

## Issues

| #   | Project          | Tracker | Status | Priority | Subject  | Assignee          | Updated             |
|-----|------------------|---------|--------|----------|--|-------------------|---------------------|
| 103 | TTDPatch         | Bug     | New    | Normal   | AI builds over everything  |                   | 30/10/2006 05:38 PM |
| 124 | TTDPatch         | Bug     | New    | Normal   | Map Generator is dead, quite frankly.  |                   | 11/01/2007 03:57 PM |
| 130 | TTDPatch         | Bug     | New    | Normal   | crash und certain conditions with fifo enabled   | Dale McCoy        | 09/02/2007 04:01 AM |
| 102 | TTDPatch         | Bug     | New    | Normal   | empty vehicle list   | Jonathan Rennison | 12/04/2007 05:18 PM |
| 138 | TTDPatch         | Bug     | New    | Normal   | articulated locomotive power   |                   | 13/04/2007 02:21 PM |
| 192 | Transport Empire | Support | New    | Normal   | Implement the main menu state  |                   | 06/11/2011 09:57 PM |
| 193 | Transport Empire | Bug     | New    | Normal   | VS 2010 project does not have release config   |                   | 06/11/2011 09:58 PM |
| 194 | Transport Empire | Bug     | New    | Normal   | Support to skip title screens at once  |                   | 06/11/2011 10:04 PM |
| 195 | Transport Empire | Bug     | New    | Normal   | main menu does not relocate itsself on resolution change                                     |                   | 11/11/2011 01:18 PM |
| 196 | Transport Empire | Bug     | New    | Normal   | Modal windows are not really modal   |                   | 13/11/2011 04:52 AM |
| 197 | Transport Empire | Bug     | New    | Normal   | language combo box does not select language  |                   | 15/11/2011 09:03 PM |
| 198 | Transport Empire | Bug     | New    | Normal   | Add button skins for main game menu  |                   | 26/11/2011 08:58 PM |
| 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 |
| 128 | TTDPatch         | Bug     | New    | Normal   | newstation tiles revert to default ones  | Josef Drexler     | 27/09/2013 12:03 PM |
| 139 | TTDPatch         | Bug     | New    | Normal   | crash when setting TrainCargo restriction  |                   | 27/09/2013 12:13 PM |
| 159 | TTDPatch         | Bug     | New    | Normal   | Trams  |                   | 27/09/2013 12:45 PM |
| 179 | TTDPatch         | Bug     | New    | Normal   | Orders window bug with advorders   | Jonathan Rennison | 27/09/2013 12:50 PM |
| 164 | TTDPatch         | Bug     | New    | Normal   | crash when joining adjacent stations   | Jonathan Rennison | 27/09/2013 12:57 PM |
| 157 | TTDPatch         | Bug     | New    | Normal   | steam engines don't steam in stations anymore  |                   | 27/09/2013 12:59 PM |
| 151 | TTDPatch         | Bug     | New    | Normal   | AI trains don't reserve paths  |                   | 27/09/2013 01:11 PM |
| 170 | TTDPatch         | Bug     | New    | Normal   | aRVs crash when restoring orders from a previously sold veh.                                 |                   | 27/09/2013 01:14 PM |
| 142 | TTDPatch         | Bug     | New    | Normal   | capacity for articulated vehs  | Josef Drexler     | 27/09/2013 01:15 PM |
| 162 | TTDPatch         | Bug     | New    | Normal   | articated RV copy orders   |                   | 27/09/2013 11:40 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 |
| 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 |
| 109 | TTDPatch         | Bug     | New    | Normal   | CB 36 setting property 09 (speed for trains) still not working.                              |                   | 28/09/2013 12:22 PM |
| 188 | TTDPatch         | Bug     | New    | Normal   | Game always crashes Feb.7 1947   |                   | 29/09/2013 10:08 AM |

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| 202 | TTDPatch | Feature | New         | Normal   | Add reading NewGRFs in .tars stored in the format OpenTTD uses | Leo Giusti     | 06/10/2013 11:39 AM |
| 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 |
| 153 | TTDPatch | Bug     | In Progress | Normal   | drive-through road stations do not show company colours        | Oskar Eisemuth | 07/12/2007 08:08 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 |