

TTDPatch - Bug #99

Issue in map editor

13/10/2006 07:06 PM - Dave Worley

Status:	Resolved	Start date:	13/10/2006
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Crash	Estimated time:	0.00 hour
Target version:	TTDPatch 2.5		
Description			
TTDPatch Version: 2.6 r1090-r1100 (Also 2.5b8) Patch Feature: Possibly the mapgen?			
Using 2.6r1100, the game crashes in the map editor. This occurs for me at one of several points - 1) As I open the map tab at the top of the screen; 2) When resizing the map; 3) When using the right button to navigate the map itself in it's window. Windows Error as in attached picture is shown, but game window still needs to be closed manually by Task Manager or right-clicking the taskbar button associated with it. This error also occurred with r1090.			
Further, SAC has reported a similar problem, but this only occurs when she is using "transparent buildings" in the scenario editor.			
Find attached screenshot of error and report created by it. There is no internal TTD crashlog.			

History

#1 - 14/10/2006 12:52 AM - Anonymous

Link: <http://www.tt-forums.net/viewtopic.php?t=27764>

#2 - 17/10/2008 04:29 PM - Dale McCoy

As there have been no reports in the three months since I committed my fix, I'm going to mark this fixed.

#3 - 23/08/2013 01:56 PM - Leo Giusti

- Status changed from *In Progress* to *Resolved*

- Assignee deleted (0)