

# Release Notes

This page contains a history of game update changes.

## Testing

While the previous update is stabilized, there are some occasional beta versions either on Steam or the other platforms. Beta release notes are available at

[https://steamcommunity.com/groups/transportfever2\\_mac\\_vulkan](https://steamcommunity.com/groups/transportfever2_mac_vulkan).

## Stable

Version 35732 (January 11, 2024)

- Improved rendering performance when line manager is open
- Improved rendering performance on AMD graphic cards
- Fixed crash when building roads over constructions
- Fixed crash with duplicated keys in mod parameters
- Fixed crash with incorrect model metadata configuration (out-of-bounds indices)
- Fixed crash caused by hidden zip files created on certain filesystem types (macOS)
- Fixed rare crash when duplicating vehicles in vehicle manager
- Fixed wheel animation for train Russian Class PV
- Fixed light configuration for tram Toronto PCC A-7
- Fixed asset/color brushes not applied with every click
- Fixed creation of dump files for invalid UTF8 characters in mods
- Model Editor Fixed validator for out-of-bounds indices checks
- Model Editor Fixed validator for config metadata with multiple LOD's

Version 35720 (August 24, 2023)

- Modding Improved scripting interface: added type for ColliderList
- Fixed crash caused by error in Train shunter mod
- Campaign Fixed freeze when starting campaign missions with OpenGL

Version 35716 (July 27, 2023)

- Improved branding and info screen for Deluxe Edition
- Improved localization
- Improved texture streaming
- Improved simulation performance
- Improved various user interface layouts
- Improved general performance for ship pathfinding
- Improved memory usage for table in user interface
- Improved memory usage when playing with CJK characters
- Improved duplicated save game handling when restoring save games from cloud or usb drive
- Improved highlighting of lines in line manager

- Improved usability when using mouse and keyboard
- Improved usability: added hint to explain the necessity of a game update for newer save games
- Improved usability: added button prompt "Cancel" for bulldozer
- Improved usability: added rename for line/depot in vehicle manager
- Improved usability: allow opening of line from line manager and vehicle manager
- Improved usability: ask for confirmation if user leaves settings menu with unsaved changes
- Improved usability: better contrast in line and vehicle manager view
- Improved usability: better preview when building constructions
- Improved usability: changed order of tabs in custom settings
- Improved usability: fixed disappearing station HUD icons when bulldozing
- Improved usability: fixed order of tabs in line details window
- Improved usability: fixed updating of HUD icons when upgrading streets with tram tracks
- Improved usability: for modifying balance in sandbox mode
- Improved usability: improved progress indicator when saving
- Improved usability: increased maximum speed of free camera
- Improved line manager usability: added confirmation dialog when deleting a line
- Improved vehicle manager usability: fixed selection when vehicle is sold
- Fixed crash in map editor when generating terrain and towns simultaneously
- Fixed crash when changing height during street or track construction
- Fixed crash when editing vehicle after selling
- Fixed crash when new industry is connected to the street network
- Fixed rare crash when changing the settings for a temporarily deleted construction
- Fixed rare crash when headquarter is upgrading
- Fixed rare crash when industry is closed
- Fixed rare crash when modifying street sections with cars on it
- Fixed rare focus lost with controller when cancel save game dialog
- Fixed "Building town..." message still displayed when returning to main menu
- Fixed color glitches for some vehicles
- Fixed deluxe content not available in save games created before the acquisition
- Fixed discarding of long texts from virtual keyboard in text fields
- Fixed incorrect links in campaign mission texts
- Fixed incorrect placement of warning message during construction
- Fixed incorrect texture size for car VW Type 2 T1
- Fixed interruption of camera movement when closing object window
- Fixed lag when navigation large tables in user interface
- Fixed missing highlighting when editing multiple trains in vehicle store
- Fixed path finding for ships with unreachable terminals
- Fixed performance issue when assigning ships to a new line where no path exists
- Fixed placement of "Invert rotation" option for mouse and keyboard in settings dialog
- Fixed reset of cheats when switching between advanced settings tabs
- Fixed strength of the landscaping brushes
- Fixed tree generation in map editor for tropical climate
- Fixed truncation of earnings for large values

#### Version 35320 (May 16, 2023)

- Fixed crash with some integrated graphics cards due to incorrect memory allocation

#### Version 35313 (April 27, 2023)

- Improved debug output: Added out of memory info (Vulkan)
- Improved debug output: Added save game complexity info

- Fixed memory leak when building infrastructure

#### Version 35304 (April 17, 2023)

- Improved error message when shader/program loading fails
- Improved localization
- Improved various vehicle metadata
- Improved visualization of Deluxe Edition in main menu
- Improved usability for line manager after deleting a line
- Improved usability when borrowing or repaying loans
- Improved preview when building constructions
- Improved use of keyboard for line and vehicle manager (Classic UI mode)
- Improved logfile: removed unnecessary outputs
- Improved various user interface layouts
- Improved usability: added confirmation dialog when deleting a line
- Modding Improved scripting interface: Added fallbacks for non-existing configs
- Fixed crash in certain campaign missions when mission text contained a link at the end
- Fixed closing of pinned detail windows when pressing ESC key
- Fixed strenght of the landscaping brushes
- Fixed blocking of camera controls when pop-up is shown
- Fixed copy and paste for save games name editing
- Fixed placement of "Invert rotation" option for mouse and keyboard in settings dialog
- Fixed use of bulldozer hotkey when editing constructions
- Fixed mouse click handling for drop downs
- Fixed pinning of detail windows (Classic UI mode)
- Fixed missing highlighting when editing multiple trains in vehicle store
- Fixed crash when changing texture quality in game
- Fixed rare crash with relative paths
- Fixed rendering crash with certain GPU's
- Fixed freeze with certain 2 core CPUs
- Campaign Fixed crash in bonus task in mission 12 when playing in Italian
- Campaign Fixed crash in mission 7 when screen resolution is greater than 2k
- Campaign Fixed missing voice-over file in mission 9

#### Version 35300 (March 17, 2023)

- Improved debug output for crashes
- Improved general rendering stability
- Fixed cutoff popups at the lower and right screen border
- Fixed crash related to vehicle assignment to incomplete lines
- Fixed crash related to deleting of built-in maps
- Fixed crash related to deleting lines in quick succession
- Fixed crash related to selling non existant vehicles
- Fixed crash related to quickly opening and closing vehicle manager actions in controller ui
- Fixed terrain rendering on GPUs which do not support terrain tessellation
- Campaign Fixed mission 6: sultan car is available again
- Campaign Fixed mission 14: limousine is recognized again
- Modding Fixed crash related to unskinned materials used for skinned meshes

