

Getting, importing custom models and placing trains

Zora no Densha adds a custom 3D editor with a large number of parts to create/customize your own trains. You can also print directly premade presets provided by the mod.

Disclaimer: The Model Editor will be tackled in another [advanced tutorial](#)

Pro-Tip: Train presets can be found in the Zora no Densha preset creative tab.

Custom models need to be placed inside the `./minecraft/mods/Zora no Densha/AddOns` folder in order to be recognized by the game. Newly inserted custom models will appear in the Train tab of the old Editor/Fullscreen Editor after restarting the game

Print a train blueprint

Open your engineer's table and head to the train tab. Here you can see a bunch of presets as well as some train parts.

We'll print a BR 101 in this tutorial, Zora no Densha's iconic train.

Deprecated with the new Fullscreen Editor: Put a piece of paper and an ink sack into the corresponding slots then right click on the BR 101 and select "print". This will print a BR 101 blueprint.

Crafting a train

Now that you have your blueprint, you'll need some [maintenance tracks](#) to place it.

Pro-tip: *When in creative mode, maintenance tracks are not required to spawn blueprints.*

If you can't place the blueprint, you may need to add more Maintenance tracks, especially for longer trains like the Stadler FLIRT 3.

Now that your blueprint is placed, you can see some blue boxes have appeared. These represent all the individual parts which must be added to the train to complete it. As parts are added to the train, you will see the parts appearing in place of the blue boxes.

You can shift right click the placed blueprint to check what parts need to be placed.

Now, craft all the parts needed and right click with them on the blueprint, it will place them. Once all the parts are in, the train is finished and ready to go!

Moving the finished train

If you have the config option "VERIF Do Train Drops" (*enabled by default*), you can break your train and retrieve it as an object that you can place on any other tracks.

If you don't have this config activated, breaking the train will destroy it! You have to drive it now (if it's a locomotive) or shunt it.

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