TTDPatch - Bug #78

Tram/road bridge bug

06/08/2006 09:51 AM - Anonymous

Status:	Resolved	**Start date:**	06/08/2006
Priority:	Normal	**Due date:**	
Assignee:	Steven Hoefel	**% Done:**	0%
Category:	Minor	**Estimated time:**	0.00 hour
Target version:	TTDPatch 2.5		

Description

Original Author: mvek@atlas.cz
TTDPatch Version: 2.5 beta 7 (win)
Patch Feature: trams

I have savegame, where town or I build road bridge, but it is for trams as well (bridge and one head).
The head, where tram trail is on the bridge is touching railway track (maybe with rail/road crossing) and it touches in corner railway station. I can provide savegame by e-mail.

History

#1 - 01/10/2006 05:13 PM - Josef Drexler

should be fixed in latest nightly