

Types of Signals

Whether you are building a high speed train, tram line or regional service, signals are one of the essentials which everyone of these needs.

Since ZnD v0.9.1 ZnD has its own signals built in, but since v0.10. you can expand these standard signals with signalpacks.

Settings:

Signal Settings:

These settings are common among all signals, even signals from signalpacks.

Values: 0 = "off", 1 = "on"

Name:	Function:	Default
Post Offset L/R	Offsets a signal to the left or right. -1 = offset to the left, 0 = centered on base, 1 = offset to the right	1
Load Chunks	Loads chunks which a selected path crosses	0
Redstone Mode	Can lock the signal when a redstone signal is present/absent: <ul style="list-style-type: none">• 0 - normal, redstone signals do not affect signal• 1 - active redstone signals reset signal to most restrictive signal aspect (e.g. STOP)• 2 - absent redstone signals reset signal to most restrictive signal aspect	0
One Way	Trains can pass the signal only in one direction	0

Path Settings:

Values: 0 = "off", 1 = "on"

Name:	Function:	Default
Big Black Box	Path name	--
Default	Sets Path as the signals default path D = Path set as default	--
Shunting	Lets a train pass the signal even if S = Shunting turned on	--
Speed	Sets the Paths vMax	40/--
Route	Sets the paths nickname	--
Duplicate	Duplicates a path and all of its settings (apart from "Default")	----- -----
Delete	Deletes a path from the signal. This CANNOT be undone!	----- -----

Default Signals:

- Block Signal
- Distant Signal
- Tunnel Signal

- Dwarf Signal

- Tram Signal:

Good to know:

Tram Signal:

Setting the **Route** Setting to L or R Displays a \ or / instead of | when the path is selected:

L = \

-- = |

R = /

Default Signs:

- Speed Limit Sign
- MTCS Flag Signal

Revision #13

Created 2025-04-13 09:44:23 CEST by Ld44hbxhkh (Wiki Admin)

Updated 2025-12-03 01:23:18 CET by Ld44hbxhkh (Wiki Admin)