

Identifier: 1

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 15/07/2004 (Build 84.3)

Date fixed:

Keywords: syntax colour

Expected build:

Mode:

Build with fix:

Application: Editor

Implementer:

Brief description: Syntax colouring sometimes
lost in editor

Comments:

Detailed description:

Syntax colouring is sometimes lost.

Identifier: 2

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 15/07/2004 (Build 84.3)

Date fixed:

Keywords: preview index

Expected build:

Mode:

Build with fix:

Application: Editor

Implementer:

Brief description: File will not preview until index
is built

Comments:

Detailed description:

File will not preview until index is built.

Identifier: 3

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 15/07/2004 (Build 84.3)

Date fixed:

Keywords: stock uncouple

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Train or unit treated as
uncoupled if unpowered stock
placed first

Comments:

Detailed description:

A train or unit is treated as uncoupled if unpowered stock is placed first, ie before powered stock.

Identifier: 4

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 15/07/2004 (Build 84.3)

Date fixed:

Keywords: H scenery include

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: H parameter ignored in linear scenery includes

Comments:

Detailed description:

The H parameter in an include is ignored in linear scenery.

Identifier:	5	
Category:	Bug	
Bug severity:	Not working as designed	Status: Accepted
Reported date:	15/07/2004 (Build 84.3)	Date fixed:
Keywords:	node drag	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Nodes flip when dragged near other node	Comments:

Detailed description:

When a node is dragged near another node, it flips direction. A workaround is to switch of the snapping options in Track Laying Options.

Identifier:	6	
Category:	Bug	
Bug severity:	Not working as designed	Status: Accepted
Reported date:	15/07/2004 (Build 84.3)	Date fixed:
Keywords:	ohle	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Contact wire wobbles	Comments:

Detailed description:

Contact wire on OHLE wobbles backwards and forwards from post to post on longer straights of track.

Identifier: 7

Category: To be converted

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: incline

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Incline

Comments:

Detailed description:

Incline (wire operated) - not to be confused with normal gradients which are fully implemented.

Identifier:	8	
Category:	To be converted	
Bug severity:		Status: Accepted
Reported date:	15/07/2004	Date fixed:
Keywords:	route	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Route train	Comments:

Detailed description:

Route trains by following a train and being offered a choice of route to be saved.

Identifier:	9	
Category:	To be converted	
Bug severity:		Status: Accepted
Reported date:	15/07/2004	Date fixed:
Keywords:	increment	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Increment	Comments:

Detailed description:

Increment route for eg a shunter to carry out a series of different movements over the same stretch of track.

Identifier: 10

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: track

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Tamper track

Comments:

Detailed description:

To run along track and re-align or smooth curvature.

Identifier: 11

Category: To be converted

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: camera view

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Flying camera

Comments:

Detailed description:

To be able to move about the layout independently of trains.

Identifier: 12

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: colour

Expected build:

Mode:

Build with fix:

Application: Editor

Implementer:

Brief description: Editor colours

Comments:

Detailed description:

Easier way to select colour in editor.

Identifier: 13

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: platform

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: End items for linear scenery

Comments:

Detailed description:

End items to be automatically added to linear scenery eg platform ramps.

Identifier: 14

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: icons

Expected build:

Mode:

Build with fix:

Application: Editor

Implementer:

Brief description: Improvements to editor
interface

Comments:

Detailed description:

Improvements to editor icons and implement double click.

Identifier: 15

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 15/07/2004

Date fixed:

Keywords: catenary ohle

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Catenary rendering

Comments:

Detailed description:

Improvement to the way catenary is rendered.

Identifier: 16	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 23/07/2004 (Build 85)	Date fixed:
Keywords: signal aws	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: AWS ramp settings	Comments:

Detailed description:

File|Properties|Track Laying Defaults has a tick box called "Signals have AWS ramps by default". This would appear to have no effect. With build 85.1, AWS ramp is now the default with new signals!

Identifier: 17

Category: Wish List

Bug severity:

Status: In progress

Reported date: 21/08/2004

Date fixed:

Keywords: dialogue

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Remember recent dialogues to save much navigating of the dialogue trees

Comments:

Detailed description:

There's an awful lot of clicking involved when you use the dialogues for selecting signals, track, OHLE, scenery, and stock. Could the dialogues be modified to remember the last five (or whatever) items used in the layout, which could be selected without navigating through the tree? Or maybe allow user-defined favourites for the layout to be selected directly via programmable buttons in the link dialogue, etc.? (Even longer term: allow assemblies of track and scenery to be saved as macro objects that can be stuck directly onto the current node - would be great for relatively complex things that occur many times in a layout, like tram stops, double slips, flyover junctions...)

Identifier: 18	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 23/09/2004 (Build 87.1)	Date fixed:
Keywords: train roster	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Train selection from train roster not working after scroll	Comments:

Detailed description:

After scrolling the train roster, selecting a train does not produce the correct one. Note that it is correct if the roster is not scrolled.

Identifier: 19	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 17/01/2005 (Build 89.6)	Date fixed:
Keywords: Texture	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Double sided panel not showing texture correctly	Comments:

Detailed description:

The = modifier on a textured double-sided panel does not show the reflected texture correctly.

Identifier: 20

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 31/01/2005 (Build 89)

Date fixed:

Keywords: OHLE

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: OHLE gantry at the end of a line is wrongly oriented

Comments:

Detailed description:

I'm building double line track with gantry-style OHLE. One track uses OHLE masts with the 2-track gantry and insulators and arms etc., and the other track just has insulators and arms. Using Autohand works fine when laying the track, and all of the gantries are oriented correctly. However, the last node at the end of the line always has the gantry around the wrong way. Workaround: lay some invisible track that is wired up to a post which is directly central

Identifier: 21

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 26/03/2005 (Build 93)

Date fixed:

Keywords: updater

Expected build:

Mode:

Build with fix:

Application: Updater

Implementer:

Brief description: Unable to flag/unflag the last item in updater list

Comments:

Detailed description:

After scanning for updates you can choose which of the files to update. Double-clicking the last item in the list to flag/unflag it for updating actually flags/unflags the penultimate item in the list instead. You cannot change the last item.

Identifier: 22**Category:** Bug**Bug severity:** Not working as designed**Status:** Reported**Reported date:** 28/04/2005 (Build 92)**Date fixed:****Keywords:** strips**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Strips produced by cylinder tool**Comments:****Detailed description:**

Since I found that ordinary strips seem to work quite well, I went into the cylinder code and deleted the special signs (<, >, ., etc.). So when I change the tool-made code to look like ordinary strips, they seem to appear the way they should, even in deeply stacked include hierarchies. Seems to be a bug with the special signs in tool-made code.

