

NewGRF Meta Language - Bug #5246

Callback flags are not set correctly for livery overrides

2013-03-07 19:21 - dandan

Status:	New	Start date:	2013-03-07
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>When calling the <code>visual_effect_and_powered</code> callback in a livery override block, the corresponding callback flag has to be set for the overridden vehicle. It appears that this does not happen automatically. (You can force it by returning a constant value in the graphics block of that vehicle, but that should not be necessary.)</p>			