

ZnD Releases

You can Download the newest ZnD versions here.

- [Stable Releases](#)
- [Beta Releases](#)

Stable Releases

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

Here you can download Stable Releases of the base mod. You can also see what has been changed in the Version History below.

Version History:

Version 0.9.0.2-HOTFIX ([Download](#)):

- Latest Stable release
- Removed various items due to instability/for future rework
- Fixed and polished everything
- A detailed changelog can be found [here](#)

Beta Releases

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

Here you can download Beta Releases of the base mod. You can also see what has been changed in the Version History below.

Version History:

Version 0.10.1-snapshot 101 ([Download](#)):

- Fixes diesel engines
- Improved game performance issues coming from cab internal screens

Version 0.10.1-snapshot 100:

- Implemented realistic head sway when vsync is enabled
- Updated cab screen UI to give driver a better overview
- Cab screens now are touchscreens
- Tractive effort is now calculated automatically based entirely on vehicle mass (**THIS MAY BREAK EXISTING MODELS** - to fix this, correct the vehicles mass using „initial mass“ in the fullscreen editor)
- Implemented new block „signal panel“ for manual path input/control and autodrive debugging (WIP)

Version 0.10.1-snapshot 11:

- Fixes and changes to the fullscreen modeler

Version 0.10.1-snapshot 9:

Featureupdates:

- Replaced the small model editor with the fullscreen model editor

Bugfixes:

- Fixed a bug, which made the game unresponsive, whenever a model with the container part and an image on that was loaded
- Fixed a bug, which caused the game to crash, when one printed a preset

Version 0.10.1-snapshot 7 (mostly stable):

Featureupdates:

- Added Signalpack support

Bugfixes:

- Fixed trains colliding with other trains when going around corners (not world yet)
- Fixed train hitboxes
- Fixed bugged speed sign icons
- Some changes to signalling to ensure two trains can't crash head-on in bidirectional areas

Version 0.8-snapshot Nov2015:

- This version is way too old to tell you what has been fixed and what not
- To my experience it is actually somewhat stable, but probably only use it to "enrich" the Stable release
- Works with Stable Version 0.9.0.2 HOTFIX