Identifier: 23

Category: Wish List

Bug severity:

Status: Reported

Reported date: 09/05/2005

Date fixed:

Keywords: command

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Undo command

Comments:

Detailed description:

Undo command - also for editor?

Identifier: 24**Category:** Wish List**Bug severity:****Status:** In progress**Reported date:** 12/06/2005**Date fixed:****Keywords:** scenery terrain tools**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Extra scenery/terrain tools**Comments:****Detailed description:**

. More tools that work in the Digitiser ("as well as" or "instead of"), or a 2D view in the main window. In particular: o scenery eraser o terrain eraser o scenery spraygun . It would be nice if the 2d tools could have a "rectangle selection" mode as well as the "brush" mode. . It would be very nice if the terrain-setting train got its lost "erase" function back!

Identifier: 25**Category:** Wish List**Bug severity:****Status:** Reported**Reported date:** 15/08/2005**Date fixed:****Keywords:** motion**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Motion 4**Comments:****Detailed description:**

Motion4: point A on the component moves in an arc a distance R from pivot point B on the parent model I can see one problem that we would have to deal with - in most cases there would be two possible solutions (above and below the pivot, or behind and in front of it), so we would need some kind of syntax to tell Rail3D which to choose, to avoid getting our levers crossed. Maybe something like "+H/-H" would work. Apart from this particular problem, Motion4 should also be useful for things like eccentric rods.

Identifier: 26	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 12/09/2005	Date fixed:
Keywords: events log	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Event logging	Comments:

Detailed description:

Rail3d logs events to a plain text file to give the user information about the current layout. Events are e.g. stop, reverse, uncouple, location ... The information to be logged is as follows: . Type of Event . Event name . Route ID . Loco Number/ID . Time . Direction (up/down)

Identifier: 27	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 07/10/2005	Date fixed:
Keywords: routes	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Create routes	Comments:

Detailed description:

Create routes in a more automatic form such as the following: 1. Set markers on two connected points 2. Autoroute then prompts for route name 3. Autoroute prompts for direction - i.e. Marker 1 to 2 or vice versa 4. Autoroute uses similar code to the grade/distance between points, but changing any points enroute. 5. User tidies up the route adding it into any stations along the route.

Identifier: 28	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 16/10/2005	Date fixed:
Keywords: signal print	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Signal position on print-outs	Comments:

Detailed description:

An option in the print facility to place signals on the right hand side of the track. This would happen to all signals and be mainly applicable to foreign layouts. Unless the presence of an R in a UK signal name is unique to represent a right hand side signal and cause the print routine to reflect this for UK layouts?

Identifier: 29	
Category: Bug	
Bug severity: Not working as designed	Status: Reported
Reported date: 15/08/2005 (Build 98)	Date fixed:
Keywords: signal strip	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Strips not reflecting when used with !	Comments:

Detailed description:

Using the ! sign before a signal component in a signal Include statement correctly reflects Fill statements but not strips. The strip remain unreflected.

Identifier: 30	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 17/05/2006 (Build 99.10)	Date fixed:
Keywords: script	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Cannot put -- in output for a debug.println statement	Comments:

Detailed description:

You can't put "--" (two consecutive dashes) anywhere in the output for a debug.println statement. For some reason the script compiler doesn't like it and interprets both debug and println as undefined variables.

MRG comments:

Probably interpreted as a unary decrement operator.

Identifier: 31	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 22/01/2006	Date fixed:
Keywords: stock route	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Remove trains and routes	Comments:

Detailed description:

A function to remove all trains and routes function to allow a fresh start on the same track.

Identifier: 32	
Category: Bug	
Bug severity: Windows crash	Status: Accepted
Reported date: 06/07/2006 (Build 100)	Date fixed:
Keywords: exe	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Double clicking a .trk3 file does not always start Rail3D	Comments:

Detailed description:

When double clicking a TRK3 file, a new instance of Rail3d 2kd tries to load but it often crashes.

Identifier: 33

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 06/07/2006

Date fixed:

Keywords:

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: More default route options for points

Comments:

Detailed description:

With switches with three possibilities to run, for instance, straight on, to the junction on the left, and to the junction on the right, two "other" route options are required.

Identifier: 34**Category:** Wish List**Bug severity:****Status:** Accepted**Reported date:** 06/07/2006**Date fixed:****Keywords:** screensaver**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Prevent screensaver operating
during display only**Comments:****Detailed description:**

Prevent the Windows screensaver operating even without any mouse moves and key pressings. When just observing the train running in the simulation and not moving the mouse, the sceensaver starts and blocks my computer completely for some time. Rail3d takes much of the processor power and the computer nearly hangs when the screensaver steals additional CPU cycles.

Identifier: 35

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 20/06/2006 (Build 100)

Date fixed:

Keywords: signal panel

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Difficulty in dragging signal panel descriptors

Comments:

Detailed description:

Shifting descriptors by clicking and dragging seems to be random when dragging them over the top of other nodes. Sometimes the descriptor stops being dragged and it starts dragging the node underneath instead, all without releasing the mouse button. It's like R3D forgets you're dragging the descriptor and starts thinking you're dragging the node.

Identifier: 36

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 20/06/2006

Date fixed:

Keywords: DOS panel

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: DOS feature to appear on
signal panel

Comments:

Detailed description:

DOS track features should also be marked by purple markers, especially if you use them just inside a yard and need to route a train into the yard.

Identifier: 37

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 20/06/2006 (Build 100)

Date fixed:

Keywords: signal panel

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Lock through signals not
working on signal panels

Comments:

Detailed description:

On a signal panel in controlled mode, lock through signals do not work correctly.

Identifier: 38

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 20/06/2006

Date fixed:

Keywords: signal panel

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Be able to cancel a route on a
signal panel

Comments:

Detailed description:

Once a route is set up in a signal panel in controlled mode, it cannot be unset.

Identifier: 39	
Category: Wish List	
Bug severity:	Status: Accepted
Reported date: 20/06/2006	Date fixed:
Keywords: signal panel	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Signal panel extensions to track	Comments:

Detailed description:

The method of panel creation is a little more tedious for making panels that cover large areas, e.g. a single line section over say 20km with a few passing loops. Perhaps a "add a section to the panel covering everything from this point west until you get to something interesting" function.

Identifier: 40

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 20/06/2006

Date fixed:

Keywords: levers level crossing

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Lever or wheel to operate level crossings

Comments:

Detailed description:

Levers or wheels to operate level crossings.

Identifier: 41	
Category: Wish List	
Bug severity:	Status: Accepted
Reported date: 20/06/2006	Date fixed:
Keywords: signal box	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Switch signal box out	Comments:

Detailed description:

Ability for boxes to switch out. (As distinct from automatic computer operation, as signals are left at all clear and block sections are joined)

Identifier: 42

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 20/06/2006

Date fixed:

Keywords: levers

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: FPLs not working in computer mode

Comments:

Detailed description:

Computer mode does not have interlocking levers (FPLs etc.) working.