#### Version 35246 (March 14, 2023)

- Improved debug output for certain crashes

- Fixed crash related to mods incorrectly using translation strings
- Fixed crash related to deletion of lines in quick succession
- Fixed crash related to old campaign savegames from before the update

#### Version 35243 (March 09, 2023)

- Improved performance of mouseover outline
- Modding Improved Scripting: Added `api.gui.comp.Component.removeMouseListener` function
- Fixed compatible alternative terminals being marked as incompatible
- Fixed outdated selection when changing category filters
- Fixed dutch localization
- Fixed soft lock in savegame override dialog with controller
- Fixed meshes of HST125 front bogies
- Fixed assert related to signal display component
- Fixed immediate crash on startup caused by incompatible CommonAPI2 mod
- Fix crash when last airport of a line is bulldozed while planes are in-flight
- Fixed crash when using station detail windows (MacOS)
- Modding Fixed `api.gui.util.check` function

#### Version 35230 (March 09, 2023)

- Added controller-optimized user interface: enable it in the interface settings
- Added controller support (only in the controller-optimized user interface)
- Added reworked and improved vehicle models
- Added Italian, Brazilian Portuguese and Korean localization
- Added support for Steam Deck
- Improved simulation performance
- Improved rendering performance
- Improved savegame loading performance
- Improved memory usage
- Improved video memory usage: introduced temporary unloading of unused textures
- Improved savegame storage size by using `zstd` compression
- Improved resource loading by providing more game resources in zip archives
- Improved rendering: do proper transparency rendering to prevent xray effects
- Improved rendering performance: added terrain tessellation
- Improved usability: ask for input device if both mouse and controller are connected on first startup
- Improved usability: ask for confirmation if user leaves settings menu with unsaved changes
- Improved notifications: unified layout and position
- Improved notifications: added setting to disable notification about new vehicles
- Improved line manager: better highlighting and warnings related to alternative terminal issues
- Improved line manager: show arrow at decision signals for alternative terminals
- Improved line manager: force common decision points only for paths departing from same terminal
- Improved line manager: ask for confirmation if line with configured stops should be deleted
- Improved path finding: ignore alternative terminals from where is no path to the next primary terminal
- Improved path finding: reduce calculation time for lines with multi-dock harbors
- Improved path finding: only warn if a terminal is not reachable from any used terminal of the previous stop
- Improved data layers: added layer minimize feature to hide legend
- Improved construction: grid layout for bridges, tunnels and railroad crossings

- Improved street construction: adjusted size and heights of cloverleaf intersection
- Improved cockpit camera: hide hints after 5 seconds
- Improved music player: added playlists which are selectable in audio settings
- Improved credits screen: added library information and navigation interaction
- Improved map settings balancing: changed medium map size to 11km x 11 km
- Improved debug output in certain crash situations
- Improved debug output related to unexpected crashes
- Map Editor Improved date handling: set start date to current date on save
- Modding Improved user interface modding: added textAutoWrap property
- Modding Improved user interface modding: added support for @4x icons
- Modding Improved user interface modding: moved various hardcoded stylings to stylesheets
- Modding Improved scripting: added file filter support for animals
- Modding Improved scripting: added command SetBuildingManual to disable industry closure and up/downgrade for an industry entity
- Modding Improved scripting: added command SetBuildingClosureTimeStamp to trigger or abort industry closure for an industry entity
- Modding Improved scripting: added function api.gui.util.getStepTimes() to get simulation step times
- Modding Improved scripting: added function api.gui.util.getCommandTimes() to get command processing times
- Modding Improved scripting: added function api.gui.util.getReplicateTimes() to get sync times between gui and simulation state
- Modding Improved scripting: added function api.gui.comp.Component:setMouseListener(func) to add mouse listener
- Modding Improved debug tools: added option to replace legacy vehicles with reworked ones
- Modding Improved debug tools: added option to enable/disable and tweak terrain tessellation
- Modding Improved debug tools: added option to enable/disable texture streaming
- Modding Improved legacy handling: added old vehicle model resources as built in legacy vehicle mod
- Modding Improved error output of crashes related to metadata of models
- Model Editor Improved output: show info message when model editor settings couldn't be loaded
- Fixed crash related to year overflow of game simulation time
- Fixed crash related to replacement of missing town building scaffolding
- Fixed crash related to duplicate edges in constructions
- Fixed crash related to systems with integrated AMD GPU and dedicated Nvidia GPU
- Fixed crash related to AMD GPU drivers while using OpenGL
- Fixed vehicles not loading in all compartments if they unload items before switching to another cargo
- Fixed vehicle horn not triggered in certain situations
- Fixed planes reserving runway even though they can't reserve the path to the runway
- Fixed station types not being updated on street modification
- Fixed background blurring of windows on certain systems
- Fixed trains at stations being compressed while tracks are modified
- Fixed scale of Peterbilt 359, Cascadia and 40 ton truck
- Fixed various minor issues with localizations
- Fixed missing tooltip for overcrowded terminals
- Fixed update of key assignment in cockpit camera
- Fixed land use data layer showing wrong level for some buildings
- Campaign Fixed crash when clicking multiple times on yellow markers
- Campaign Fixed flickering cutscene shot in mission 1

- Campaign Fixed various minor issues with mission scripts

Some platforms have deviating build numbers:

- 35214 Mac AppStore

Version 35049 (May 24, 2022)

- Improved debug output in case of specific crashes
- Fixed trees rendered upside down on certain graphic cards

Version 35048 (May 16, 2022)

- Improved localization
- Improved debug output in case of specific crashes
- Modding Improved scripting interface: added SignalId to scripting api
- Fixed industry closure frequency game option not being applied correctly for new free game
- Fixed crashes in load game menu caused by empty save game list
- Fixed generation of map with custom settings
- Fixed seed reset in free game menu when returning from advanced settings
- Fixed crash when playing with mods for no industries
- Modding Fixed missing model editor (Epic Games Store)

Version 35045 (May 10, 2022)

- Improved localization
- Fixed cause for loss of campaign progress and medals
- Fixed crash when clicking markers in campaigns multiple times

Version 35044 (May 10, 2022)

