Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
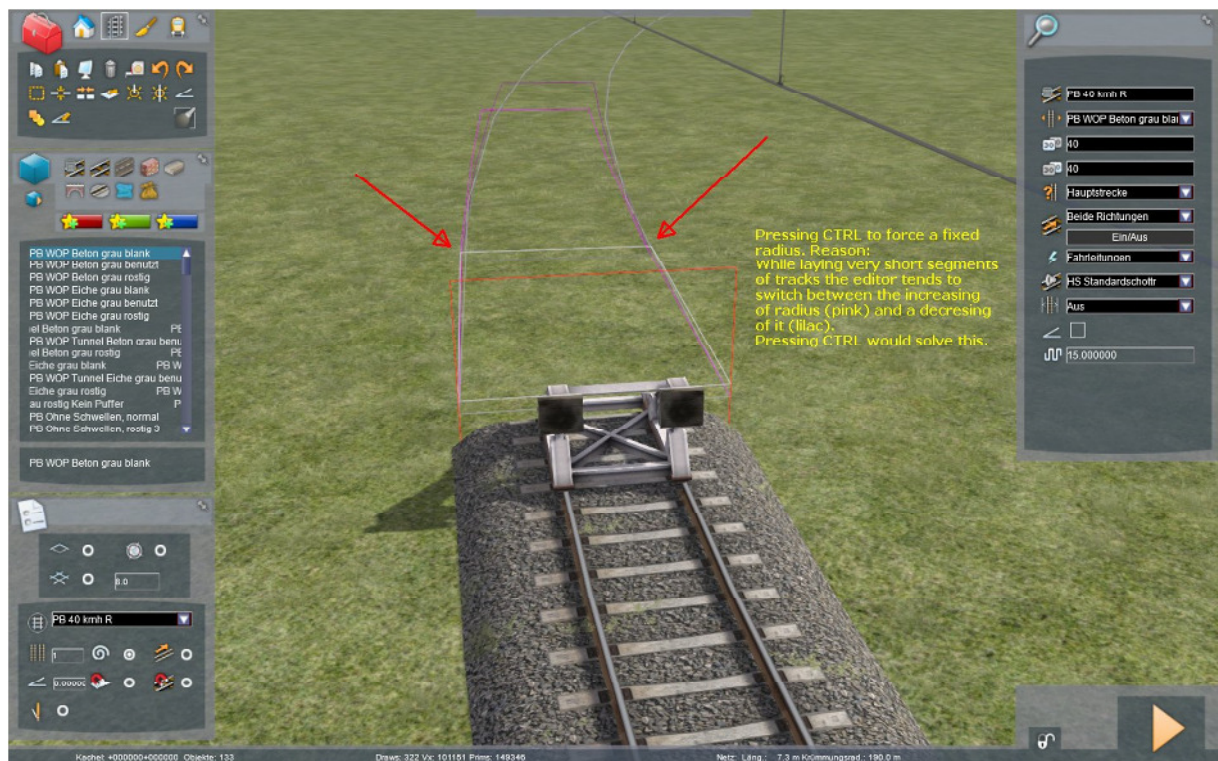**(Mit der Hoffnung, dass diese auch Korrigiert werden)**

General:

- Windows-Registry entry is sometimes not created (could be a Steam issue)
- No possibility to automatically skip the intro video (e.g. via a start parameter)

- Several loft shaders have issues, for example in tunnels there are bright corners where two lofts are connected

- Add possibility of load/unload wagons for quick drive consists

- Please calculate weight of consist correctly. Currently the weight is calculated by empty wagons, but the wagons are saved always loaded. Therefore a value of 1000 tons in the consist editor will result in a 4000 tons consist in game

- Please add a speed limit for consists. many wagons have speed restrictions. This will prevent an AI train to drive too fast, if it has f.e. a snowplough or another special vehicle in its consist.

- Please add the possibility for seasons for consist: AI snowplough in summer?

