

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-----|----------|---------|-------------|----------|--|-------------------|---------------------|
| 102 | TTDPatch | Bug | New | Normal | empty vehicle list | Jonathan Rennison | 12/04/2007 05:18 PM |
| 103 | TTDPatch | Bug | New | Normal | AI builds over everything | | 30/10/2006 05:38 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 |
| 124 | TTDPatch | Bug | New | Normal | Map Generator is dead, quite frankly. | | 11/01/2007 03:57 PM |
| 128 | TTDPatch | Bug | New | Normal | newstation tiles revert to default ones | Josef Drexler | 27/09/2013 12:03 PM |
| 130 | TTDPatch | Bug | New | Normal | crash und certain conditions with fifo enabled | Dale McCoy | 09/02/2007 04:01 AM |
| 138 | TTDPatch | Bug | New | Normal | articulated locomotive power | | 13/04/2007 02:21 PM |
| 139 | TTDPatch | Bug | New | Normal | crash when setting TrainCargo restriction | | 27/09/2013 12:13 PM |
| 142 | TTDPatch | Bug | New | Normal | capacity for articulated vehs | Josef Drexler | 27/09/2013 01:15 PM |
| 151 | TTDPatch | Bug | New | Normal | AI trains don't reserve paths | | 27/09/2013 01:11 PM |
| 154 | TTDPatch | Bug | New | Normal | Slight issue with depot windows in 29px mode | | 27/09/2013 11:42 PM |
| 155 | TTDPatch | Bug | New | Normal | train vehicles show wrong graphics on loading game | | 27/09/2013 11:40 PM |
| 157 | TTDPatch | Bug | New | Normal | steam engines don't steam in stations anymore | | 27/09/2013 12:59 PM |
| 159 | TTDPatch | Bug | New | Normal | Trams | | 27/09/2013 12:45 PM |
| 162 | TTDPatch | Bug | New | Normal | articated RV copy orders | | 27/09/2013 11:40 PM |
| 164 | TTDPatch | Bug | New | Normal | crash when joining adjacent stations | Jonathan Rennison | 27/09/2013 12:57 PM |
| 170 | TTDPatch | Bug | New | Normal | aRVs crash when restoring orders from a previously sold veh. | | 27/09/2013 01:14 PM |
| 179 | TTDPatch | Bug | New | Normal | Orders window bug with advorders | Jonathan Rennison | 27/09/2013 12:50 PM |
| 181 | TTDPatch | Bug | New | Normal | Crash while loading title screen savegame with newstations off | | 27/09/2013 10:31 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 |
| 188 | TTDPatch | Bug | New | Normal | Game always crashes Feb.7 1947 | | 29/09/2013 10:08 AM |
| 202 | TTDPatch | Feature | New | Normal | Add reading NewGRFs in .tars stored in the format OpenTTD uses | Leo Giusti | 06/10/2013 11:39 AM |
| 113 | TTDPatch | Feature | In Progress | Normal | Additional lines for CB 23 text strings | Leo Giusti | 05/10/2013 02:10 PM |
| 120 | TTDPatch | Bug | In Progress | Normal | Subsidies for Paper deliver to wrong place | Csaba Varga | 20/06/2007 07:56 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 |
| 153 | TTDPatch | Bug | In Progress | Normal | drive-through road stations do not show company colours | Oskar Eisemuth | 07/12/2007 08:08 PM |
| 144 | TTDPatch | Bug | Feedback | Normal | VarAction2Stations var 4x problem | | 27/09/2013 11:52 PM |

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| 148 | TTDPatch | Bug | Feedback | Normal | callback 11 not called when train leaves depot | | 27/09/2013 11:46 PM |
| 180 | TTDPatch | Bug | Feedback | Normal | CB10 (wagon power and visual effects) ... | | 27/09/2013 11:39 PM |
| 186 | TTDPatch | Bug | Feedback | Normal | cargo bit mask and refittability | | 27/09/2013 11:34 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 itself 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 |