- Added [advanced game settings](#) to customize difficulty and game mechanics
- Added dynamic closure of unused industries over time
- Added dynamic spawning of industries over time
- Added optional [additional cargo demands](#) to growing towns
- Added additional shared capacity for stations in building extensions
- Added side buildings for street stations
- Added alternative terminals assignment in line manager
- Added lane selection to waypoints for road vehicles
- Added buoys as waypoints for ships
- Added horn trigger in cockpit view
- Added new horn sounds for coaches and planes
- Added load speed penalty for trains with overlength
- Added option to save and load mod presets in mod options menu
- Modding Added option to visualize passengers and cargo items at station modules
- Modding Added option to trigger soundevents of passing trains and road vehicles at waypoints
- Modding Added url metadata in mod.lua to support linking of non-workshop sources
- Model Editor Added [model validation function](#)
- Model Editor Added [advanced screenshot options](#)
- Model Editor Added selective [save options by resource type](#)
- Improved free game menu
- Improved settings dialog: added option to toggle sound effects of bulldozer actions
- Improved settings dialog: added option to toggle sound effects of construction actions

- Improved user settings: added option to configure and disable crash savegames
- Improved notifications: added settings to disable notifications
- Improved application responsiveness during load screens
- Improved highlighting of lines in line manager
- Improved line and vehicle color selection
- Improved persistence of HUD icon filter settings
- Improved cockpit camera: add default camera position for leading vehicle in train if no camera positions are provided by model
- Improved construction mode: skip camera move and zoom if station is already on screen
- Improved tunnel construction: added (experimental) feature to adjust the minimum depth below ground
- Improved bridge construction: added (experimental) feature to adjust the minimum heights above ground
- Improved town editor: added new options to customize town needs per town
- Improved load/unload time calculation for trains
- Improved train stations: increased maximum platform length
- Improved demolition sounds
- Improved loading of DDS mipmaps
- Improved debug output for certain asserts
- Improved localization
- Modding Improved base config: added value to disable load speed penalty
- Modding Improved base config: added value to toggle particle effects for bulldozer actions
- Modding Improved base config: added value to toggle particle effects for construction actions
- Modding Improved scripting interface: added parcel system to scripting api
- Model Editor Improved [metadata editing](#)
- Model Editor Improved settings persistence
- Model Editor Improved [reference model selection](#)
- Model Editor Improved FBX import of seat locators
- Fixed sinking ships when docking
- Fixed road vehicle unbend at stops
- Fixed cargo loss on vehicle replacement
- Fixed incomplete loading on mixed cargo vehicles
- Fixed sorting of vehicle model column in vehicle statistics
- Fixed clickable area of town labels
- Fixed game freeze when assigning ships to invalid lines
- Fixed disabled advanced settings when mods are missing
- Fixed stalled camera rotation
- Fixed cut off filenames in error messages
- Fixed deterministic simulation in increased game speeds
- Fixed construction error related to lanes with length zero
- Fixed hidden fault in crash saves resulting in later crashes with maxAge assert
- Fixed crash related to open popups while line stops get removed
- Fixed crash when building a road at very short distance from an existing node
- Fixed crash when panning/zooming the map
- Fixed crash in camera tool when two key frame positions are nearly the same
- Fixed crash related to undefined vehicles from missing mods
- Fixed crash on startup of the game (Windows)
- Fixed crash on game start with missing read access to directories
- Fixed crash caused by SOL lua errors
- Fixed crash caused while rebuilding street segments
- Fixed crash when using autocomplete in the console

- Fixed crash related to sequence recording with the camera tool
- Fixed crash on AMD graphics cards (MacOS)
- Campaign Fixed train station filter in mission 1
- Campaign Fixed crash related to stone circle task in mission 3
- Modding Fixed scripting interface: added missing signal id
- Modding Fixed scripting interface: minor documentation corrections
- Modding Fixed scripting interface: EdgeGeometry returns pair for attributes pos and tangent
- Model Editor Fixed crash with empty compartments
- Model Editor Fixed empty folders in dropdown menus
- Model Editor Fixed initial values of new metadata fields to be empty instead of 0

#### Version 34983 (October 20, 2021)

- Fixed crashes on Nvidia GPUs when using Vulkan and the new Nvidia Driver 496.13

#### Version 34209 (October 15, 2021)

- Fixed crashes on Nvidia GPUs when using OpenGL and the new Nvidia Driver 496.13



We got some reports about crashes with the new Nvidia driver in combination with Vulkan. If you encounter reproducible crashes that did not happen before the driver update, we'd kindly appreciate if you head over to [our website](#) and send us a description in which situation the crashes occur as well as the stdout.txt, dump and settings.lua file.

#### Version 34108 (August 03, 2021)

- Improved construction: reactivate <Shift> parallel to the configurable key for adjusting height and snapping when building tracks and streets
- Fixed out of video memory issue on certain AMD GPUs when using VULKAN
- Fixed ghost cranes appearing at map center
- Fixed animation jumps of cranes
- Fixed missing sounds in bridge/tunnel/railroad crossing popup
- Fixed crash when updating maps in Steam Workshop
- Fixed disappearing pinned windows when leaving cockpit camera
- Fixed sort order for multiple units in vehicle store

#### Version 33872 (July 15, 2021)

- Fixed asset snapping in tunnels
- Fixed tunnel wall and bridge railing issues
- Fixed some localization issues
- Fixed blinker interval default value
- Fixed dust generation when adding/removing street terminals near railroad crossings
- Fixed crash when clicking on supply tab in towns without suitable industries
- Fixed crash when changing railroad crossings in constructions
- Fixed crash when closing bridge/tunnel/railroad crossing selection popup
- Fixed crash when uploading maps or savegames to the Steam Workshop
- Fixed rare crash when building streets with railroad crossing
- Fixed rare crash when applying settings