- Builded consists should be used as an AI train for quick drive

- Possibility to choose routes in consist editor for AI trains

- Weather options from a route are not available in quick drive

- the green and red marks for completed scenarios sometimes vanish randomly

- on some platforms on several routes people sink into the ground

- TestTrack is missing from a new installation, even on a Steam account where TS 2012 or Railworks is registered. It does not download.
- SEC train is missing as well

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
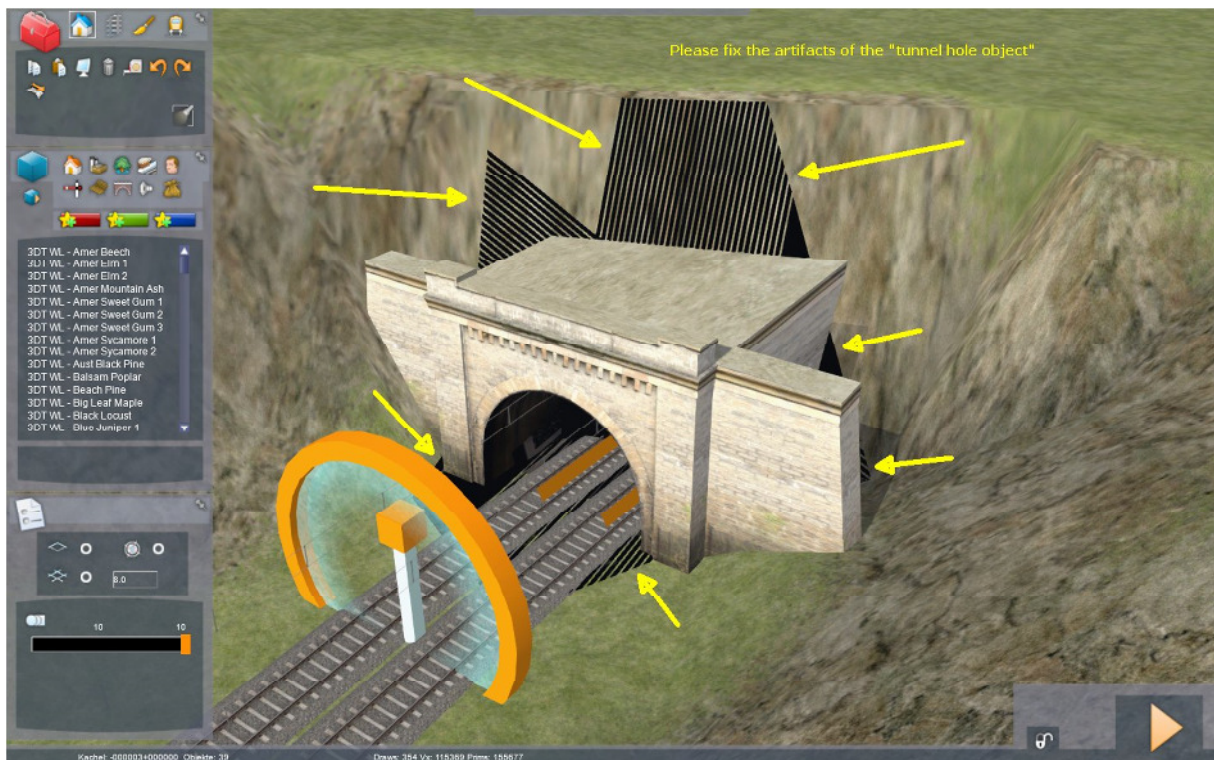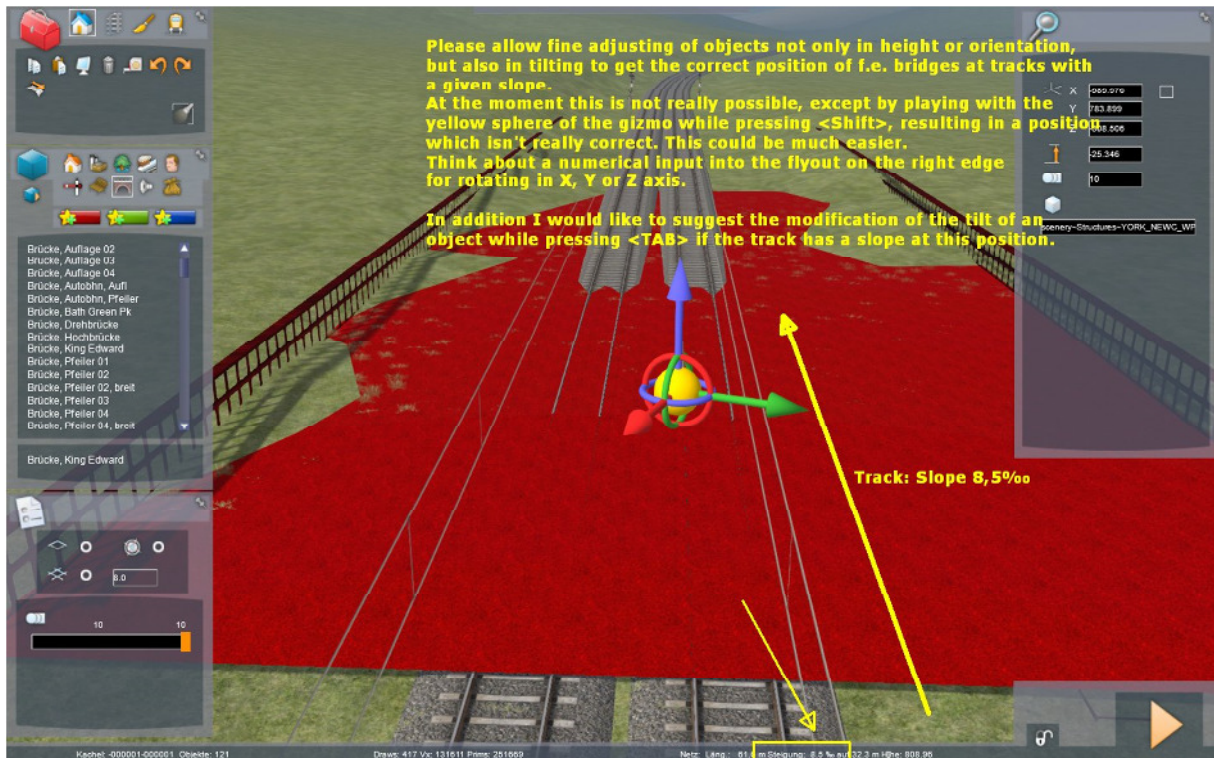**(Mit der Hoffnung, dass diese auch Korrigiert werden)**

