



AddOn02 V02 Torpedopfannenwagen

Torpedo ladle cars:



These are special wagons with which molten iron is transported from the furnace to the foundry. Through their dual fireclay insulating the iron can be kept liquid at a temperature of about 1,400 degrees Celsius for up to 30 hours. Since these wagons are exposed to aggressive substances at a high temperature, they grow very fast and are covered with a layer of rust after a short time.





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The role model:

The role model wagon was built in the 70s for the French steel group Sacilor and has an empty weight of 150 tons and can be loaded with 150 tons of liquid iron. The enormous weight of 300 tons is distributed to 14 axes in 4 bogies. In order to keep heat losses as low as possible, the fill opening provides a lockable lid.

The model:

The model is a detailed, fully functional replica of the car with discharge and loading animations.



The model can be discharged in "Train Simulator" in any standard "coal unloading point" and be loaded at any "coal loading point".





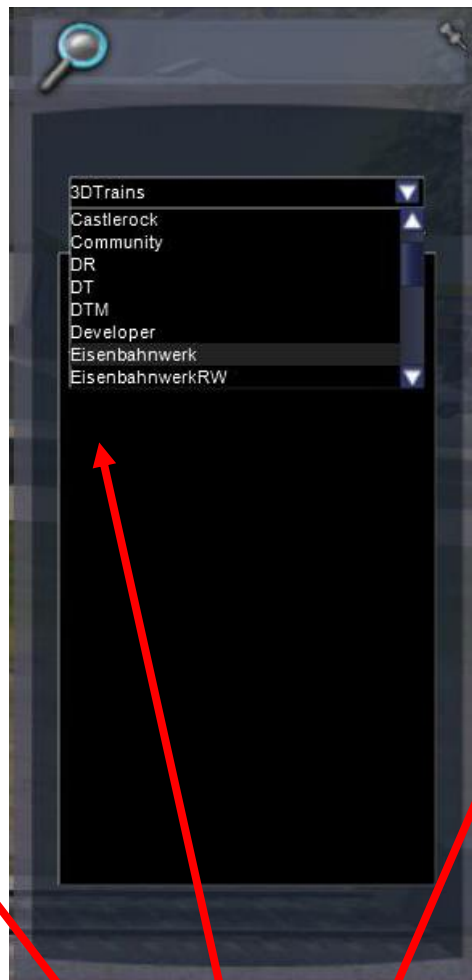
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Wagon set:

The set includes a brand new and an aged version of TPW, which is classified as a private wagon of the Flüssig-Eisen- AG in the DB. Both versions are available with animations and without animations, whereas the car without animation was defined in terms of weight as "empty wagon", there for brings "only" 150 tons to the virtual rail, while the animated car weighs 300 tons.

Use in scenarios !

To use the car in scenarios, you must activate the Provider „Eisenbahnwerk“ and the „AddOn02“ after installing.



1 2 3



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The wagon consists of 3 parts:

TPW_Slave - Torpedo ladle car - TPW_Slave

You can choose between old and new.

The 150-ton wagon without animation is marked with "empty"

One of the bogies must always be rotated for 180 degrees, so that the buffers of both bogies are pointing outwards.

To unload the car, take a coal unloading point and press the button "t" or select "load" from the HUD.

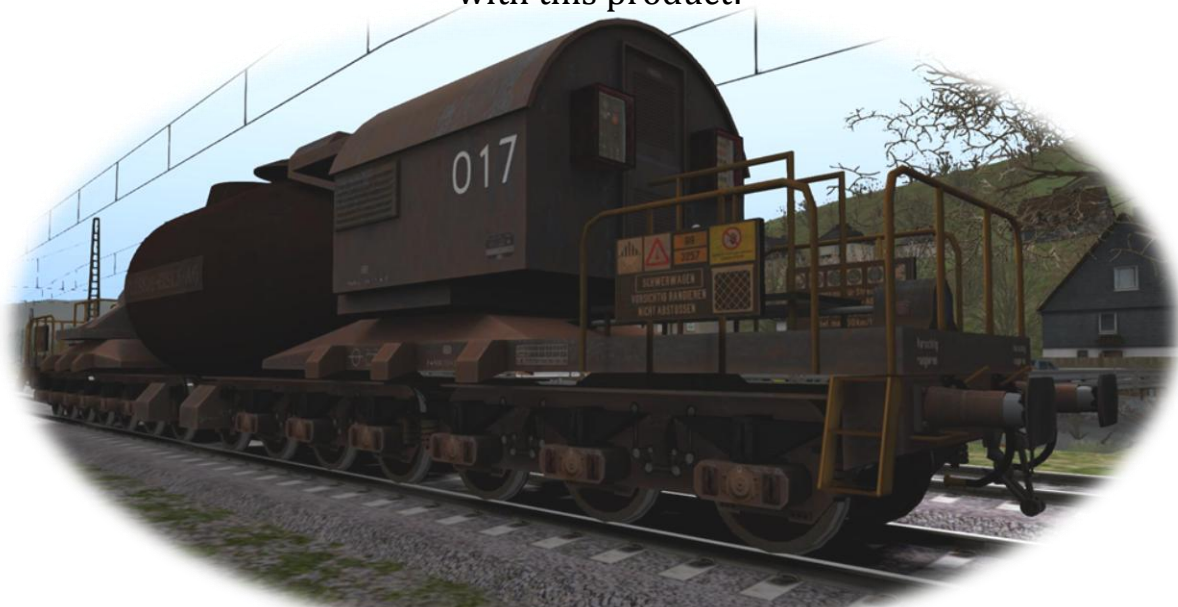
To load the car drive under a coal loading point and press "t" or select "load" from the HUD.





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"Eisenbahnwerk" wishes you a lot of pleasure
with this product!



We recommended scenarios from Daniel Wolfram,
available at dw-agency

3D models created by Christian Novak with Autodesk 3dsMax 2010

Textures created by Christian Novak with Adobe Photoshop CS 4

Sounds created by Christian Novak with GoldWave V5.58

For the sounds sound files were used by www.sonosoundfx.de

Many thanks to Claudia Gruber for the English translation.

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