathaniel Lake

No Crashlog, makes it very hard to work out what is exactly wrong, as for the flooding, thats because of diagonal fllooding, tiles can flood diagonally, you can disable this or build around it.

##### #3 - 03/06/2006 08:42 PM - Josef Drexler

Title: works as intended

this is a side effect of diagonal flooding, either build more canals or turn off diagonal flooding

##### #4 - 05/06/2006 06:39 AM - Anonymous

Title: by Jonty

When I load this savegame TTD crashes when the bridges flood and disappear...

##### #5 - 07/06/2006 02:12 PM - Anonymous

Original Author: SuperTycoon

Title: Crashlog and Cfgs

Ok, i realise the problem with the construction now, but i think there could still be an issue with train tiles flooding. Cfgs and Crashlog uploaded (Sorry for the delay)

##### #6 - 17/06/2006 02:25 AM - Josef Drexler

flooding under bridges happened even with vehicles present, fixed by Lakie in r467