

Signal Panel & Manual Signalling

Here you can learn how to use ZnDs signal panel.

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Default Keyboard Shortcuts

Please note that following keyboard shortcuts assume that you use default settings; the respective key might differ depending on your settings.

Navigating:

Key/Shortcut	Function	Short Description
Arrow Keys	MOVE view	Move the view around.

Editing Tiles:

Key/Shortcut	Function	Short Description
Q	ROTATE TILE left	Rotates the selected tile counterclockwise.
E	ROTATE TILE right	Rotates the selected tile clockwise.
DELETE	REMOVE selection	Deletes a selected tile from the view.
S	ADDS a signal tile	Adds a new signal tile in the selected tile.
L	ADDS a text-label tile	Adds a new text-label tile in the selected tile.
1	ADDS a straight tile	Adds a new straight track tile.
2	ADDS a diagonal straight tile	Adds a new diagonal straight track tile.
3	ADDS a regular switch (RIGHT) tile	Adds a new regular switch (RIGHT) track tile.
4	ADDS a regular switch (LEFT) tile	Adds a new regular switch (LEFT) track tile.
5	ADDS a diagonal switch (LEFT) tile	Adds a new diagonal switch (LEFT) track tile.

Key/Shortcut	Function	Short Description
6	ADDS a diagonal switch (RIGHT) tile	Adds a new diagonal switch (RIGHT) track tile.
7	ADDS a curve (RIGHT) tile	Adds a new curve (RIGHT) track tile.
8	ADDS a curve (LEFT) tile	Adds a new curve (LEFT) track tile.
9	ADDS a crossover (LEFT) tile	Adds a new crossover (LEFT) track tile.
0	ADDS a crossover (RIGHT) tile	Adds a new crossover (RIGHT) track tile.

Configuring a Signal Panel

Here you can learn how to use and configure a signal panel block. Signal panels allow you to manually control signals and monitor trains and signal behaviour.

Configuring a Signal Panel:

The signal panel consists of a grid of 16x24 so-called tiles. Tiles are the main component of signal panels as you can model nearly every track layout with ZnDs provided tiles. This works and looks similar to a relay signal box.

[RSTW.jpg](#)

In this tile grid you can select specific tiles by **left-clicking** them. A selected tile is then highlighted with a **yellow** box.

After you selected your tile you can then either add track (through the number keys 0-9), signal or text label tiles.

You can only set one kind of tile per tile slot.

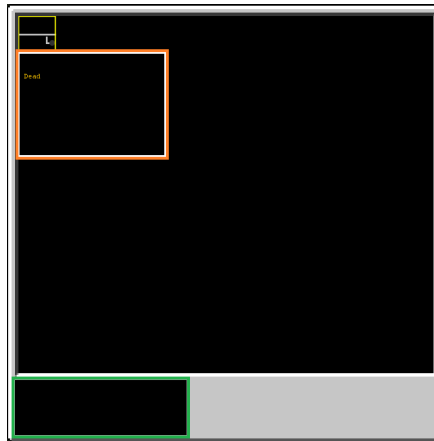
Adding Signals:

After you added your signal you then are greeted with the gui on the right.

The **orange** box contains information about the signal. Signals which either are not chunkloaded by an active path or not configured appear as **"Dead"** and have a grey lightbulb.

The **green** box contains the signals unique identifier. This is used to couple the signal tile in the signal box to a real signal.

This unique identifier can either be found in the real signals settings or on the small panel in front of the signal.



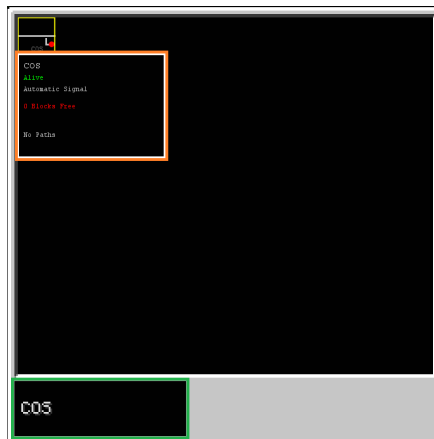
In this small example we then insert "COS" into the **green** box as our signal identifier.

We then can see more status information in the **orange** box as signal "COS" is currently loaded through the player.

"COS" is then marked as **"Alive"**.

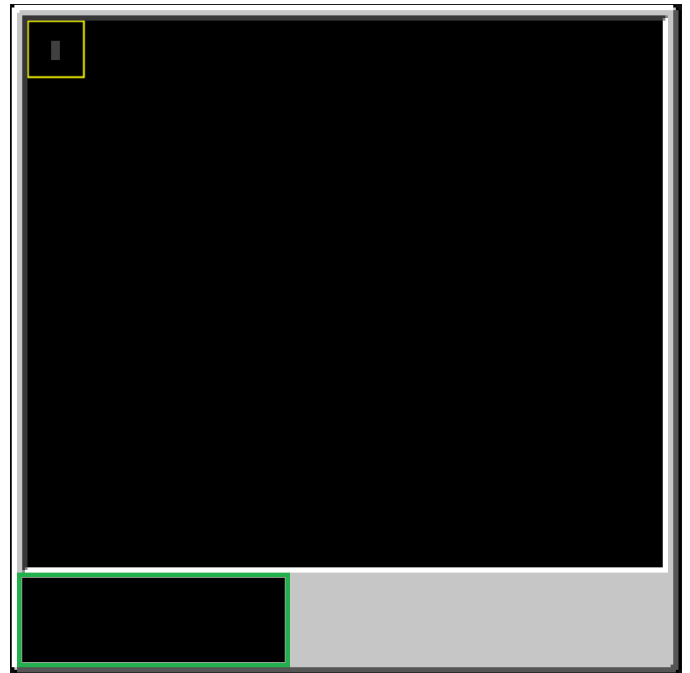
The next entry then tells us whether this signal is automatic or manually operated.

If "COS" contained paths we would also find the paths names where it here says "No Paths".



Adding Labels:

After you added your text label you then are greeted with the gui on the right.
The **green** box here contains the text which the label needs to display.



If we e.g. set "Peron" as display text we can see that the grey box in our selected tile scales according to our texts length.