World Editor:

- When switching from the editor to the game and back the game does not react on keyboard input anymore
- TrackRules are not sorted alphabetically anymore (this was the case in TS2013)
- No way to go to the menus from the editor (without saving)

- Das Überleitungstool (Weichen zwischen zwei Gleisen) funktioniert nicht immer und es funktioniert wohl nur dann richtig, wenn der Abstand 4.2 (oder festgelegter Abstand in der TR) ist.
- Allow more numbers for track links. Currently the highest number is "6". Doesn't have to be a 3D modell. Texture would be nice too.
- (Pressing space 8 times) Possibility to enable/disable very large red object if link of signal is in wrong direction. Not every wrong direction is really wrong, so this object is sometimes very very nasty.
- A possibility to fine adjust the rotation and tilting of an object (yellow ball), maybe even create input boxes for it like there already is for height (x and y coordinates)
- copying and inserting loft objects has a very high crash probability (>80%)
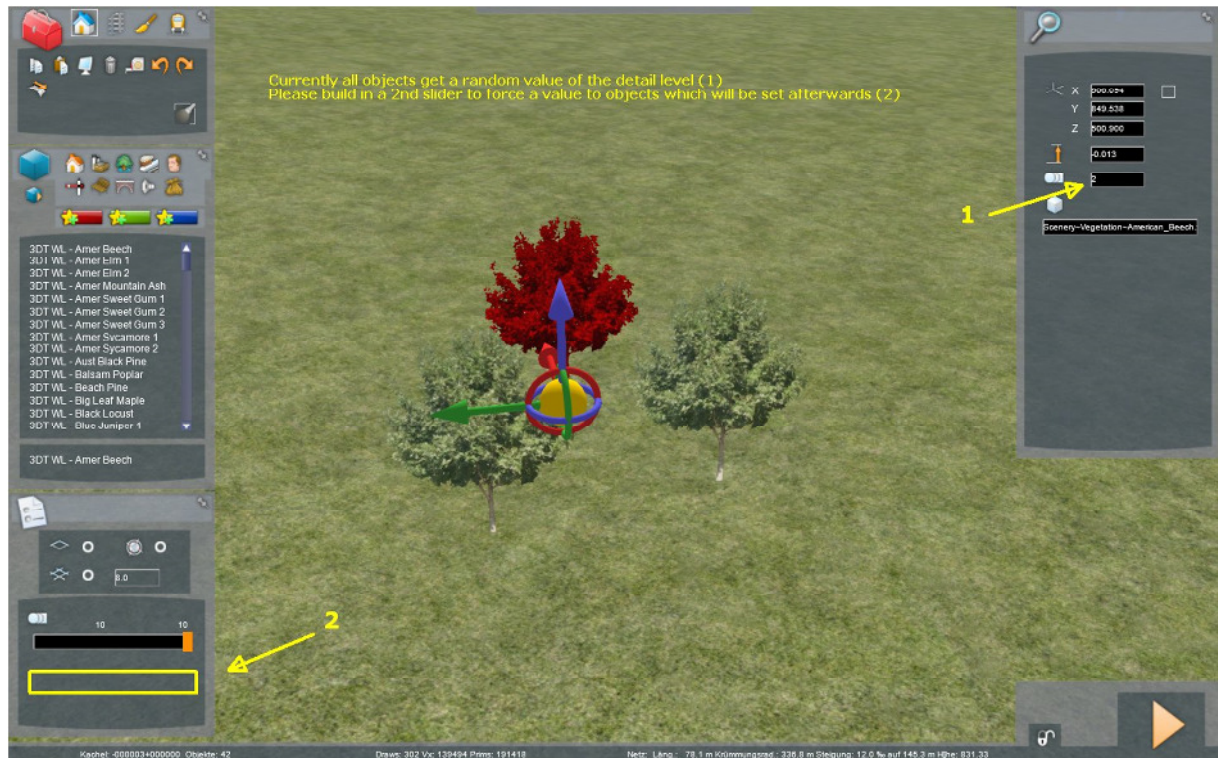
Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
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Please allow fine adjusting of objects not only in height or orientation, but also in tilting to get the correct position of f.e. bridges at tracks with a given slope.
At the moment this is not really possible, except by playing with the yellow sphere of the gizmo while pressing <Shift>, resulting in a position which isn't really correct. This could be much easier.
Think about a numerical input into the flyout on the right edge for rotating in X, Y or Z axis.

In addition I would like to suggest the modification of the tilt of an object while pressing <TAB> if the track has a slope at this position.

Track: Slope 8,5‰

Please fix the artifacts of the "tunnel hole object"

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

Rolling stock – general issues:

- Smoke isn't blocked by objects, e.g. bridges and tunnels
- Surfliner wagons have no sound
- Container wagons from Hamburg-Hannover pack have no sounds
- AI trains start before junctions are switched. Would be better to let them wait 5 seconds after the dispatcher changes the junction
- AI trains stop only 0.5 meters in front of link zero of a signal in case the next block is occupied. Should be 5 meters or so.
- The 2D-Map does not show separate symbols for the blueprint options "ControlModeControlled" and "ControlModeControlledCallOn", but there are separate tags and symbols for it in the map.bin
- AI trains should be able to turn manual junctions more than once
- Cab Cam Bug, „Jelly Cam" on almost every locomotive after a longer drive

Rolling stock – addon issues:

BR420:

- ZZA file is missing (textfile in Assets\Influenzo\BR420\Scripts), so the ZZA (Zugzielanzeiger – destination display) is invisible on both player and AI trains

BR232:

- Model update and possibly more error correction was supplied by virtual Railroads even before release, though it never got published on Steam
- Using DB232 as AI loco causes sound errors on player train (if also 232)