Identifier: 43	
Category: Wish List	
Bug severity:	Status: Accepted
Reported date: 20/06/2006	Date fixed:
Keywords: levers	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Levers to operate in sequence	Comments:

Detailed description:

At present all levers in a sequence move simultaneously in one almighty crash. They should have a second or two between each lever operating.

Identifier: 44

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 20/06/2006

Date fixed:

Keywords:

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Clearing points for signal box operation to be implemented correctly

Comments:

Detailed description:

Getting clearing points recognised to a point more than just users observing them if they feel like it could go some way to improvement of signal boxes offering trains to each other. At the moment, Out Of Section is given to the box in rear BEFORE the current box is able to accept another train. This means that if you hear the Out Of Section bell from the box in advance, you can't send ILC? straight away because it won't be accepted. You should only send OOS when the line is clear to the clearing point, so in theory an ILC can be received straight away and accepted.

Identifier:	45	
Category:	Wish List	
Bug severity:		Status: Accepted
Reported date:	20/06/2006	Date fixed:
Keywords:		Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Bell codes for signal box operation	Comments:

Detailed description:

If proper bell codes are implemented, the bell codes for different classes of train should not rely upon a parsing of the train's route number to determine the class, as per UK practice. Possibly there could be a Layout Properties section listing the bell events (e.g. ILC, TES, OOS, Cancelling) and the user can change the bell code representations from the defaults. (e.g. change TES from "2" to "1-6-2", if that's what they want to use instead).

Identifier: 46	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 18/07/2006 (Build 100)	Date fixed:
Keywords: train	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Trains shake	Comments:

Detailed description:

At "high latitudes" eg 371400,354000 trains on a route at these points and "higher" display serious vibrations.

Identifier: 47	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 05/08/2006 (Build 100)	Date fixed:
Keywords: panels	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Rotating panels not always displayed	Comments:

Detailed description:

With rotating panels, the code tries to cull panels that are not visible due to the orientation. In this instance the combination of two different rotations is too much and the culling code gets it wrong.

Identifier: 48	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 13/10/2006 (Build 101)	Date fixed:
Keywords: shift save	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Shifting saved area can fail to shift	Comments:

Detailed description:

If a saved area of a layout is shifted beyond its original limits, the save will report an error "Shift would put layout out of limits" and not shift. e.g. Original layout has track from y=450000 to y=10000 and saved area for y is 450000 to 440000, then a shift of y= -100000 on the saved layout will fail.

Identifier: 49

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 29/10/2006 (Build 101.2)

Date fixed:

Keywords: uncouple speed

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Speed limit before uncoupler
creates unnecessary signal
operation

Comments:

Detailed description:

---x---x---S-----x-----U-----S/S-----x-----x-----B S is a speed limit; U is an uncoupler; S/S is a shunt signal and B is the buffers, all being operated from left to right. Without the speed limit in place, track circuits stop at the uncoupler with an approaching train until the time out triggers the shunt signal and track circuits then show up to the buffers. With the speed limit, the track circuits beyond the uncoupler show when the train passes the speed limit with the signal going off.

Identifier: 50**Category:** Bug**Bug severity:** Not working as designed**Status:** Accepted**Reported date:** 30/10/2006 (Build 101.2)**Date fixed:****Keywords:** translations shift**Expected build:****Mode:****Build with fix:****Application:** Editor**Implementer:****Brief description:** Translations in editor do not
work with ImperialFloat**Comments:****Detailed description:**

When ImperialFloat is being used in the editor, the Translation functions such as shift do not work properly. The decimal points disappear and round up/down occurs to an integer format. eg. fill .3/.4/.5 -.3/.4/.5 -.3/.4/-.1 .3/.4/-.1 0.0.0 "#handle.bmp" shifted by W=0.1 becomes: fill 0/0/1 -0/0/1 -0/0/-0 0/0/-0 0.0.0 "#handle.bmp"

Identifier: 51

Category: Wish List

Bug severity:

Status: Reported

Reported date: 23/10/2006

Date fixed:

Keywords: scripts

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Addition script items to help
automate level crossings

Comments:

Detailed description:

1. Document.SetTrackType("Road");
2. Something equivalent of quick track between two nodes
3. Node.AddCrossingGate(x,y,z,) //or something similar.

Identifier: 52

Category: Wish List

Bug severity:

Status: Accepted

Reported date: 30/10/2006

Date fixed:

Keywords: hold release

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Add a time delay parameter to the existing hold/release

Comments:

Detailed description:

Add a time delay parameter to the existing hold/release.

Identifier: 53**Category:** Wish List**Bug severity:****Status:** Reported**Reported date:** 22/04/2007**Date fixed:****Keywords:** centre**Expected build:****Mode:****Build with fix:****Application:** Editor**Implementer:****Brief description:** Move rotation centre in editor**Comments:****Detailed description:**

If you're working at an end of a carriage, it can be quite difficult to see what you're doing. If you could move the centre point of the camera around it would be much easier to zoom in on these areas. It could use the arrow keys to do the actual movement, retaining the existing scrollbars for adjusting the view. Suggested workaround is to temporarily change the length parameter. As the centre of rotation is half its length, a model of 100 units will rotate at 50, so if its length is changed to 200, it will rotate at 100, ie the end of the model.

Identifier: 54	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 19/07/2007	Date fixed:
Keywords: reverse	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Position options for a reverse	Comments:

Detailed description:

A stop feature has the three options of front, mid and rear. The reverse feature should also have these options. This would make it easier to site a reverse after a signal or point for a train of variable length. It is worth mentioning that the user guide quotes "Stop position selects which part of the train (Front, Middle, Rear) should be aligned with the stop."

Identifier: 55	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 04/09/2007	Date fixed:
Keywords:	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Scenery identification	Comments:

Detailed description:

The identity of a scenery item that has been placed on a layout can be easily forgotten. It would be useful if, when in Scenery edit mode, the placing of the mouse cursor onto the scenery cyan cross wire displayed its name.

Identifier: 56	
Category: Problem	
Bug severity:	Status: Reported
Reported date: 04/09/2007	Date fixed:
Keywords: Scenery tools	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Scenery tools not easily cancelled	Comments:

Detailed description:

The scenery tools such as tree spraygun and fences do not clear easily when one has finished with them. Cancel or the X (top RH corner) does not remove the entries in the check boxes. Come straight back to it and they are still ticked and the tool is still operational.

