

TTDPatch - Bug #69

Bankrupt AI doesn't remove all structures

02/07/2006 03:44 AM - David Dallaston

Status:	Resolved	Start date:	02/07/2006
Priority:	Normal	Due date:	
Assignee:	Josef Drexler	% Done:	0%
Category:	Normal	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: 2.6 a0			
When an AI goes bankrupt, it does not remove stations, depots, bridges and tunnels.			
Possibly related to experimentalfeatures.cooperative , I've only seen it since I turned that switch on.			

History

#1 - 06/08/2006 01:22 AM - Josef Drexler

fixed in r762