

# OpenGFX+ Road Vehicles - Bug #3052

## Capacities for some cargos in the flatbed truck

2011-09-08 22:44 - Terkhen

<b>Status:</b> New	<b>Start date:</b> 2011-09-08
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b>	
Capacities for supplies and vehicles in the flatbed truck (and maybe others) might be too high. Maybe they should be reduced a bit.	

### Associated revisions

Revision 125:dd31f489c274 - 2011-09-13 09:25 - Terkhen

Feature #3052: Cargo takes more time to age in refrigerated trucks.

### History

#1 - 2011-09-08 22:52 - Terkhen

Depends on #3035 for FIRS.

#2 - 2011-09-13 09:15 - Terkhen

- File *cargo\_capacities.diff* added

Possible fix:

### Files

cargo_capacities.diff	1.16 KB	2011-09-13	Terkhen
-----------------------	---------	------------	---------