Identifier: 57	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 04/09/2007	Date fixed:
Keywords: Save	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Pause on save	Comments:

Detailed description:

Could the default close down on saving a layout be that Pause is the norm and one has to use F5 to restart the route on recalling it?

Identifier: 58

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 05/07/2008 (Build 103)

Date fixed:

Keywords: signal texture package skin

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Textures for signals not packaged

Comments:

Detailed description:

Textures or skins associated with signals do not get put in a package.

Identifier: 59

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 05/07/2008 (Build 103)

Date fixed:

Keywords: signal shunt

Expected build:

Mode:

Build with fix:

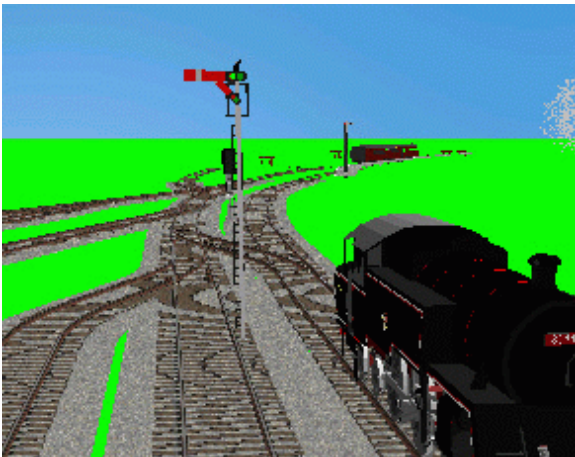
Application: Rail3D

Implementer:

Brief description: Co-located shunt signals not operating correctly

Comments:

Screenshot 1:



Arms correct

Screenshot 2:



Main arm incorrect as loco passes

Detailed description:

Signal UQHSub is not operating correctly. When a locomotive is approaching the signal in preparation for a shunt movement, the subsidiary arm is correctly displayed - see screenshot 1. As the loco passes the signal, the subsidiary arm goes ON and the main arm goes OFF as seen in screenshot 2. A few yards on and the main arm goes ON. UQJQS with the subsidiary disk also does not operate properly.

Identifier: 60

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 24/09/2008 (Build 103)

Date fixed:

Keywords: Signal strips

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Signal arms and lamps not rendering when created in strips

Comments:

Detailed description:

Signal arms and lamps not rendering when created in strips.

Identifier: 61**Category:** Bug**Bug severity:** Not working as designed**Status:** Reported**Reported date:** 24/09/2008 (Build 103)**Date fixed:****Keywords:** script**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Script problems**Comments:****Detailed description:**

Firstly, Signal.GetRouteLimit() is returning huge values for some reason - for example, "40mph" would be translated at a few hundred thousand m/s (unless it returns some other unit?) Secondly, Train.SetLimitAt(float l, float a, float y), (what are "a" and "y"? Should they be "x" and "y", relating to a node?), throws an "unknown parameter" error for the "At" part, so I assume R3D thinks I'm trying to use Train.SetLimit and not recognising the function as a different one.

Identifier: 62

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 24/09/2008 (Build 103)

Date fixed:

Keywords: View home

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Home Position not being preserved

Comments:

Detailed description:

"Home Position" is not preserved when set under the View menu.

Identifier: 63**Category:** Wish List**Bug severity:****Status:** Reported**Reported date:** 06/11/2008**Date fixed:****Keywords:** script**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** OnCombine() for scripts**Comments:****Detailed description:**

To complement the document script functions of OnLocation(), OnStop(), OnReverse() and OnUncouple(), it would be nice to have OnCombine(), especially in conjunction with Train.SetDestinationIndicator and Train.SetNote. OnCombine() would work differently from the others as it would operate on the NEW route of the combine AND for BOTH trains being combined. It should work for units and locomotives, the latter being used for double-heading.

Identifier: 64**Category:** Wish List**Bug severity:****Status:** Reported**Reported date:** 06/11/2008**Date fixed:****Keywords:** script**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** OnDivide() for scripts**Comments:****Detailed description:**

To complement the document script functions of OnLocation(), OnStop(), OnReverse() and OnUncouple(), it would be nice to have OnDivide(), especially in conjunction with Train.SetDestinationIndicator and Train.SetNote. OnDivide() would work differently from the others as it would operate on BOTH of the NEW routes of the divide. It should work for units and locomotives, the latter having being used for double-heading.

Identifier: 65

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 25/12/2008 (Build 105)

Date fixed:

Keywords: fill

Expected build:

Mode:

Build with fix:

Application: Editor

Implementer:

Brief description: Number fills only displaying last font

Comments:

Screenshot 1:



Both Arial Black

Detailed description:

This component shows only one fill with Arial Black as the font, but the other fills also are displayed in this font as seen in the screenshot. Name ns_c40-8w8366.0.4 Millimetric Component Skin "c40-8w_bogie.tga" fill 899/-9443/3505 276/-9737/3505 276/-9737/3752 899/-9443/3752 255.255.255 <number 0 0.0.0 320.100 100 arial> fill -278/-9734/3505 -904/-9445/3505 -904/-9445/3752 -278/-9734/3752 255.255.255 <number 0 0.0.0 320.100 100 arial> fill -1519/9407/2912 -951/9570/2912 -951/9570/3159 -1519/9407/3159 255.255.255 <number 0 0.0.0 320.100 100 arial> fill 953/9570/2912 1522/9408/2912 1522/9408/3159 953/9570/3159 255.255.255 <number 0 0.0.0 320.100 100 arial black> //Applies this font to all 4 panels for me [end]

Identifier: 67

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 14/08/2009 (Build 105)

Date fixed:

Keywords: script

Expected build:

Mode:

Build with fix:

Application: Scripts

Implementer:

Brief description: Scripts containing brackets
within quotes

Comments:

Detailed description:

It would appear that in: `if((Location=="Glasgow (Queen Street)")&&(route=="1A22")) {
Train.SetRoute("0A22"); Train.QueryTimetable(); Train.SetNote("LE to Eastfield Shed"); } the brackets
round Queen Street are confusing the script and not seeing the if statement as .TRUE. "Glasgow Queen
Street" does work.`

Identifier: 68**Category:** Bug**Bug severity:** Not working as designed**Status:** Accepted**Reported date:** 11/10/2009 (Build 105)**Date fixed:****Keywords:** driving**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Train weight not recalculated on couple when manually driving the train**Comments:****Detailed description:**

When driving a train manually, attaching extra vehicles by coupling to them fails to get Rail 3D to recalculate the weight of the train to take into account the extra weight of the additional vehicles. Certain operations, like reversing the train, will force it to correctly sum the weight of all vehicles and hence obtain the correct train weight

Identifier: 69

Category: Bug

Bug severity: Working as designed

Status: Reported

Reported date: 22/08/2010 (Build 105)

Date fixed:

