

OpenGFX+ Trains - Bug #3974

Cargo support

2012-05-11 16:41 - Terkhen

Status:	New	Start date:	2012-05-11
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>After the update to the new refit properties in NML, cargo support in OpenGFX+ Trains is not correct anymore. I have checked OpenGFX+ Trains against OpenGFX+ Road Vehicles (which still uses the old scheme) in Temperate, Subarctic, Subtropical, Toyland and with FIRS. I'm attaching an ods file that shows the changes in bold.</p>			

Files

OpenGFX_plus_cargo_support.ods	17.1 KB	2012-05-11	Terkhen
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