

OpenGFX - Bug #2693

Colour of rail balast

2011-06-01 05:57 - planetmaker

Status:	Confirmed	Start date:	2011-06-01
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Base	Estimated time:	0.00 hour
Target version:			

Description

The colour of the rail balast and the contrast of the sleepers differs between junctions and normal level track tiles

History

#1 - 2011-08-04 20:03 - foobar

- Target version set to 0.4.0

#2 - 2011-12-17 01:00 - planetmaker

- Target version deleted (0.4.0)

Files

Trunfingbridge_Transport__19504-03-05.png	28 KB	2011-06-01	planetmaker
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