- Fixed error message when Steam backend initialization fails

#### Version 33824 (July 08, 2021)

- Fixed default value for terrain texture quality

#### Version 33718 (July 08, 2021)

- Added news notification on startup
- Added borderless window mode
- Added setting to separately adjust terrain textures quality from all other textures
- Added setting to adjust quality of bloom effect
- Added creation of local copy of the stdout.txt file when game is crashing
- Added creation of emergency save game in certain situations when game is crashing
- Added minimum and maximum waiting time to loading configuration per station
- Added link from vehicle statistic field name to vehicle details
- Added cargo supplier information to town info window
- Added rail construction type and sub menu
- Added town building construction cranes
- Added particle emitters to vanilla road vehicles and planes
- Added blinking lights to vanilla trams with blinkers
- Modding Added support for particle emitters to tram, bus, trucks and planes
- Modding Added metadata property 'trafficDelay' for railroad crossings barrier timings
- Modding Added metadata property 'departureDelay' for animation-independent departure timings
- Modding Added metadata property for road vehicle and tram blinking frequency
- Modding Added metadata properties for tram blinking lights at intersections
- Modding Added metadata properties for asset constructions snapping along tracks, roads and water surface
- Modding Added metadata property 'aiLock' to control whether a street can be changed by the simulation on town development
- Modding Added metadata property 'crossingMaterial' for railroad crossing track filler material
- Modding Added support to configure single cable catenary
- Modding Added support for categories, descriptions and custom icons for terrain materials
- Modding Added support for categories for bridges, tunnels and railroad crossings
- Model Editor Added rendering of colliders
- Model Editor Added rendering of bogies and fake bogie positions
- Model Editor Added rendering of lanes
- Improved UI for road and rail menu
- Improved UI for modular construction configuration menu
- Improved road menu: added traffic light control tool to road menu
- Improved road menu: added street ownership control tool
- Improved road and rail menu: added signal and waypoint replacement function
- Improved terrain menu: added categories and descriptions to terrain materials
- Improved terrain menu: moved mixed brushes to front of menu
- Improved terrain menu: show erasers independent of category selection
- Improved menus: unify category icon sizes
- Improved construction: revised bridge/tunnel/railroad crossing menus
- Improved construction: assets snap along track/road edges in switches, railroad crossings and constructions
- Improved construction: added key command to disable snapping with default C
- Improved construction: better cursor and grab point positioning when building bridges over

## water

- Improved vehicle store: added sorting options by vehicle characteristics
- Improved vehicle store: added filter option by cargo type
- Improved vehicle store: added filter option for steam multiple units
- Improved vehicle store: adjusted wagon filter to also show unmotorized multiple units
- Improved vehicle store: always display vehicle groups in main column
- Improved vehicle store: better search function for umlauts, numbers and tokens
- Improved vehicle store: buy all vehicles with double-click
- Improved vehicle store: stable scroll position when adding/removing train vehicles
- Improved vehicle store: move wagons and locomotives to front or end of train with Ctrl + click
- Improved vehicle and line manager: better renaming of lines, vehicles and stations
- Improved line manager: disable terminal selection for stops with only one terminal
- Improved line manager: disable load options for truck unload stops
- Improved line manager: better terminal assignment stability after adding new stop to line
- Improved line manager: display of industry HUD icons when editing a line
- Improved mouse navigation: added zoom out to cursor mode
- Improved finances window: Use Shift + click to borrow or repay 10 times at once
- Improved settings dialog: moved language selection on top
- Improved settings dialog: added option to adjust texture qualities in-game
- Improved in-game menu: load game dialog offers same options as in main menu
- Improved in-game menu: added option to play game directly from map editor
- Improved simulation: vehicles wait for doors to be closed
- Improved simulation: road vehicles wait for barriers to open
- Improved railroad crossing animations
- Improved HUD: icons for traffic lights and player ownership to better reflect the current state
- Improved HUD: added properties for custom HUD icon render distances in base\_config.lua
- Improved debug tools: regrouped tab content to fit window on smaller screens
- Improved debug tools: added option to flip frame buffers vertically
- Improved debug output: better error messages for various situations
- Improved debug output: added names of mods in stdout.txt log files
- Improved Vulkan related error messages
- Improved town generation: added experimental setting to configure initial street angle
- Improved camera tool: added output resolution 3840x2160
- Improved camera tool: reduced shadow map framebuffer size
- Improved save game handling: fallback for various missing ressources
- Improved save game handling: display list of replaced missing models after loading
- Improved simulation performance: better utilization of CPU cores
- Improved rendering of bloom effect: less flickering artifacts
- Improved loading time of mods in main menu
- Improved vehicle positioning after bulldozing underlying tracks
- Modding Improved modded icons scaling for more consistent ui layouts
- Modding Improved error output related to illegal self destruction of ui components
- Modding Improved model validation: Check for invalid fake bogies on game load
- Modding Improved campaign modding: Support custom worldmaps, medal icons and voice overs in main menu
- Modding Improved mod parameters: Support custom icons for icon buttons in mod parameters
- Modding Improved scripting interface: added commands to control vehicle departure
- Modding Improved scripting interface: added command to get list of vehicles in a specific state
- Modding Improved scripting interface: added functions to retrieve game language and settings
- Modding Improved scripting interface: resolved entity id's returned in builder.apply events
- Modding Improved scripting interface documentation

- Fixed rare crash in main menu drop downs
- Fixed rare crash during street modification when person or vehicle is in idle state
- Fixed rare crash when pressing remove all button in line editor
- Fixed crash on game load when subscribed workshop mod is missing on local computer
- Fixed crash caused by multiple units with cargo wagons
- Fixed crash when setting calendar speed to custom value by script command
- Fixed crash when using scripting console in main menu (MacOS)
- Fixed crash loop when crashes occur before creation of setting.lua file
- Fixed crash related to variant selection in vehicle store
- Fixed crash when selling vehicles while replacing them
- Fixed crash when replacing bus stop pair with a station group of 1 station with many terminals
- Fixed delay when opening a vehicle overview on integrated graphics cards
- Fixed delay when exiting the game directly to desktop
- Fixed terrain render issues on integrated graphic cards (MacOS)
- Fixed shadow rendering near water surface
- Fixed rare town charts display issues
- Fixed animals grid collision views (MacOS)
- Fixed display of grid collision level bar in debug tools
- Fixed flickering of buttons in vehicle overview on fast game speeds
- Fixed display of multiple in-game popup messages
- Fixed rendering of vehicles when they get replaced
- Fixed display of HUD icons in front of camera when station is not in field of view
- Fixed people crossing the street while the traffic light is red
- Fixed station highlighted in red in modular construction builder
- Fixed problems with large number of sound sources
- Fixed audio settings pre listening of volume
- Fixed settings menu: remove deprecated era dependent music option
- Fixed voice over volume
- Fixed generation of towns over already placed industries in map generator
- Fixed use of rail only bridge types during map generation
- Fixed placement of catenary masts in other tracks during track construction
- Fixed building of vanilla intersection with 3 lanes in small and mid size
- Fixed synchronization of difficult settings during game creation between two menus
- Fixed load game options: reintroduced mod compatibility warnings
- Fixed calculation of track cost when upgrading
- Fixed station data mixup after placing stops nearby existing ones
- Fixed positioning of search field in vehicle store
- Fixed window size handling when applying graphic settings
- Fixed fullscreen resolution handling by retain resolutions when returning from windowed mode with Alt + Enter
- Campaign Fixed broken links several missions
- Campaign Fixed wrong construction names in mission 13
- Campaign Fixed misleading translation in mission 14
- Modding Fixed localization issues after modifying tab widget
- Modding Fixed corruption of emission layer for invalid vehicle configurations
- Modding Fixed missing mod parameters in runFn function
- Model Editor Fixed crash when adding first label
- Model Editor Fixed crash when using label custom filters
- Model Editor Fixed broken references to shared vanilla materials on fbx import
- Model Editor Fixed handling of name string when saving model
- Model Editor Fixed transparency issue for screenshot generation

