Changelog (English)

Build 18381 (December 18, 2018)

- Added train backward driving feature
- Added train backward driving lights
- Added train backward driving driver switching
- Added modding feature to attach mission scripts to free games
- Added Dutch translation
- Improved track construction tools snapping behavior
- Improved track construction tools slope precision (use Shift)
- Improved construction tools elevation control (use PgUp and PgDown)
- Improved track signal building: added one-way signal parameter
- Improved line manager underground line rendering
- Improved vehicle replacement: passengers or cargo stay on train
- Improved vehicle replacement: better color suggestion heuristic
- Improved construction tools: added Shift modifier to avoid menu closing
- Improved main menu: save mod list and menu parameters immediately
- Improved camera tool: added shortcuts and separate main menu setting to enable
- Improved traffic sim: better car behavior at crossings with short adjacent streets
- Improved debug mode: allow non-player-owned industries to be bulldozed (shift)
- Improved modding: added feature to build free streets or tracks
- Improved modding: added vehicle metadata to define camera position(s)
- Improved modding: added filename and name filters for getEntities() function
- Improved modding: added getTerrainPos() function to get mouse terrain position
- Improved modding: better cargo item grouping in industry window
- Improved modding: added geometry quality options to base config
- Improved French/German/Spanish/Russian/Czech/Polish/Italian/Ukrainian transl.
- Fixed tram track flickering on street crossings and improved rendering
- Fixed trains jump to lower or zero speed on low frame rates bug
- Fixed town builds buildings on bridges
- Fixed train signal building left/right bug in tunnels
- Fixed no line path to waypoint bug (when connecting two close stations)
- Fixed track construction collision when building parallel to cargo terminal
- Fixed tunnel walls turn black bug when building a bus stop underground
- Fixed flickering tree textures issue on certain Nvidia 2xx, 3xx and 4xx hardware
- Fixed trucks no wheel animation bug
- Fixed incorrect car owner display bug in person window
- Fixed rare crash when bulldozing streets with bus stops
- Fixed player-owned industry level up costs money bug
- Fixed crash on load when seats are in use that have been removed from a vehicle
- Fixed rare issue where line stop list was non-editable
- Fixed street builder inappropriate drag direction
- Fixed people walking non-vertically
- Fixed campaign bug: loan buttons no longer enabled in campaign missions
- Fixed campaign bug: accessing AI lines and vehicles via popups no longer possible

Build 15501 (May 18, 2018, Windows only)

- Fixed Windows 10 April Update interference with Steam overlay causing very long mouse input freezes while the game continues to run

Build 15434 (May 14, 2018)

- Improved line behavior when a bus stop is bulldozed and rebuilt
- Improved line rendering: show street turnarounds
- Improved rendering performance for scenes with a huge amount of trees
- Improved/reduced video memory usage in certain situations
- Fixed compatibility issues with outdated AMD drivers
- Fixed towns building streets over railroad tracks
- Fixed crash in mission EU04 and US05
- Fixed random crash while building streets/tracks
- Fixed vehicle and other tables not sortable right after starting a new game
- Fixed Class 1042 and Class PRR GG1 bogie configuration
- Fixed crashes related to non-player-built industries with stations (modding)
- Fixed crashes related to town buildings with stocks (modding)

Build 15313 (May 3, 2018)

- Improved simulation performance
- Improved rendering performance
- Improved camera movement performance
- Improved tools and statistics performance
- Improved month change stuttering
- Improved loading time and daily freeze for huge savegames
- Improved line window: better line problem reporting and added info window
- Improved line behavior: terminal assignments always locked and auto-fix button
- Improved line manager: added search field
- Improved general collision handling: check against new objects only
- Improved terrain rendering texture sharpness
- Improved auto save notification: visible in cockpit mode, too
- Improved construction builder: allow building below water level
- Improved usability: ctrl+c in text fields
- Improved vehicle replacement error reporting when new vehicles are incompatible
- Improved various resources: models, lod distances, colliders, etc.
- Improved modding: tunnel types can now specify start/end years
- Improved modding: show message when .blob files of meshes are missing
- Improved modding: added collider functionality for constructions
- Improved modding: categories for street, track and other menus
- Fixed occasional multi-second freeze
- Fixed return to menu/desktop taking a very long time
- Fixed a bug that caused the wrong mods to be shown as missing (load game page)
- Fixed music volume bug which appeared on game start
- Fixed sound effects and voice over audio bugs
- Fixed line rendering discontinuities and flickering
- Fixed street upgrader: some streets were upgraded to incorrect types
- Fixed aircraft rotation: rotate around back wheel
- Fixed particle systems rendering order
- Fixed text input field mouse selection
- Fixed town building asset alignment bug