Keywords: signal

Expected build:

Mode:

Build with fix:

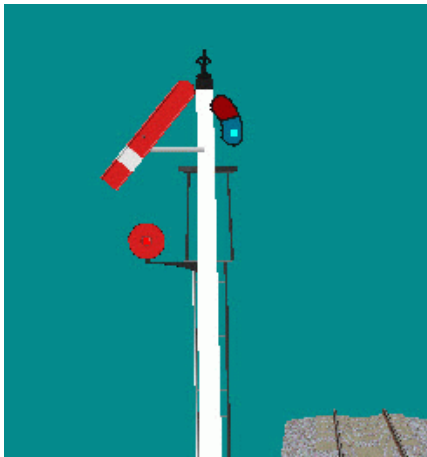
Application: Rail3D

Implementer:

Brief description: Somersault signal arms not working correctly

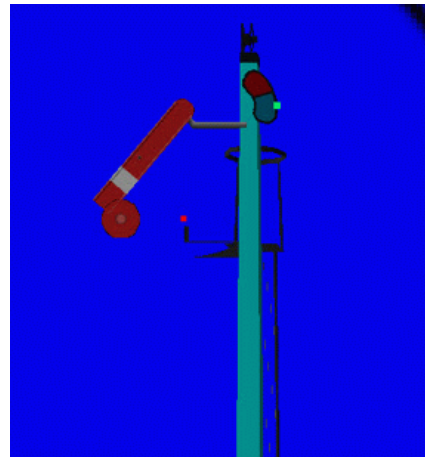
Comments:

Screenshot 1:



V103 and current editor

Screenshot 2:



V105

Detailed description:

AU-Vic_SW.2HS-1E as an example. What appears to be happening is that the final position of each x/y/z coordinate in the child model is correctly translated by -250/0/600 (as specified by the Include statement in the parent model) but then also an additional incorrect translation of -61/0/3 as specified by the ARM statement in the child model. This second translation by the ARM statement should not occur. Then when the component is rotated 45 degrees, it uses the point -250/0/600 + -61/0/3 (= -311/0/603) as the point of rotation, which is correct, but since the component is in the wrong place to begin with, the rotated component is still in the wrong place. So the rotation bit seems to be working ok, just the initial include is erroneously using the point of rotation as an additional factor in the translation. The correct operation is seen in the editor and v103, but not with 105 for all my semaphore models - see screenshots.

Identifier: 70

Category: Bug

Bug severity: Not working as designed

Reported date: 01/10/2010 (Build 105)

Keywords: normals

Mode:

Application: Rail3D

Brief description: Normals not correct on some scenery items

Status: Tested

Date fixed: 10/11/2012

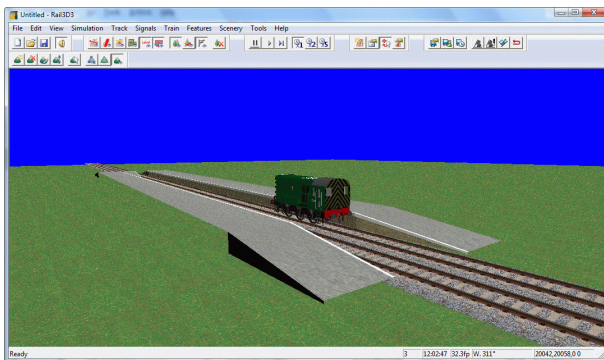
Expected build: Next

Build with fix:

Implementer: Mark Goodspeed

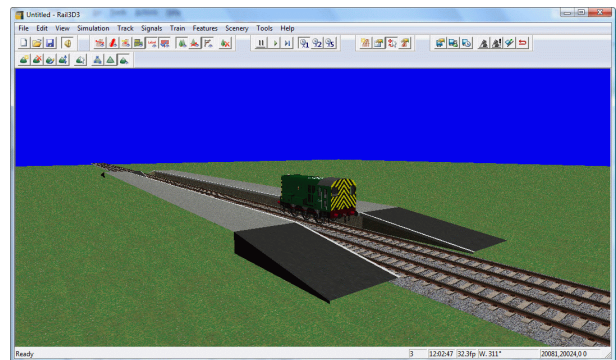
Comments:

Screenshot 1:



Ramps at 08:00

Screenshot 2:



Ramps at 18:00

Detailed description:

Normals are not correct for some scenery items and do not display correctly - eg platform ramps and signals. Screenshots show ramps at different times.

Identifier: 71

Category: Bug

Bug severity: Working as designed

Status: Accepted

Reported date: 01/10/2010 (Build 105)

Date fixed:

Keywords: texture

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Numbered textures not working

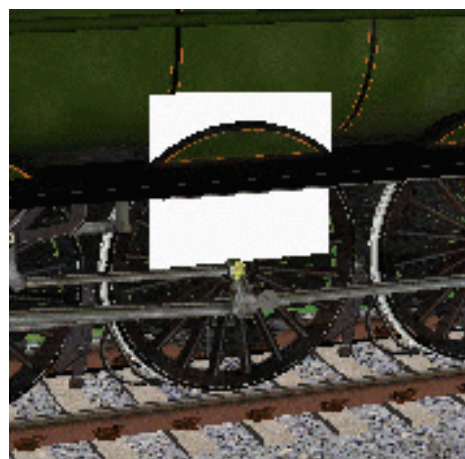
Comments:

Screenshot 1:



Version 103

Screenshot 2:



Version 105

Detailed description:

Numbered textures as per the screenshots are not working since v105 was released.

Identifier:	72	
Category:	Bug	
Bug severity:	Working as designed	Status: Accepted
Reported date:	04/11/2010 (Build 105)	Date fixed:
Keywords:	name	Expected build:
Mode:		Build with fix:
Application:	Editor	Implementer:
Brief description:	<Names> is misinterpreted in Editor	Comments:

Detailed description:

When Names are used as below, the editor cannot preview the model which is defined as Name A2Loco
<Names> 60525 A.H.PEPPERCORN </Names> as the two uses of Name confuse it.

Identifier:	73		
Category:	Bug		
Bug severity:	Not working as designed	Status:	Accepted
Reported date:	24/11/2010 (Build 105)	Date fixed:	
Keywords:	uncouple	Expected build:	
Mode:		Build with fix:	
Application:	Scripts	Implementer:	
Brief description:	OnUncouple() not obeying timetable	Comments:	

Detailed description:

When a train activates OnUncouple() such as: if(Location=="Perth Yard") { if(route=="4S24") { Train.SetRoute("0M29"); Train.QueryTimetable(); Train.SetNote("LE to Perth Yard"); } } QueryTimetable() is not obeyed, ie locomotive sets off after its countdown. SetRoute() and SetNote() are both obeyed.

