

## TTDPatch - Bug #77

### view jumps after loading game

02/08/2006 03:58 PM - David Dallaston

<b>Status:</b>	Resolved	<b>Start date:</b>	02/08/2006
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Josef Drexler	<b>% Done:</b>	0%
<b>Category:</b>	Minor	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

#### Description

TTDPatch Version: 2.5 b7  
Patch Feature: followvehicle

If you were in followvehicle mode (right click on the eye), and load another game (or abort to the menu and then load or start a new game), clicking the right mouse button will centre the view on the vehicle with the same ID as the one you were following, or to the top corner of the map if such a vehicle doesn't exist.

#### History

#1 - 03/08/2006 12:02 AM - Josef Drexler

fixed in r753