TTDPatch - Bug #62

Crash when zooming in

17/06/2006 02:27 AM - Dale McCoy

Status:	Cannot Reproduce	**Start date:**	17/06/2006
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:	Crash	**Estimated time:**	0.00 hour
Target version:			

Description

TTDPatch Version: rev 463

I zoomed fully out, and started scrolling the map (with right-click-drag), which produced blocks of pixel noise. Upon zooming back in, TTDPatch crashed. Log and ttdpatch.cfg attached.

History

#1 - 12/08/2006 03:38 PM - Csaba Varga

Title: Cannot reproduce

This doesn't happen for me with r792. Does it happen with an empty newgrf.cfg as well?

#2 - 19/08/2006 08:01 AM - Anonymous

Title: I don't know

This was a one-time bug. I attempted several times to reproduce it immediately afterwards, but had no luck.

I'm afraid that further information simply does not exist, except that I might be able to produce a similar newgrfw.cfg. It wouldn't be the same one, though.