Identifier:	74	
Category:	Bug	
Bug severity:	Working as designed	Status: Accepted
Reported date:	28/11/2010 (Build 105)	Date fixed:
Keywords:	timing	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Timing points not working over midnight	Comments:

Detailed description:

When a train is timetable over midnight, timing points do not work for the first one beyond midnight.

Identifier: 75

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 30/12/2010 (Build 105)

Date fixed:

Keywords: triangulation

Expected build:

Mode:

Build with fix:

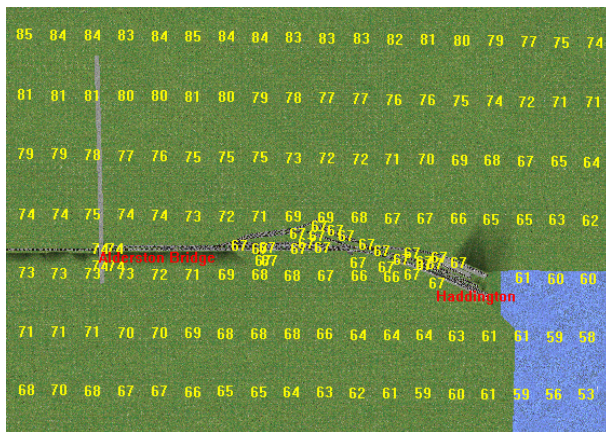
Application: Rail3D

Implementer:

Brief description: Local triangulation produces funny outcome

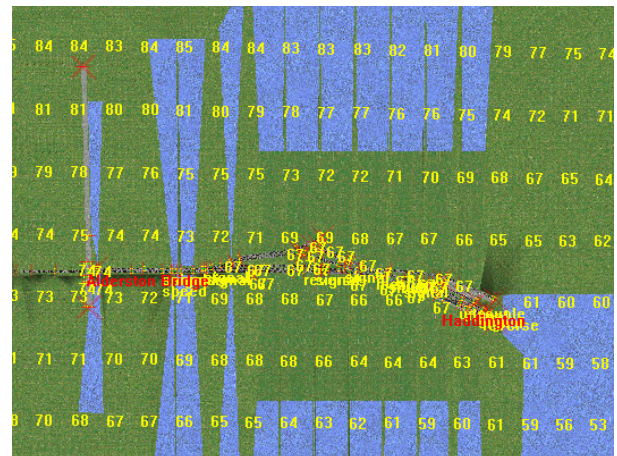
Comments:

Screenshot 1:



Before local triangulation

Screenshot 2:



After

Detailed description:

When doing a local triangulation, the outcome is completely wrong. The screenshots show the aerial view, but mode 2 is the same.

Identifier: 76**Category:** Wish List**Bug severity:****Status:** Reported**Reported date:** 07/07/2011**Date fixed:****Keywords:** script**Expected build:****Mode:****Build with fix:****Application:** Scripts**Implementer:****Brief description:** New scripts -
FrontOfTrainPassedNode() and
RearOfTrainPassedNode()**Comments:****Detailed description:**

Because the signals on approach to a station may show either of two types of aspects (Normal and Medium speeds) I have deduced that if two additional node functions can be provided then modeling signal aspect sequence changes in the rear of a train could be more easily facilitated. They are FrontOfTrainPassedNode() and RearOfTrainPassedNode().

Identifier: 77

Category: Wish List

Bug severity:

Status: Reported

Reported date: 14/07/2011

Date fixed:

Keywords: preference

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Change of water texture

Comments:

Detailed description:

It would be useful to have the ability to change the water texture in the preferences of the layout as not all the seas have the same color.

Identifier: 78

Category: To be converted

Bug severity:

Status: Accepted

Reported date: 06/07/2011

Date fixed:

Keywords: texture

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Paint terrain texture

Comments:

Detailed description:

Paint terrain texture unavailable.

Identifier: 79	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 15/07/2011 (Build 105)	Date fixed:
Keywords: script	Expected build:
Mode:	Build with fix:
Application: Scripts	Implementer:
Brief description: SetTrainMax() not correct	Comments:

Detailed description:

When a locomotive (eg route 0M27) couples to stock with the following script, the resultant train is not set to its maximum speed. However, if the locomotive has its route set to 4M prior to coupling, the setting is made correctly. OnCouple() { string sClass; string s1Class; sClass=Train.GetRoute(); s1Class=Left(sClass,1); if(s1Class=="4") { Train.SetTrainMax(50/2.24); } }

Identifier: 80

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 15/07/2011 (Build 105)

Date fixed:

Keywords: lever frame

Expected build:

Mode:

Build with fix:

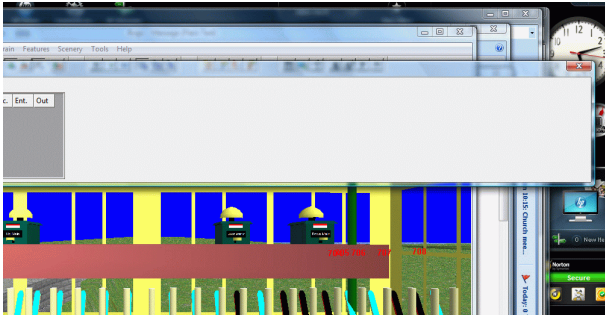
Application: Rail3D

Implementer:

Brief description: Lever frame register expanding

Comments:

Screenshot 1:



Expanding register

Detailed description:

When a lever frame signal box is opened and the register is then closed, re-opening of the lever frame can cause the register window to expand as seen in the screenshot.

Identifier:	81	
Category:	Bug	
Bug severity:	Not working as designed	Status: Accepted
Reported date:	15/07/2011 (Build 105)	Date fixed:
Keywords:	lever frame	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Lever frame box doesn't re-open in the box	Comments:

Detailed description:

After saving a layout when in a lever frame signal box, on re-opening the layout is in mode 5, although the register is displayed. Also sometimes it jumps into mode 5 when panning about the box.

Identifier: 84

Category: Bug

Bug severity: Not working as designed

Status: Tested

Reported date: 03/09/2011 (Build 105)

Date fixed:

Keywords: Link

Expected build: Next

Mode:

Build with fix:

Application: Rail3D

Implementer: M Goodspeed

Brief description: When either the Track or OHLE type is changed on the Edit Link form, all previous changes to that fo

Comments:

Detailed description:

When either the Track or OHLE type is changed on the Edit Link form, all previous changes to that form are wiped. For example, checking the OHLE box, and then selecting a type of OHLE to use, will result in the OHLE box being unchecked when you get back to the main form.

Identifier: 85	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 05/08/2012 (Build 105)	Date fixed:
Keywords: Labels	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Ampersands (&) are not handled correctly in labels	Comments:

Detailed description:

Ampersands (&) are not handled correctly in labels. They are ignored and rendered as an underline of the next character, whilst any ampersands apart from the last in a label are ignored.