- Modding Deprecated metadata property 'upgrade' for street type configuration

#### Version 31994 (March 05, 2021)

- Fixed device loss crashes on AMD graphic cards
- Modding Added invokeLater and destroyLater function to gui scripting interface

#### Version 31983 (March 03, 2021)

- Improved hint positioning for construction rotation
- Improved settings name for camera movement with keyboard
- Improved fallback to OpenGL if Vulkan is not supported
- Improved rendering stability

#### Version 31975 (March 01, 2021)

- Improved fallback to OpenGL in case Vulkan is unsupported/fails to start
- Improved crash dump data quality for video driver crashes
- Improved peak video RAM usage on game load
- Fixed Vulkan device lost crashes on Intel UHD graphics cards with old drivers by deactivating blur filter
- Fixed skybox visible in front of terrain on Intel UHD graphics cards
- Fixed non-clipped UI backgrounds when using blur effect
- Fixed missing progress visualization for industry levels
- Fixed wrong initialization of keyboard camera control speeds

#### Version 31921 (February 23, 2021)

- Improved fallback to OpenGL for GPUs which do not support Vulkan
- Fixed launch directly from AppStore (MacOS)

#### Version 31895 (February 23, 2021)

- Added operating system support (MacOS)
- Added Vulkan graphics API support
- Added option to switch between OpenGL and Vulkan (Windows/Linux)
- Added fallback switch to OpenGL if Vulkan extension is missing in graphics card driver
- Added cable-stayed bridge type
- Added option to toggle vsync in graphics settings
- Added option to adjust keyboard camera control speed
- Modding Added parallel support for new shaders provided in res/shaders2 and legacy shaders in res/shaders for older game versions
- Improved rendering performance in general
- Improved rendering performance for UI and animated or skinned models
- Improved CPU rendering performance on Vulkan and OpenGL
- Improved memory management for terrain textures
- Improved tga compression performance and stability
- Improved error messages when texture loading fails
- Improved error messages when terrain textures are faulty
- Improved UI cargo options for unload only stations: Disabled load options
- Improved iron, cement and stone bridges using skinned materials to remove gaps
- Improved handling of strings exceeding name fields
- Improved mouse pointer position on fullscreen startup

- Improved screen resolution selection: Added 5120×1440 fullscreen resolution option to support ultrawide curved monitors
- Improved key binding options: Allow binding of Cmd/Win keys like Ctrl, Shift and Alt
- Improved key binding options: Do not allow binding of already hardcoded bind arrow keys
- Improved key binding in cockpit camera
- Improved zoom smoothness with keyboard
- Improved speeds for camera control with keyboard
- Improved render and simulation timing debug information layout
- Improved debug functionality: Added settings.lua property "graphicalDeviceOverride" to manually force graphic card selection
- Modding Improved scripting interface: Added missing street type properties to `api.type.StreetType`
- Modding Improved scripting interface: Added missing track type properties to `api.type.TrackType`
- Modding Improved scripting interface: Added terminal type properties to `api.type.Terminal`
- Fixed multiple crashes caused by invalid construction scripts from mods
- Fixed multiple issues (crashes and rendering glitches) when username or path contain multibyte UTF-8 characters
- Fixed crash related to stylesheets and in-game console on return to main menu
- Fixed crash of stock list update helper when cargo rule changes
- Fixed crashes caused by invalid indices of dropdown construction parameters
- Fixed game stops responding when exiting game and `shader_cache` is corrupted
- Fixed workshop mod textures cached in wrong directory
- Fixed rendering of skybox in entity windows, e.g. vehicle windows
- Fixed rendering of reflection in screenshots
- Fixed rendering of catchment areas for certain modded stations
- Fixed camera control keys not working anymore when using menus
- Fixed camera control keys not working anymore when popups appear
- Fixed camera control keys not working anymore when Alt key is pressed
- Fixed continuous camera movement when pause menu is opened with Win/Cmd+Q or Win/Cmd+W
- Fixed cockpit camera control keys not working anymore when pause menu is opened
- Fixed terrain tool shortcut handling
- Fixed creation of slow train track segments
- Fixed slow down of trains caused by incorrect train segment reservation
- Fixed streets with upright trash cans and fireplugs
- Fixed use of suspension and cable-stayed bridges in map generation
- Fixed unloading/loading of cargo on same line to destination
- Fixed allocation of cargo to lines in some rare cases
- Fixed "Modify for" price handling
- Fixed line numbers displayed twice
- Fixed window resizing: Prevent windows from being shrunk away
- Fixed terminal column width in station window
- Fixed too long line and station names breaking table layouts in line manager
- Fixed multiple UI issues related to interface scaling
- Fixed missing UI elements with AMD Driver version 20.12.1
- Fixed integer overflow in vehicle buy window
- Fixed cursor positioning in in-game console after use of autocompletion
- Fixed scroll positioning in text input fields
- Fixed missing and faulty localization of certain strings
- Fixed music volume spike at end of loading screen when starting a mission

