

Porting Trains to newer ZnD versions (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 trains 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.

Porting models from previous snapshots to snapshot 100:

As there have been changes to the way ZnD handles tractive effort (as of snapshot 100, tractive effort is calculated automatically), it may be that models made using previous snapshots could behave unexpectedly (f.ex. failing to accelerate in an adequate timely manner).

This is most likely due to wrongly configured vehicle mass. You need to change this to the real world value (in metric tonnes).

1. **Open the vehicle/wagon in the editor**

2. **Change the models „initial mass“ attribute:**

To change total vehicle weight to match the real value, insert a value calculated as follows:

3. `“ Formula: initial mass = <real_mass_value> - <current_model_mass>`

Don't forget to save your work after you finished editing the vehicle!

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

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