

ZnD Releases

You can Download the newest ZnD versions here.

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

Stable Releases

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:

- 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

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 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