- Fixed town buildings built on streets bug
- Fixed game window appears on the wrong display bug
- Fixed disappearing cargo items bug
- Fixed not working vehicle driver animation bug
- Fixed "Disable all mods" button on load game page not enabling start button
- Fixed crash when vehicle has cargo types not used in the game
- Fixed crash when a player-built industry with stations upgrades
- Fixed rare crash while initializing new game
- Fixed rare crashes while loading game
- Fixed various campaign bugs in missions EU2, EU4, EU6, EU7, US4

Build 14485 (February 12)

- Fixed hang/freeze after 99% loading on some Mac models with Nvidia graphics
- Fixed very low fps while building streets/tracks on some Mac models
- Fixed random crashes in campaign mode when playing in Portuguese or Ukrainian
- Fixed crash when loading DDS cube map texture (modding)

Build 14085 (November 2)

- Added user interface scaling feature
- Added fully-functional scrollbars
- Added completely reworked mod selection dialogs
- Added warning when trains are mutually blocked
- Added throughput rate column to line table
- Added option to not spawn certain industries on random maps (modding)
- Improved settings menu design
- Improved auto save functionality: save every x minutes
- Improved vehicle logic: always react when line path changes
- Improved vehicle logic: fixed inappropriate train reversing
- Improved catenary/high-speed layer visibility
- Improved bulldozer: bus stops on streets now bulldozable via HUD icon too
- Improved warning message when stations are not properly connected
- Improved town charts when date range is very large
- Improved finances window: maximal loan is now shown and buttons gray out
- Improved town growth: big towns more dependent on cargo supply (new games)
- Improved town cargo handling: support for cargo production (modding)
- Fixed depot not upgradeable when containing vehicles
- Fixed a bug which caused cargo items to travel "loops"
- Fixed incorrect industry upgrade announcement
- Fixed vehicles ignoring waiting cargo with "Full load (any)"
- Fixed buses/trucks not following the official line path when using waypoints
- Fixed rare bug that caused industries to lose station catchment area after upgrade
- Fixed rare crash when building or demolishing streets
- Fixed rare crash during new game initialization
- Fixed enter key not working in confirmation dialogs
- Fixed stop numbers in vehicle and station window
- Fixed street/track geometry "holes"
- Fixed terrain alignment "rays" when building streets/tracks
- Fixed missing error message when construction files are not found
- Fixed Class 9000 light placement

- Fixed invalid industry warning when using non-standard date speed
- Fixed smoke texture artifacts
- Fixed terrain alignment for canal in mission US03
- Fixed vehicle color blend masks not working for mods (modding)
- Fixed load indicator not working with multiple compartments (modding)
- Fixed several town cargo production issues (modding)
- Fixed bulldozer costs with no-cost mod enabled (modding)

Build 13505 (July 28)

- Fixed crash instead of error message in some cases when resources are missing
- Fixed rare crash when building a bus stop
- Fixed rare random crash while building
- Fixed town building terrain alignment
- Fixed terrain alignment issues when upgrading constructions
- Fixed tunnel terrain alignment issues
- Fixed Steam Lorry animation issues

Build 13482 (July 26)

- Added explicit terminal/track selection feature
- Added street waypoint feature
- Added multiple cargo compartments per vehicle feature (ships)
- Added new line station load mode: unload only
- Added confirmation dialog when bulldozing large structures
- Added terrain cut feature (proper tunnels)
- Added vehicle icon coloring feature (icons show actual vehicle color)
- Added warning when no path can be found connecting all stops of a line
- Added embankment slope property to street/track types
- Added maintenance cost property to track/bridge/tunnel types
- Added lightScale property to emissive material (use with ordinary dds/tga textures)
- Added proper application icon
- Improved people/cargo consistency: don't disappear on station upgrade
- Improved people/cargo consistency: don't disappear on street modification
- Improved people/cargo consistency: walk/drive home if a path no longer exists
- Improved terrain alignment collision handling: less collisions on station upgrade
- Improved terrain alignment collision handling: less collisions on street modification
- Improved street/track construction menu (incl. magic wand for tracks)
- Improved overview tab in station window
- Improved tunnel portals and interior geometry
- Improved resource consistency (add new content like street types to existing game)
- Improved resource consistency (make sure to re-save your legacy games first!)
- Improved industry order for small maps
- Improved vehicle store
- Improved text input fields: text selection
- Improved user interface: added sliders in various places
- Improved signal/waypoint window
- Improved vehicle/line coloring: new vehicles adopt color of existing line vehicles
- Improved construction parameter layout: automatic line break if too wide
- Improved error handling when model/group files contain invalid events
- Improved list keyboard navigation: press letter (A,B,C..) to jump to item

