

# Porting Trains (from v0.9.X to v0.10.X)

The new ZnD-Version (v0.10.X) sadly has the side effect that most locomotives/EMUs/DMUs made in v0.9.X are not capable of driving on their own, when placed on a track. To better understand this guide, you can read [this article](#) about the model editor.

To make them drive again, you'll have to edit the model from the old version and make a few modifications:

1. **Add Compressor Part:**

v0.10 introduces a new (air) breaking system because of which ever locomotive has to have a compressor. Just add it and move it to an offset position inside the train's body.

2. **Connect bogies with the engine:**

Click on every bogie and change the value of the setting "Has Engine?" from false to true.

3. **Correct Tractive Effort:**

While in the bogies, change the value of the setting "Tractive Effort" to the desired (higher) value.

Tractive effort must NOT be 0!

4. **(Optional) Turn off Hitboxes:**

If the train still won't drive you may have to turn off some hitboxes of parts near the track/ground. To turn off a Hitbox click on the part and look for the setting "hitbox?". Then change its value from true to false.

If you followed this guide completely, your train should drive normally again.

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