- Fixed value difference in headquarters statistics and status line
- Fixed swapped values for real estate / vehicles in headquarters window
- Fixed statistic logs and diagram calculations
- Campaign Fixed campaign menu continue button
- Campaign Fixed "Campaign Tycoon" achievement conditions
- Campaign Fixed terrain alignment of log depot in mission 1
- Campaign Fixed camera rotation detection in mission 1
- Campaign Fixed rail buildings filter in mission 2
- Campaign Fixed incorrect train station name in mission 10
- Campaign Fixed missing localization of options in mission 11
- Campaign Fixed bulldozing protection for Palma hotel in mission 12
- Campaign Fixed location link and spelling mistake in mission 16
- Modding Fixed memory leak when using `api.gui.comp.List`
- Modding Fixed broken `api.gui.util.downcast`
- Modding Fixed `api.gui.comp.addStyleClass` when inserting duplicate entries
- Model Editor Fixed scroll positioning in text input fields
- Model Editor Fixed rare crashes on fbx import related to texture desc
- Model Editor Fixed crash when browsing in file menus (MacOS, Linux)
- Removed `libstdc++` library from working directory: Added backup in 'redist\linux\extra' (Linux)
- Removed in-game changing of multisampling graphics setting

#### Version 29596 (July 17, 2020)

- Improved various error messages
- Modding Improved style sheet moddability: reload with Alt Gr + R
- Modding Improved street type moddability: added user-definable maximum slope
- Modding Improved scripting interface: improved types necessary for using `api.type.LineVehicleInfo`
- Modding Improved vehicle transformation moddability: added "upright" flag
- Modding Improved scripting interface: added `api.type.LineVehicleInfo`
- Modding Improved scripting interface: Added callback in `guiHandleEvent` function
- Modding Improved scripting interface: improved `api.gui.comp.List` interface
- Modding Improved scripting interface: improved `api.type.JournalEntry`
- Fixed crash during loading with missing vehicles in multiple unit configurations
- Fixed rare crash with ship lines
- Fixed rare crash with selection tooltip
- Fixed rare crash when activating land use layer in combination with certain mods
- Fixed issue with some sound sources not audible
- Fixed bridge construction preview
- Fixed bridge end lanes
- Fixed invalid texture format error message
- Fixed construction parameters `paramX` and `paramY` being lost when upgrading a construction
- Modding Fixed crash with progress bar update when used under certain situations

#### Version 29485 (July 6, 2020)

- Improved error handling of missing modules
- Improved error handling of missing cargo slot provider models
- Improved model error messages: show filename and mod info more often
- Fixed crash when trying to load tga textures with very long paths names
- Fixed crash occurring when grouped bus stops were on different streets
- Modding Improved user interface identifiers: added identifiers to more elements

- Modding Improved scripting interface: added more for each functions to engine systems
- Modding Improved scripting interface: added more util check functions for entitiess
- Modding Improved scripting interface: added more Connection results to user interface callbacks
- Modding Improved scripting interface: added more user interface components
- Modding Improved scripting interface: added missing types for certain commands
- Modding Fixed behaviour of construction parameters: custom module data kept consistent after configuring modules
- Modding Fixed crash due to legacy models not using the "animation" metadata key of "seatProvider"
- Modding Fixed inability to mod style sheets: style sheets can now be modded
- Modding Fixed inability to override functions in constructions in "postRunFn"

#### Version 29433 (June 25, 2020)

- Fixed error messages without file name in certain cases
- Modding Fixed scripting interface details
- Campaign Fixed crash in mission 14

#### Version 29426 (June 25, 2020)

- Campaign Fixed crash in mission 18

#### Version 29416 (June 24, 2020)

- Modding Improved scripting interface: added functions in "api.gui"
- Modding Improved scripting interface: added functions "getBuildVersion" and "getBuildPrefix"
- Modding Improved console auto-completion (now case-insensitive)
- Modding Improved error message when certain files are corrupted
- Fixed crash in module mode
- Modding Fixed "debugPrint" function sometimes not working properly
- Campaign Fixed crash in missions 11 and 17 (when industry upgrades)

#### Version 29372 (June 22, 2020)

- Fixed module mode bulldozer crash

#### Version 29372 (June 22, 2020)

- Campaign Fixed mission 9 crash when configuring pre-built stations

#### Version 29372 (June 22, 2020)

- Campaign Fixed mission 2 signals not detected bug

#### Version 29372 (June 22, 2020)

- Added suspension bridge type
- Added mod info to load game dialog
- Added in-game language selection
- Added difficulty selection to load game dialog
- Added save game progress bar when saving manually
- Added vehicle lifetime warning behavior to settings

- Modding Added reworked scripting interface
- Modding Added new gui interface
- Modding Added in-game console for Lua scripting: press ` to open (keyboard top left corner key)
- Modding [Added vehicle custom cargo models](#)
- Modding Added support for dynamic game resources
- Modding [Added per savegame mod settings](#)
- Modding Added possibility to mod localizations into new languages
- Modding Added new stage for mod loading (see postRunFn in base\_mod.lua)
- Modding Added feature to add/remove other modules when a module is built
- Modding Added user-definable maximum slope and minimum radius to track type
- Modding Added customizable factors for train acceleration/deceleration
- Modding Added factors to control calculated costs and maintenance
- Modding Added user-definable probability of recomputation of person destinations (experimental)
- Model editor Added mesh highlighting feature
- Model editor Added label preview feature
- Model editor Added markers for seats, cargo bays, particle systems, labels, ship water lines and cargo slots
- Model editor Added light rotation feature
- Model editor Added import support for bounding info and labels
- Model editor Added transform editing
- Model editor Added marker for current file in open dialog and show in window title
- Model editor Added slider for vehicle age
- Model editor Added triangle count label
- Improved simulation performance
- Improved game speed throttling to prevent excessive stuttering
- Improved error handling: show a message box for all types of crashes
- Improved error handling: generally display as much information as possible
- Improved error handling: display mod and file name when possible
- Improved keyboard shortcuts: now possible to use Shift/Ctrl/Alt
- Improved keyboard shortcuts: show key bindings in tool tips
- Improved keyboard shortcuts: added more commands (construction menu)
- Improved settings menu: show warning in case of duplicate key bindings
- Improved settings menu: added button pointing to "userdata" folder
- Improved vehicle store: show whether reversible or not
- Improved airport: landing lights module now automatically removes opposite lights
- Improved vehicle replace and edit window: handling of selection change
- Improved railway crossing barriers animation: open earlier
- Improved quality of French, Spanish and Polish translation
- Modding Improved modular rail station: support for modded tracks
- Modding Improved error handling: show complete file name on error
- Modding Improved error handling while building a construction (don't crash)
- Modding Improved missing resource handling: generally better error message
- Modding Improved missing resource handling: for constructions and modules
- Modding Improved missing resource handling: for removed ground textures
- Modding Improved missing resource handling: check for corrupted meshes
- Modding Improved module construction menu when having a lot of categories
- Modding Improved railroad crossing list scrollbar
- Model editor Improved error handling
- Model editor Improved metadata editor stability
- Model editor Improved windows usability