- Improved modding support: terrain and town parameters in base config
- Improved usability: suggest name in savegame dialog
- Improved mod selection dialog
- Fixed vehicle logic: always send non-train cargo vehicles to first stop
- Fixed rail discontinuity in double slip switch
- Fixed task cannot be completed after medal in mission EU02
- Fixed sunken ship smoke in mission EU03
- Fixed details in mission EU05
- Fixed cargo load indicators not working for trams, ships and aircraft
- Fixed save game dialog overwrite without confirmation in rare cases
- Fixed transparent tunnel profile for parallel track case
- Fixed crash when upgrading a street without car lanes
- Fixed crash when bulldozing constructions without models (e.g. streets only)
- Fixed crash when building a bus stop on a street without car lanes
- Fixed crash when encountering certain Unicode characters
- Fixed end-of-month crash when towns are very close
- Fixed vehicle/line coloring when vehicle gets auto-replaced
- Fixed wooden bridge crossing
- Fixed several station colliders
- Fixed constructions with type "asset" not bulldozable
- Fixed freeze when following a person walking over an invalid edge
- Fixed wrong terrain alignment after bulldozing streets or tracks
- Fixed distorted construction ground textures (non-loop stroke)
- Fixed open/close door sounds not played for ships and aircraft

Build 12763 (April 4)

- Fixed rare crash when industry upgrades (during campaign missions)
- Fixed rare crash when selecting vehicles tab in line window
- Fixed rare crash when removing stops from a line
- Fixed keyboard scrolling in "Buy vehicles" dialog
- Fixed construction parameter list not scrollable
- Fixed medal "Large crowds" in USA mission 04
- Improved French, Spanish, Italian, Russian and Protuguese translations

Build 12737 (March 30)

- Added replace-vehicles-now feature in line and vehicle window
- Added double slip switches
- Added track speed layer
- Added street traffic layer
- Added zoom-to-cursor option
- Added names for persons
- Added vehicle cargo weight simulation (applies in new games only)
- Added Italian, Portuguese and Ukrainian translations
- Added map seed text to savegame and console
- Added camera recording tool (debug mode only)
- Added debug mode switch to settings menu
- Added menu option for hardware cursor
- Added base config setting to earn achievements with mods enabled
- Added speedLimit parameter for lane lists (modding)

- Added terminal connectivity test to verify constructions (modding)
- Added "catenaryPoleDistance" setting to track type config (modding)
- Added "getGameDifficulty" to scripting interface (modding)
- Added logos for all vehicles (content)
- Added level of detail models for all vehicles (content)
- Improved savegame loading time
- Improved RAM consumption
- Improved general performance
- Improved line window (stop list, load mode, vehicles and replacement tab)
- Improved vehicle window (send to depots and sell, details tab, replace now)
- Improved line manager (icons, tooltips)
- Improved line assign pop up (new line button on top, show visible lines only)
- Improved traffic simulation (player road vehicles have more priority)
- Improved person/vehicle interaction
- Improved music volume (lower volume possible)
- Improved camera panning (perspective panning)
- Improved translations (some text was not translated)
- Improved aircraft movement (smaller turn radius etc.)
- Improved aircraft approach/landing and air traffic control
- Improved balancing in some missions
- Improved cargo sorting for data tables
- Improved map generation when "makeInitialStreets" is false
- Improved GUI scrolling: handle arrow keys, page up/down, home/end
- Improved Lua error handling
- Improved stability on Mac computers
- Fixed train brake bug
- Fixed late game mid-month lags
- Fixed train driving through other train after automatic vehicle replacement
- Fixed production behavior of industries with multiple output products
- Fixed street upgrade crash (occurred with some mods with through-streets)
- Fixed achievements not earned after mission complete
- Fixed delay when vehicle 100% loaded
- Fixed multi-cargo load/unload delay bug
- Fixed language error aircrafts to aircraft
- Fixed age not reset on vehicle clone
- Fixed credits button not clickable bug
- Fixed station table sort/filter by cargo
- Fixed streets blocking industries in map generation
- Fixed wrong resolution bug on Mac computers
- Fixed Steam overlay on Mac computers
- Fixed Ctrl-Tab on Mac computers
- Fixed Alt-Enter on Mac computers
- Fixed platform orientation of modern rail station (content)
- Fixed rail stone bridge gaps between pillars and railing (content)
- Fixed modern bus/tram station catenary and lanes (content)
- Fixed lowest level of detail model of characters (content)
- Fixed vehicle models details of ge_p42_dc, br_e94 and Nohab (content)
- Fixed train car door sounds (content)