Identifier: 86

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 20/09/2012 (Build 106)

Date fixed:

Keywords: Todo

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: The Todo List does not handle entries correctly

Comments:

Detailed description:

The Todo List does not handle entries correctly if you have to scroll down to use them, and starts to confuse them with others. So, for example, everything visible on the default size screen will work fine (goto/delete/done), but if I scroll down and try to edit some of the other entries, the effects are applied to some higher up in the list by a certain offset (e.g. an entry 3 lines above). The workaround I've found is to increase the size of the screen so you don't need to scroll - thankfully my todo list is shorter than the height of my screen! This also happens with train roster.

Identifier: 87

Category: Wish List

Bug severity:

Status: Reported

Reported date: 12/10/2012 (Build 107.0.1.4)

Date fixed:

Keywords: Doors

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Doors closing when trains are
stabled in a station

Comments:

Detailed description:

It would be nice to have doors closing when a train is stabled in a station for a long time and to re-open a few minutes before the train is due to leave.

Identifier: 90	
Category: Bug	
Bug severity: Not working as designed	Status: Tested
Reported date: 04/11/2012 (Build 107.0.1.4)	Date fixed: 25/11/2012
Keywords: Render	Expected build: Next
Mode:	Build with fix:
Application: Rail3D	Implementer: Mark Goodapeed
Brief description: Rendering of trains losing components	Comments:

Detailed description:

When a train with timetable and diagram reaches a reverse, its doors (sliding or hinged) open, but several features disappear: number fills; route indicator; and destination blind. If the reverse has no text label associated with it, all is well. Stops seem to behave correctly.

Identifier: 92	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 07/11/2012 (Build 107.0.1.4)	Date fixed:
Keywords: ImperialFloat	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: ImperialFloat problems	Comments:

Detailed description:

Some functions do not work when defined in ImperialFloat units. e.g. number fills and head/taillamps component are two that I have found.

Identifier: 94

Category: Bug

Bug severity: Not working as designed

Status: Tested

Reported date: 20/11/2012 (Build 107)

Date fixed: 26/11/2012

Keywords: K3 flag

Expected build: Next

Mode:

Build with fix:

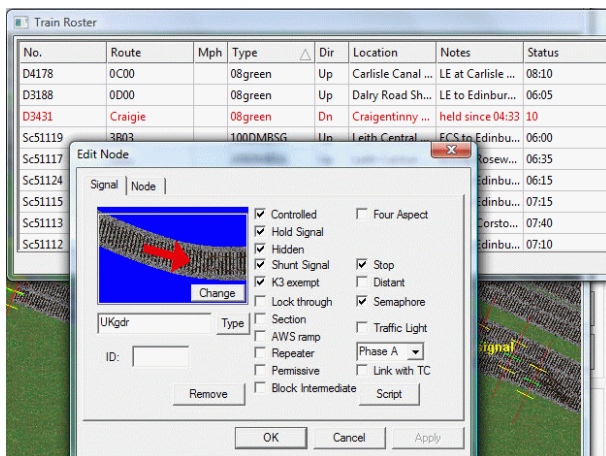
Application: Rail3D

Implementer: Mark Goodspeed

Brief description: K3 signal exempt flag not working

Comments:

Screenshot 1:



Signal setting and train roster entry

Detailed description:

When the K3 exempt signal flag is set, the train roster should not show a train stopped at such a signal as being held (in red). Two suggestions are put forward: 1) If such a train is held awaiting a release, perhaps the status should show this reason 2) I would prefer any message for a held train to be in the status column, such that the notes column could still show the train notes.

Identifier: 95

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 07/12/2012 (Build 107)

Date fixed:

Keywords: zoom

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: - sign on keyboard not zooming out in mode 5

Comments:

Detailed description:

- sign on keyboard not zooming out in mode 5. The + sign works correctly as does the mouse.

Identifier: 96	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 07/12/2012 (Build 107)	Date fixed:
Keywords: IncludeLit	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: IncludeLit not working everywhere	Comments:

Detailed description:

IncludeLit does not work with route and destination blinds. The text is not seen even in daylight.

Identifier: 97

Category: To be converted

Bug severity:

Status: Accepted

Reported date: 07/12/2012 (Build 105)

Date fixed:

Keywords: Links

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Signal and point links not displayed

Comments:

Detailed description:

Signal and points links are not displayed with their previous pink lines.

Identifier: 98	
Category: To be converted	
Bug severity:	Status: Accepted
Reported date: 07/12/2012 (Build 105)	Date fixed:
Keywords: links	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Train composition not displayed	Comments:

Detailed description:

Train composition is not displayed when signal locking and routing is selected as previously. NB The Edit a train window shows the composition, but the fields for displaying the stock item is too small to show the entire name.

Identifier: 99	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 07/12/2012 (Build 107)	Date fixed:
Keywords: roster	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Train roster display	Comments:

Detailed description:

It would be nice to have the "held since nn:nn" message in the Status column of the train roster rather than in the Notes column. I use the Notes facility as a train descriptor eg Edinburgh to Stirling. When a train is held the Status column displays a meaningless figure of 10 and the Notes text is overwritten.

Identifier: 100	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 01/01/2013 (Build 107.0.2.0)	Date fixed:
Keywords:	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Lay at terrain level not working	Comments:

Detailed description:

Tick box "lay at terrain level" on the track options doesn't work.

Identifier: 101

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 01/01/2013 (Build 107.0.2.0)

Date fixed:

Keywords: Zoom

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Able to zoom underground

Comments:

Detailed description:

You can zoom in so far you end up underground if there is no terrain present.

Identifier:	102	
Category:	Bug	
Bug severity:	Not working as designed	Status: Accepted
Reported date:	01/01/2013 (Build 107.0.2.0)	Date fixed:
Keywords:	Stock	Expected build:
Mode:		Build with fix:
Application:	Rail3D	Implementer:
Brief description:	Dropped stock not properly set up	Comments:

Detailed description:

Some dropped stock (eg 303 and an 87) are dropped with route name "~"

Identifier: 103	
Category: Wish List	
Bug severity:	Status: Reported
Reported date: 01/01/2013 (Build 107.0.2.0)	Date fixed:
Keywords:	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Fast forward	Comments:

Detailed description:

It would be useful to have an option to fast forward to a certain time. so that several hours could be compressed to the same number of minutes. Using the 5x is not an option as I find it causes trains to stall at signals.

