

TTDPatch - Bug #59

newsounds and flying aircraft

07/06/2006 03:43 PM - David Dallaston

Status:	Resolved	Start date:	07/06/2006
Priority:	Normal	Due date:	
Assignee:	Josef Drexler	% Done:	0%
Category:	Cosmetic	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: 2.5b1 Patch Feature: newsounds			
Event 7 (every 16 ticks if in motion) does not appear to happen for flying aircraft. It works for aircraft on the ground.			
Test grf available on request.			

History

#1 - 07/06/2006 03:44 PM - Anonymous

Okay...

Sometimes it works, sometimes it doesn't. Even with no limits on playing playing the sound other than the "every 16 ticks" in the event itself.

It's presumably something to do with aircraft being updated 8 times as often while in flight, and the timing of its takeoff.

#2 - 06/08/2006 07:23 PM - Josef Drexler

fixed in r770/b8