

Signalpacks

Signalpacks are a way to integrate more signals of different countries into ZnD.

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- [German Signals](#)

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Signalpacks:

- [German Signals](#)

How to Install Signalpacks:

To be able to install and use a Signalpack, you need to install the ZnD basemod first.

Hint: Signalpacks are only compatible with ZnD v0.10.X (you need to download the newest Snapshot!).

1. Download the Signalpacks .jar file from its [Wiki-Page](#)
2. Open your Minecraft mods folder
3. Copy the Signalpacks .jar file into your mods folder

German Signals

Hint: You can download the mod .jar in the top left under the "Attachments" section!

Types of Signals:

Electronic Signals:

- Ks Main Signal
- Ks Distant Signal
- Ks Block Signal
- Ks Tunnel Signal

- H/V Main Signal
- H/V Combined Signal
- H/V Distant Signal

- HI Main Signal
- HI Distant Signal

- Dwarf Signal

- LZB Virtual Signal

Settings:

Values: 0 = "off", 1 = "on"

Name:	Function:	Default:
(Upper) Speed Indicator (Zs 3)	Adds/Removes a dedicated speed indicator	0
(Lower) Speed Indicator (Zs 3v)	Adds/Removes a dedicated speed indicator	0
Route Indicator (Zs 2)	Adds/Removes a dedicated path indicator - displays selected paths name	0

Mechanical Signals:

- H/V Main Signal (Old)
- H/V Combined Signal (Old)
- H/V Distant Signal (Old)

Settings:

Values: 0 = "off", 1 = "on"

Name:	Function:	Default:
(Main) Lower Arm (Hp 2)	Adds/Removes a lower mechanical arm	0
(Distant) Lower Arm (Vr 2)	Adds/Removes a lower mechanical arm	0

Types of Signs:

Speed Signs:

- Speed Sign (Lf7) - displays new speed limits
- Speed Sign (Lf6) - displays upcoming speed limits

Version History:

Version 1.3 ([Download](#)):

- Added mechanical H/V Signals

Version 1.1:

- Created Ks Signals