- Model editor Improved initial values of materials
- Model editor (Re-)Added gui/website screenshot buttons
- Fixed tree highlighting in module mode
- Fixed asset builder rotation not reset
- Fixed airport landing lights hover selection
- Fixed rare crash with charts
- Fixed keyboard shortcut for street modifier
- Fixed cargo train station and cargo harbor sound sets
- Fixed random crash in module mode
- Fixed random crash caused by pathfinder
- Fixed crash with bulldozer refund when building streets
- Fixed crash with missing station or depot name
- Fixed rare crash in main menu when adding or removing mods
- Fixed rare crash with disappearing construction in module build mode
- Fixed train axles and rods not animated anymore after some distance
- Fixed industry displays transported -100% value bug
- Fixed shipping value could exceed production limit bug
- Fixed straight and curved buttons showing up in track menu bug
- Fixed module builder tree highlighting artifacts
- Fixed vehicle store window layout problems such as label centering
- Fixed a bug which caused the names of industries to be reset after upgrade
- Fixed vehicles driving with open doors bug
- Fixed a bug where vehicles leave stations too early without picking up all cargo
- Fixed aircraft jumping on airports which are built below zero altitude
- Fixed water texture not being placed at the correct height when level was changed
- Fixed rendering timers bug resulting in incorrect values for average timings
- Fixed street build mode invalidate when clicking parameter list
- Fixed module builder mode shows line and vehicle statistics buttons
- Fixed burnt pixels problem on certain AMD Radeon cards (e.g. RX 5700)
- Fixed reversible configuration of multiple trains
- Fixed Dunara Castle ship having two drivers
- Fixed ES1 Lastochka tail lights
- Fixed Zuhai GTQ diesel sound
- Fixed Bombardier DHC-8-402PF animation details
- Modding Fixed asset categories case-sensitivity issue
- Modding Fixed crash with compartments without load configurations
- Modding Fixed vehicle label not being shown when vehicle had no seats bug
- Model editor Fixed tangents/normals display for skinned materials
- Model editor Fixed fbx importer (wrong tangents for skinned materials)
- Model editor Fixed track ballast material
- Model editor Fixed crash when opening model with no bounding info
- Model editor Fixed animation loop button when closing file
- Model editor Fixed screenshot feature: reactivated 3D screenshots
- Model editor Fixed metadata merging: particle system overwritten
- Model editor Fixed crew appearing as passengers
- Model editor Fixed refresh issues with passengers and cargo preview

#### Version 28271 (March 13, 2020)

- Fixed sporadic crash on certain systems with NVIDIA graphics
- Fixed terrain flickering on certain older AMD graphics cards (e.g. Radeon HD 5000 series)

- Fixed tunnel entry graphic bug

#### Version 28246 (March 10, 2020)

- Fixed harbor crash caused by docks allowed to be built over other docks
- Fixed system-specific crash/freeze occurring randomly or when opening managers
- Fixed OpenGL error on certain Intel HD Graphics chipsets
- Fixed flickering issue on certain AMD graphics cards (e.g. RX 5500 or 5700)
- Fixed crash when setting camera underground (modding)
- Fixed railroad crossing types not visible (modding)
- Improved construction menu filter icons layout (modding)

#### Version 28231 (March 6, 2020)

- Fixed rare crash shortly after loading the game

#### Version 28218 (March 6, 2020)

- Added straight street building mode
- Added bulldozer brush feature: keep bulldozing while mouse pressed
- Added free bulldozer functionality: bulldozing is generally free
- Added refund bulldozer functionality: get a refund when bulldozing immediately
- Added bulk color reset functionality in vehicle manager
- Added terrain rendering quality low setting
- Added debug mode feature: Alt Gr + d: debug window with various features
- Added debug mode feature: Alt Gr + i: show rendering statistics
- Added debug mode feature: Alt Gr + r: reload shaders
- Added debug mode feature: Alt Gr + b: show bounding boxes
- Improved memory usage: significantly lower RAM consumption
- Improved module builder performance (harbors)
- Improved terrain rendering performance: particularly on AMD graphic cards
- Improved grass rendering performance
- Improved line editing performance
- Improved save game loading time
- Improved line/vehicle manager usability: double-click on line opens line window
- Improved line manager: currently hovered line blinking
- Improved line manager: station labels of selected line better visible
- Improved line manager cargo config icon style
- Improved lines table: added links
- Improved vehicle manager: added condition column
- Improved vehicle statistics: added links
- Improved line statistics: added links to line window charts and finances
- Improved add mods to save game button
- Improved vehicle (train) behavior: keep current stop when path is interrupted
- Improved track catenary: distance between poles depending on curvature
- Improved train depot with high speed upgrade ("No country for old trains" ach.)
- Improved picking of ships when docked
- Improved hover rendering of harbors
- Improved camera tool field of views: level of detail now scales correctly
- Improved search field focus: pop focus on Esc when empty
- Improved modding stability: removing bridge or tunnel mods no longer crashes
- Improved underground rendering for module builder/bulldozer (modding)

- Improved error reporting when models are incorrectly configured (modding)
- Improved handling of incompatible mesh/materials configurations (modding)
- Improved collision handling of module slots with water: added parameter (modding)
- Improved rail station era\_c platform roof connector
- Improved LODs for stations
- Improved LODs for depots
- Improved LODs for ships
- Improved LODs for aircraft
- Improved LODs for asian locomotives
- Improved LODs for ice1, avelia\_express, eurodual and ten\_wheeler
- Improved LODs for oil refinery and steel mill
- Campaign Improved cargo counting in mission 15
- Campaign Improved translations in mission 16
- Campaign Improved custom cargo models in several missions
- Fixed delay/freeze when building land bridges
- Fixed a problem where a big ship could be sent to a small dock and get stuck
- Fixed vehicle store search field focus lost issue
- Fixed rare crash with certain AMD graphics cards
- Fixed rare crash when loading certain save games
- Fixed crash when cloning vehicle on a line without stops
- Fixed terrain rendering artifacts on Intel HD Graphics
- Fixed an issue with rendering of bulldozer selection for underground objects
- Fixed random crash when starting a new game or generating streets in editor
- Fixed street terminal builder costs label not shown for non-terminals
- Fixed Alt/Ctrl shortcut combination issue
- Fixed some shortcuts
- Fixed vehicle editor details when (re)moving wagons
- Fixed vehicle window left click unfocus issue
- Fixed multiple unit flipped icon issue
- Fixed carrier filter buttons order
- Fixed cloned aircraft ignoring small/large hangar
- Fixed cockpit camera cargo item style
- Fixed vehicles losing custom color when replaced
- Fixed terrain ground texture glitches
- Fixed several small performance issues
- Fixed various vehicle balancing issues
- Fixed line cargo configuration icon not showing active state in certain cases
- Fixed collision with modular station when deleting and rebuilding a connected track
- Fixed a train station building graphic glitch
- Fixed issue where cargo items at truck stations not merging in 10 item groups
- Fixed issue when building stations or depots leading to short game freeze
- Fixed missing paths at train station main entrance
- Fixed ship jumping when docked at terminus dock
- Fixed UI playing many sound effects at once
- Fixed industries and streets showing incorrect costs (map editor)
- Fixed streets incorrectly having maintenance costs (map editor)
- Fixed construction menu filter button list not scrollable (modding)
- Fixed only four track types limitation within the rail station construction (modding)
- Fixed vehicle maintenance costs when interval is non-default (modding)
- Fixed module menu parameters not scrollable (modding)
- Fixed ships virgo, herkules\_xi, dunara\_castle and zoroaster not being big ships

