

Known Bugs & Issues

“ Imagine if every time you ran your microwave, your dishwasher's settings changed from Normal Cycle to Pots and Pans.
In software, this kind of thing goes on all the time.

[*Charles Scalfani: Why Functional Programming should be the future of software development. IEEE Spectrum. 2022.*](#)

This page contains a list of currently known bugs and possible interrim solutions. Please check whether your bug is already listed here or has already been reported through the [ZnD Discord-Server](#) or the comments section of this page: [Bug Center](#)

Terminology:

Term	Description:
BCOG	A crash chunk.

Known Bugs & Issues:

Tracks:

Title:	Vanishing switches
Issue Description:	Switches can randomly break.
How to reproduce:	Unknown
Possible Fix:	Replace broken switches. Redoing paths is not necessary.

Trains:

Title:	Stuck bogies when releasing breaks too soon
Issue Description:	Sometimes locomotive bogies get stuck when you manage to release the breaks too early
How to reproduce:	Quickly loosen breaks after entering train.
Possible Fix:	Replace locomotive.

Title:	Chunk crash in single player after placing too long trains and rejoining world
Issue Description:	In singleplayer, coupling too long trains can still cause crash chunks but not immediately.
How to reproduce:	<ol style="list-style-type: none"> 1. Place a rather long train (e.g. high detail locomotive + 5+ detailed carriages) 2. Don't leave close proximity of the train (make sure it stays loaded) 3. Leave the singleplayer world 4. Rejoin the world 5. You should now be greeted by the usual BCOG error
Possible Fix:	External world editor or teleporting player + removing chunk via world edit

Autodrive:

Title:	Duplicating Autodrive Trains
Issue Description:	ZnD NG server experiences duplicating autodrive trains after server restart.
How to reproduce:	Unknown/Unable to reproduce on testserver.
Possible Fix:	Destroy duplicated trains.

MTCS/Signal Panel:

There are currently no known bugs/issues.

Signals:

There are currently no known bugs/issues.

Fullscreen Editor:

Title:	Editing on multiplayer server may result in a BCOG
Issue Description:	Editing on multiplayer server may result in a BCOG
How to reproduce:	--
Possible Fix:	<ol style="list-style-type: none">1. Reduce render distance to minimum2. Teleport away (either via server console or other player) - may require some timing3. Remove engineers table via world edit

Revision #9

Created 2026-01-02 20:57:37 CET by Ld44hbxhkh (Wiki Admin)

Updated 2026-02-02 15:57:35 CET by Ld44hbxhkh (Wiki Admin)