BR 143 (virtual Railroads Expert Line Version Steam):

- There is an update from virtual Railroads improving the PZB, some sounds and maybe more which was provided by the creators but never published on Steam

BR143 (GermanRailroadsRW):

- wrong max speed and wrong brake pressure values
  see http://www.rail-sim.de/wiki/index.php/BR143

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

BR143 und BR151 (GermanRailRoadsRW):

- AI trains make „squeaking" noises due to not fully opened brake pipes

  Community fix: http://rail-sim.de/railsimnew/index.php/downloadscat/viewdownload/40-sounds/879-gr-sound-update-railworks-2012

ER-20:

- Power lever almost unusable, either it's full power or zero. Hitting anything in between is very hard
- AFB is difficult to set up because the dial moves so slow
- When pressing the SiFa button on keyboard, "PZB Wachsam" is animated
- Mesh-Bug

Metronom BR146:

- doors open and close repeatedly on some stations
- AI trains create "click-click" sounds
- Electric brakes cannot be used independently from the main brakes (which they should)
- ME146 [sound]: above around 40kp/h the driving sound sometimes disappears

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

- On the main display it says "HS aus" (power off, text in red) when pantograph is up
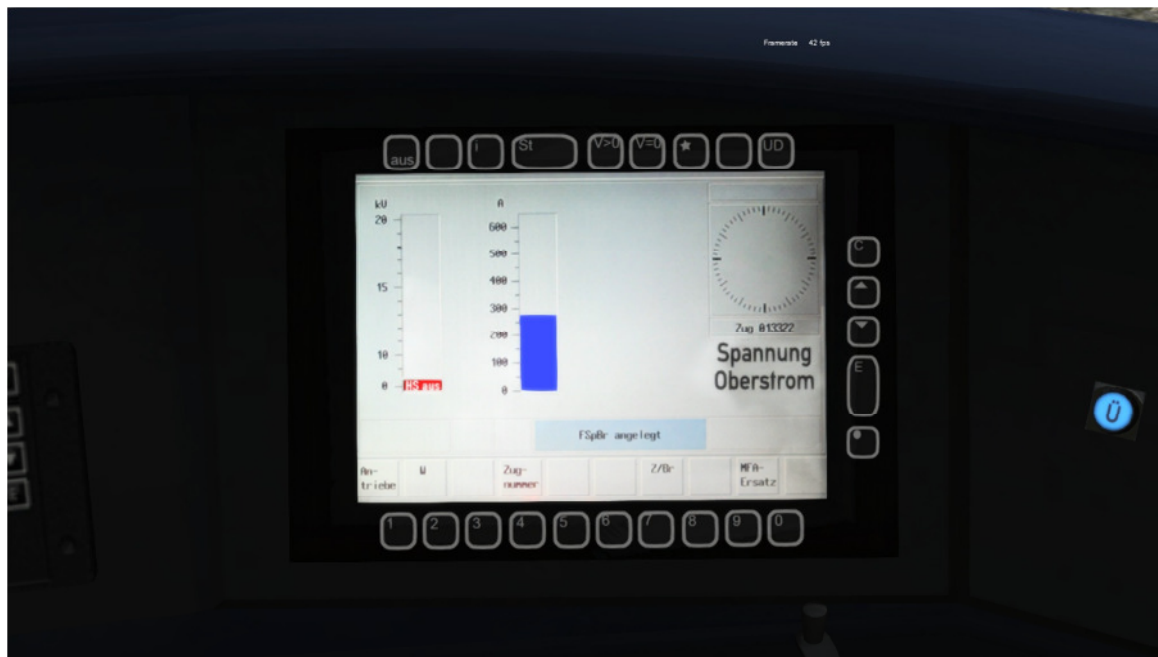
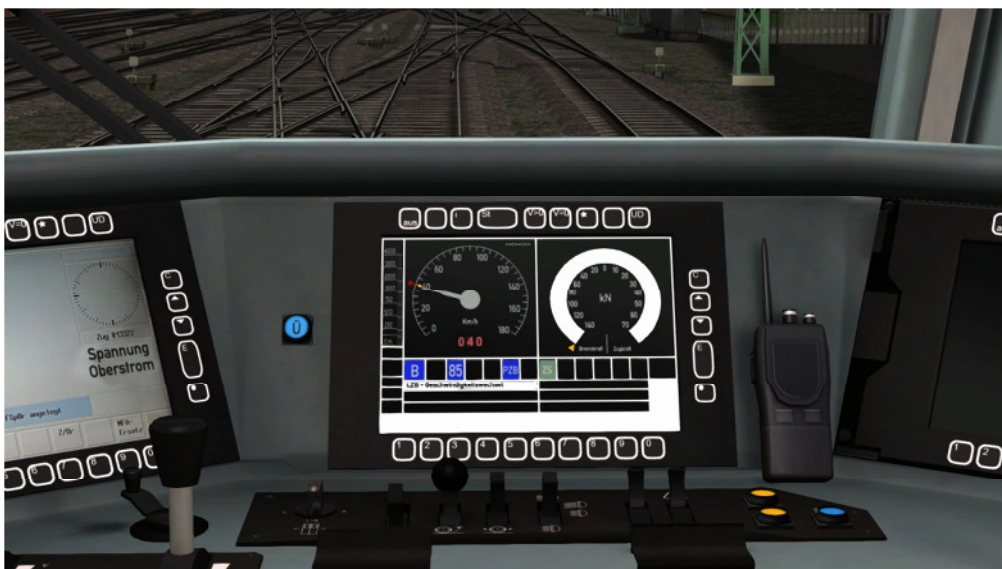- ME146_nd: the pantograph has some model and animation issues