- Fixed bounding volume of certain dock models
- Fixed lanes for cargo harbor main building
- Fixed texture error for Asian tram lvs\_86
- Campaign Fixed a crash in mission 9 when attempting to modify a rail depot
- Campaign Fixed mission 11 progress counter

#### Version 27767 (January 24, 2020)

- Fixed crash with vehicle store
- Fixed error handling when encountering corrupted game files

#### Version 27747 (January 23, 2020)

- Fixed rare crash with vehicle store
- Fixed rare crash with cockpit camera
- Fixed rare crash when buying train
- Fixed rare crash when building modules
- Fixed rare crash when generating streets
- Fixed crash with cockpit camera when animal dies
- Fixed crash when encountering invalid DDS file
- Fixed crash when opening vehicle replacement dialog
- Fixed crash when construction points to missing models (modding)
- Fixed crash when building “ends” of asymmetric streets (modding)
- Fixed crashes related to using legacy model format (modding)
- Fixed tracks not bulldozable in certain cases (near crossings)
- Fixed cloned trains going to wrong platform
- Fixed cloned road vehicles coming out of remote depot
- Fixed replace vehicles sometimes sells all vehicles
- Fixed line deselected while editing in certain cases (e.g. duplicate line names)
- Fixed vehicle store confusing modify/buy
- Fixed moving waggons between trains when balance is negative
- Fixed issue when replacing reversed train with non-reversible train
- Fixed signals showing red/green at the same time in certain cases
- Fixed construction menu categories not visible in certain cases (e.g. electrification)
- Fixed WASD keys hang when entering in-game menu
- Fixed headquarters achievement not properly unlocked in certain cases
- Fixed audio error when managing many vehicles at once
- Fixed hovercraft engine sound too loud
- Fixed minor town building details
- Fixed missing railroad crossing selection tooltip
- Fixed new vehicle notification details
- Fixed issue with flickering buttons in line manager
- Fixed missing translations
- Fixed dynamic stop label not allowing negative offset (modding)
- Campaign Fixed rare crashes in missions 11, 13 and 14
- Campaign Fixed mistakes in text links and locators in mission 12
- Campaign Fixed missing train descriptions in mission 13
- Campaign Fixed passengers transported by bus counted towards task progress in mission 16

#### Version 27600 (December 23, 2019)

- Fixed random crash caused by town development

### Version 27594 (December 20, 2019)

- Fixed buildings wobble/collision when crossing (or connecting to) street

### Version 27586 (December 20, 2019)

- Fixed crash when using Set line > New line
- Fixed crash when rail vehicle model is missing
- Fixed in-game graphics presets not working correctly

### Version 27571 (December 20, 2019)

- Fixed crash when loading certain save games with mods
- Fixed crash when editing train in depot
- Fixed crash when building more than 8 terminals in a single airport
- Fixed ships and planes can't load coal in 2nd compartment

### Version 27560 (December 19, 2019)

- Fixed random crash caused by town development
- Fixed rare crash related to line manager
- Fixed rare crash when modifying airport landing lights
- Fixed rare crash in map editor when generating heightmap/towns/industries/streets
- Fixed rare crash when initializing new game
- Fixed rare crash when building stations
- Fixed rare crash related to vehicle manager
- Fixed wrong catchment area display and preview in certain cases
- Fixed vehicles stuck when there is only a very short segment after railroad crossing
- Fixed invalid parcels / town buildings in rare cases
- Fixed vehicle store not opening after depot electrification
- Fixed small stuttering when hovering mouse over objects
- Fixed guide system not reset when playing map
- Fixed vehicle doors opening on wrong side
- Fixed modern headquarters appearing too early
- Fixed tram catenary poles on railroad crossing
- Fixed railroad crossing animation details
- Fixed street station details
- Fixed add station mouse cursor bug
- Fixed black streets/tracks rendering bug
- Fixed module slots sometimes occluded by terrain
- Fixed UI scaling issues in construction menus
- Fixed preview images of autosaves not deleted
- Fixed various texts and translations
- Fixed compatibility problems with certain Linux distributions
- Fixed generate streets didn't show progress (map editor)
- Fixed actions not stopped when switching construction menu tab (map editor)
- Fixed crash if specified crew model not found (modding)
- Fixed crash when encountering compressed TGA files (modding)
- Fixed car models from mods not visible in game (modding)
- Fixed several minor details in missions 1/5/11/16/18 (campaign)
- Improved in-game settings (show all options)
- Improved missing resources handling (e.g. skip models with missing meshes)

- Improved railroad crossing with sound effect
- Improved airport details (terminal numbers, lights)
- Added train editing feature
- Added cargo load ratio feature
- Added Set line > New line feature

Version 27401 (December 11, 2019)

- Fixed occasional crash when entering vehicle cockpit view

Version 27392 (December 11, 2019)

- Fixed rare crash when using text filter in construction menu
- Fixed rare crash in campaign mission 3 when activating train station passenger filter

Version 27365 (December 11, 2019)

- Fixed rare crash in campaign mission 1 when using the Japanese version
- Fixed rare crash in campaign mission 2 when activating train station passenger filter

Launch version (December 11, 2019)

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Last update: **2024/01/16 12:03**

