# TTDPatch - Bug #128

## newstation tiles revert to default ones

31/01/2007 08:37 PM - Michael Blunck

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|---|---|---|---|
| **Status:** | New | **Start date:** | 31/01/2007 |
| **Priority:** | Normal | **Due date:** | |
| **Assignee:** | Josef Drexler | **% Done:** | 0% |
| **Category:** | Cosmetic | **Estimated time:** | 0.00 hour |
| **Target version:** | TTDPatch 2.5 | | |

**Description**

TTDPatch Version: beta9 et al.
Patch Feature: newstations

in savegames which have been opened and saved by the scenario editor, see:
http://www.tt-forums.net/viewtopic.php?p=548125#548125

**History**

**#1 - 27/09/2013 12:03 PM - Leo Giusti**

*- Target version set to TTDPatch 2.5*

To clarify:
If a game using newstations is opened in the scenario editor and saved as a scenario they revert to default stations.