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

-ME 146: the AFB/LZB speed display is not lit at night (on 2nd screenshot set to 40kph)

Screenshot 1: Night, cab lights off

Screenshot 2: daytime and cab lights on

ICE2:

- Coupling is missing in external view when connecting two trains

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

ICE-T:

- [maximum speed is wrong](#) (AFB can be set to 300kph even though the train cannot drive that fast)
- Both pantographs are up when driving (only the back panto should be up)

BR423:

- Instrument- and display lights are missing
- There is no 1st class in BR423 for S-Bahn Munich, only 2nd class (in other parts of Germany there is a 1st class)

ICE3:

- Wrong description texts on the power levers in the cab
  Should be 1: AFB, 2: Richtungswähler (Reverser), 3: Leistung (Power)
  If correction is not possible at least remove the texts, because as they are they make no sense at all

BR424:

- destination display does not work in the end-wagon with toilets
- AI trains don't raise the pantograph

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

Class66 v2 Freightliner and Class66 v2 EWS:

Both, Class66 v2 Freightliner and Class66 v2 EWS have wrong values for diesel fuel. The game needs to have the number in imperial gallons, not litres. Currently each Class 66 has an amount of ~29'000 litres in its tank, instead of ~6400 litres in reality.

MRCE ES 64 U2 Taurus:

- Keyboard bindings in the manual are wrong
- SIFA only works above 70 kph, should be from the beginning
- PZB has issues, does sometimes not work at all or does create wrong emergency brake situations
- The light switch moves in cab, but has no function (lights do not go on or off)

Bug und sonstige Fehlersammlung im TS für die Übergabe an RSC:
(Mit der Hoffnung, dass diese auch Korrigiert werden)

Routes:

Hagen – Siegen (Ruhr Sieg line):

- Several „ghost buffers" all over the route, PZB magnets are placed either wrong or are missing, fan patch to look at:
  http://www.dw-agency.de/downloads/dlc/divers/ruhr_sieg_pzb_tunnel_fix_v2.rar

Köln-Düsseldorf (Cologne – Düsseldorf):

- People sink into the platforms
- In quick drive you get a red signal shortly after the Hohenzollernbridge bridge when driving from Cologne to Düsseldorf

Hamburg Hannover:

- Missing „Hektometertafel" (signs showing where you are on the route, showing x kilometers from route start point)

North East Corridor:

- Extremely high unevenness on the tracks, using any locomotive but the AEM7 on this route gives massive shakings in the cab
- cars fly next to the bridge instead of driving on the bridge