Identifier: 104

Category: To be converted

Bug severity:

Status: Accepted

Reported date: 01/01/2013 (Build 107)

Date fixed:

Keywords: gauges

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Gauges not reflecting values in driving mode

Comments:

Detailed description:

Gauges not reflecting values in driving mode

Identifier: 105

Category: Bug

Bug severity: Not working as designed

Reported date: 17/01/2013 (Build 107)

Keywords: Scenery

Mode:

Application: Rail3D

Brief description: Linear scenery anomaly

Status: Tested

Date fixed: 03/02/2013

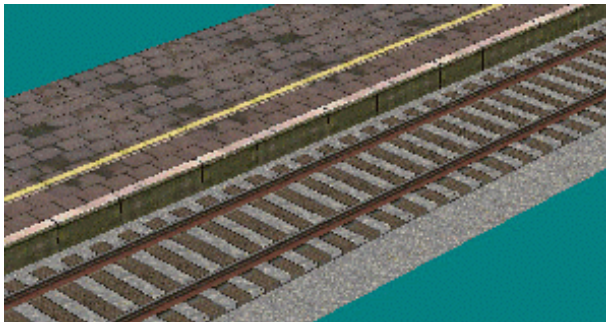
Expected build: Next

Build with fix:

Implementer: M Goodspeed

Comments:

Screenshot 1:



Editor view

Screenshot 2:



Layout view

Detailed description:

Certain linear scenery shows differently in the editor preview and on a layout. The model: Name LowPlatformWide_be Metric Linear Track2 Skin "2.7/platform_tiles_be.bmp" #platform fill -170/0/20 -600/0/20 @0.14,0.777 fill -170/0/-55 -170/0/20 @0.0,0.14 fill -600/0/20 -600/0/-55 @0,0.125 [end]
The screenshots show this in the editor preview and on a layout.

Identifier: 106	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 17/01/2013 (Build 107)	Date fixed:
Keywords: Texture	Expected build:
Mode:	Build with fix:
Application: Editor	Implementer:
Brief description: Linear textures not showing in editor preview	Comments:

Detailed description:

Linear model textures need to be in the texture folder for them to be seen in the editor preview. They show correctly on a layout.

Identifier: 107

Category: Wish List

Bug severity:

Status: Reported

Reported date: 28/01/2013 (Build 107)

Date fixed:

Keywords: autosave

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Requirement for an auto save option

Comments:

Detailed description:

The current backups only happen on saving, but if a layout crashes and saving has been forgotten, a lot of effort is required to get back the changes. An autosave every 15 or 30 minutes would prevent that, and might even make hunting bugs slightly easier eg the crash occurs 3 minutes after this autosave. Autosave would also be useful when testing a layout, but not necessarily making changes. It could be left running unsupervised and if autosave is selected and a train does something it shouldn't, then the autosaved versions can be looked at for the reason without the need to go back to the start time of the layout.

Identifier: 108**Category:** Bug**Bug severity:** Not working as designed**Status:** Accepted**Reported date:** 28/01/2013 (Build 107)**Date fixed:****Keywords:** scripts**Expected build:****Mode:****Build with fix:****Application:** Scripts**Implementer:****Brief description:** Subtractions not correct in scripts**Comments:****Detailed description:**

The following script demonstrates the problem: float alpha=3.50; float phi=0.02; float angle=0.17; float a=alpha-phi; float b=alpha-angle; float c=alpha-angle-phi; float d=b-phi; debug.printL("a "a" b "b" c "c" d " d); debug.printL(alpha "phi" "angle"); with the output being: a 3.48 b 3.32 c 3.32 d 3.30 3.50 0.02 0.17 Note that b and c are identical, whilst c and d are different despite being the same overall sum! It seems that R3D is failing to notice that there is a second minus.

Identifier: 109

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 05/02/2013 (Build 107)

Date fixed:

Keywords: Lever frame

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: FrameL parameter not
recognised in a lever frame

Comments:

Detailed description:

The FrameL parameter is not being recognised in a lever frame.

Identifier: 110

Category: Bug

Bug severity: Not working as designed

Status: Accepted

Reported date: 07/02/2013 (Build 107)

Date fixed:

Keywords: signal reverse

Expected build:

Mode:

Build with fix:

Application: Rail3D

Implementer:

Brief description: Signal ahead of reverse is clearing incorrectly

Comments:

Detailed description:

R3D is setting routes from the signal ahead of a reverse/couple/etc, despite the fact it knows the train will never reach the next signal - it only sets the route from the signal in rear as far as said reverse, but clears the one in front as well! It throws that signal back to danger and cancels the route without issue once the train chuffs off in the other direction. Note that a stop between the reverse and the signal prevents this.

Identifier: 111**Category:** Wish List**Bug severity:****Status:** Reported**Reported date:** 07/02/2013 (Build 107)**Date fixed:****Keywords:** section**Expected build:****Mode:****Build with fix:****Application:** Rail3D**Implementer:****Brief description:** Short semaphore signal
sections**Comments:****Detailed description:**

On semaphore signal sections, R3D only clears the line 2 sections ahead. However, where sections are short, several sections would be cleared at once to give the the train a clear run without delaying it - when the section time is 30 seconds, it is a bit difficult to get a line clear and pull the signals. This is compounded even further by slotted distants, where the train has already passed a box's outermost distant before it is even offered to the box in R3D! Can some sort of "short section" option could be added to R3D, whereby it will attempt to set a route onwards as soon as a route is set to the signal, but doesn't prevent the signal in rear from clearing if it can't - a sort of "loose" lock-through.

Identifier: 112	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 07/02/2013 (Build 107)	Date fixed:
Keywords: Todo	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Todo markers not at correct elevation	Comments:

Detailed description:

Todo markers appear at $z=0$, rather than the height of the node they are on.

Identifier: 113	
Category: Bug	
Bug severity: Not working as designed	Status: Tested
Reported date: 11/02/2013 (Build 107)	Date fixed:
Keywords: route changes	Expected build: Next
Mode:	Build with fix:
Application: Rail3D	Implementer: M Goodspeed
Brief description: Route changes are matching routes that are only partial fits	Comments:

Detailed description:

Route changes are matching routes that are only partial fits. For example, with a train route of 1Z99 the engine uncouples to become RunRound1Z99 and then forms 1Q00. However, when the original 1Z99 passes over the route change with "RunRound1Z99>1Q00", it is incorrectly changing the route to 1Q00.

Identifier: 114	
Category: Bug	
Bug severity: Not working as designed	Status: Accepted
Reported date: 18/02/2013 (Build 107)	Date fixed:
Keywords: timing points	Expected build:
Mode:	Build with fix:
Application: Rail3D	Implementer:
Brief description: Timing points getting confused	Comments:

Detailed description:

If a train with timing points is running late and it has not reached its scheduled location by its time, the timing point is stepped on to the following location too early. Separate screenshots will be sent.