Railroad Tycoon Memo

Fixed in Railroad Tycoon 1.01

1.   Deleting a station no longer messes up all of the rest of the station data.

2.   Time does not start now until the first train is built.

3.   You can no longer create a 33rd station via a trade war (this would result in a crash).

4.   Deleting a train will no longer cause a crash.

5.   The job string in England and Europe now matches the actual position.

6.   Deleting the last car in a eight car train will no longer result in a mail car being on the end   of the train.

7.   Reality levels at the beginning of the game are now working correctly.

8.   The player must now build a station before building a signal tower. This used to be possible and it caused a crash.

9.   Window palettes are now drawing the correct colors for all of the reports.

10.   The stack size has been increased to avoid crashes during station improvements.

11.   The player now has the option of saving the game when quitting.

12.   Values above $32,000,000 are now supported.

13.   The speed of scrolling has been significantly increased.

14.   The ordering of active windows has been improved.

15.   The user is now asked if "they are sure" when retiring a train.