Build 12238 (December 21, Mac only)

- Fixed a crash which occurred randomly

Build 12232 (December 20, Windows, Linux)

- Improved rendering performance
- Improved simulation performance
- Improved performance while building
- Improved stability on Mac computers
- Improved terrain tool
- Improved performance of vehicle/station/line etc. tables
- Improved Steam Workshop support (link mods to workshop page)
- Improved Steam Workshop support (unsubscribe from advanced game settings)
- Improved vehicle window (show if refittable)
- Improved GUI window positioning
- Improved vehicle LODs
- Improved main connections (removed industry main connections)
- Improved save game GUI (progress bar)
- Improved bus/tram behavior in big towns
- Improved mouse cursor (fluent system mouse cursor)
- Improved ship motion (fewer slowdowns)
- Improved cargo simulation (reduced negative effects of overloaded stations)
- Improved cargo simulation (ship more items in certain cases)
- Improved Chinese translations
- Fixed wooden bridge bulldozing
- Fixed ships not finding path to depot, or not going to closest depot
- Fixed automatic vehicle replacement (unload cargo first)
- Fixed line manager "visible only" for air/water lines
- Fixed crash when building tracks
- Fixed crash when initializing game with experimental map size
- Fixed mod vehicles not showing up in USA scenario
- Fixed main connection warnings showing up even if disabled in base config
- Fixed a bug which caused towns to grow too fast (applies to new games only)
- Fixed harbor placement when snapping to street
- Fixed ships (removed crude/oil/fuel from non-tankers)
- Fixed various building LODs

Build 12070 (November 23)

- Fixed crash when loading certain save games
- Fixed crash when aircraft got stuck at airport runway
- Fixed warning for industries with full output stocks

Build 12049 (November 23)

- Fixed crash when upgrading airport when a plane is taking off
- Fixed crash when bulldozing bus stop or signal
- Fixed crash when assigning vehicle color in line window
- Fixed crash when starting game and mods have been removed in the meantime
- Fixed crash when building streets/tracks
- Fixed crash when towns build new streets (end of month)
- Fixed crash when industry upgrades (end of month)

- Fixed crash when starting the game on some Linux systems with AMD graphics
- Fixed delay after game crashed
- Fixed catchment area preview
- Fixed track LOD flickering
- Fixed sorting in "set line" popup
- Fixed construction snapping to different street on upgrade
- Fixed jumping persons at terminals bug
- Fixed ship and aircraft stop position bug
- Fixed ship teleportation bug
- Fixed negative potential bug
- Fixed industry production dependent on frame rate bug
- Fixed aircraft catapult bug
- Fixed colored vehicle transparency bug
- Fixed DLC activation (modding)
- Fixed open wagon (USA) cargo load
- Fixed no-costs-mod (constructions now free too)
- Fixed various details in various missions
- Improved land use/catchment area rendering
- Improved terrain tool (brush size/strength)
- Improved modding support: modifier when loading construction "update function"
- Improved heightmap import: relaxed width/height constraints
- Improved various translation details
- Improved street/track builder: snap to straight
- Improved LODs for various vehicles
- Improved various texture details
- Improved ship/aircraft reverse button
- Added resolution change confirmation dialog
- Added maximum waiting time for full load (per line, 3 min default)
- Added warning for industries with full output stocks
- Added era-dependent music
- Added Chinese translations (credits go to DBG translation group, contact QQ group 384380227)

Build 11908 (November 10)

- Fixed crash on Intel HD Graphics 520 and 530
- Fixed black terrain bug
- Fixed wrong initial language bug
- Fixed a town growth crash
- Fixed an America mission 2 crash
- Fixed restricted mouse cursor movement bug
- Fixed ship set line crash
- Fixed experimental map sizes crash
- Fixed Man SL 192 bus crash on Intel HD Graphics
- Added main menu Intel HD Graphics warning

Build 11807 (November 8)

- Release Version.