Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
202	TTDPatch	Feature	New	Normal	Add reading NewGRFs in .tars stored in the format OpenTTD uses	Leo Giusti	06/10/2013 11:39 AM
188	TTDPatch	Bug	New	Normal	Game always crashes Feb.7 1947		29/09/2013 10:08 AM
184	TTDPatch	Feature	New	Normal	Suggestions for future releases: Building in Paused mode plus Desert issue in the editor		27/09/2013 10:04 AM
181	TTDPatch	Bug	New	Normal	Crash while loading title screen savegame with newstations off		27/09/2013 10:31 AM
179	TTDPatch	Bug	New	Normal	Orders window bug with advorders	Jonathan Rennison	27/09/2013 12:50 PM
170	TTDPatch	Bug	New	Normal	aRVs crash when restoring orders from a previously sold veh.		27/09/2013 01:14 PM
164	TTDPatch	Bug	New	Normal	crash when joining adjacent stations	Jonathan Rennison	27/09/2013 12:57 PM
162	TTDPatch	Bug	New	Normal	articated RV copy orders		27/09/2013 11:40 PM
159	TTDPatch	Bug	New	Normal	Trams		27/09/2013 12:45 PM
157	TTDPatch	Bug	New	Normal	steam engines donÂ´t steam in stations anymore		27/09/2013 12:59 PM
155	TTDPatch	Bug	New	Normal	train vehicles show wrong graphics on loading game		27/09/2013 11:40 PM
154	TTDPatch	Bug	New	Normal	Slight issue with depot windows in 29px mode		27/09/2013 11:42 PM
151	TTDPatch	Bug	New	Normal	AI trains don't reserve paths		27/09/2013 01:11 PM
142	TTDPatch	Bug	New	Normal	capacity for articulated vehs	Josef Drexler	27/09/2013 01:15 PM
139	TTDPatch	Bug	New	Normal	crash when setting TrainCargo restriction		27/09/2013 12:13 PM
138	TTDPatch	Bug	New	Normal	articulated locomotive power		13/04/2007 02:21 PM
130	TTDPatch	Bug	New	Normal	crash und certain conditions with fifo enabled	Dale McCoy	09/02/2007 04:01 AM
128	TTDPatch	Bug	New	Normal	newstation tiles revert to default ones	Josef Drexler	27/09/2013 12:03 PM
124	TTDPatch	Bug	New	Normal	Map Generator is dead, quite frankly.		11/01/2007 03:57 PM
109	TTDPatch	Bug	New	Normal	CB 36 setting property 09 (speed for trains) still not working.		28/09/2013 12:22 PM
108	TTDPatch	Bug	New	Normal	Cargo Type FFh and no refittable cargos available, stuffs up vehicle purchase detail window.		28/09/2013 12:22 PM
103	TTDPatch	Bug	New	Normal	AI builds over everything		30/10/2006 05:38 PM
102	TTDPatch	Bug	New	Normal	empty vehicle list	Jonathan Rennison	12/04/2007 05:18 PM
198	Transport Empire	Bug	New	Normal	Add button skins for main game menu		26/11/2011 08:58 PM
197	Transport Empire	Bug	New	Normal	language combo box does not select language		15/11/2011 09:03 PM
196	Transport Empire	Bug	New	Normal	Modal windows are not really modal		13/11/2011 04:52 AM
195	Transport Empire	Bug	New	Normal	main menu does not relocate itsself on resolution change		11/11/2011 01:18 PM
194	Transport Empire	Bug	New	Normal	Support to skip title screens at once		06/11/2011 10:04 PM
193	Transport Empire	Bug	New	Normal	VS 2010 project does not have release config		06/11/2011 09:58 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
192	Transport Empire	Support	New	Normal	Implement the main menu state		06/11/2011 09:57 PM
153	TTDPatch	Bug	In Progress	Normal	drive-through road stations do not show company colours	Oskar Eisemuth	07/12/2007 08:08 PM
126	TTDPatch	Bug	In Progress	Normal	error in fifoloading/ Train stops loading after the 1st waggon	Dale McCoy	09/02/2007 04:02 AM
120	TTDPatch	Bug	In Progress	Normal	Subsidies for Paper deliver to wrong place	Csaba Varga	20/06/2007 07:56 PM
113	TTDPatch	Feature	In Progress	Normal	Additional lines for CB 23 text strings	Leo Giusti	05/10/2013 02:10 PM
186	TTDPatch	Bug	Feedback	Normal	cargo bit mask and refittability		27/09/2013 11:34 PM
180	TTDPatch	Bug	Feedback	Normal	CB10 (wagon power and visual effects) ...		27/09/2013 11:39 PM
148	TTDPatch	Bug	Feedback	Normal	callback 11 not called when train leaves depot		27/09/2013 11:46 PM
144	TTDPatch	Bug	Feedback	Normal	VarAction2Stations var 4x problem		27/09/2013 11:52 PM