

Dutch Trains 2 - Feature #3624

push-pull trains

2012-01-29 15:03 - foobar

Status:	Rejected	Start date:	2012-01-29
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	2.1.0		
Description			
For certain engine/wagon+cab control combinations (to be decided). Only real life combinations will get this functionality.			

History

#1 - 2012-02-12 12:04 - foobar

- Priority changed from Normal to Low

#2 - 2012-03-06 19:26 - foobar

- Target version set to 2.1.0

#3 - 2012-08-31 20:00 - foobar

- Status changed from New to Rejected

I've decided that push-pull trains is something that OpenTTD should supply as a feature. It is really a PITA to do in NewGRF code, where it is only feasible to do if only vehicles of the same type are connected. For now this will not be part of the Dutch Trainset until OpenTTD comes up with something.