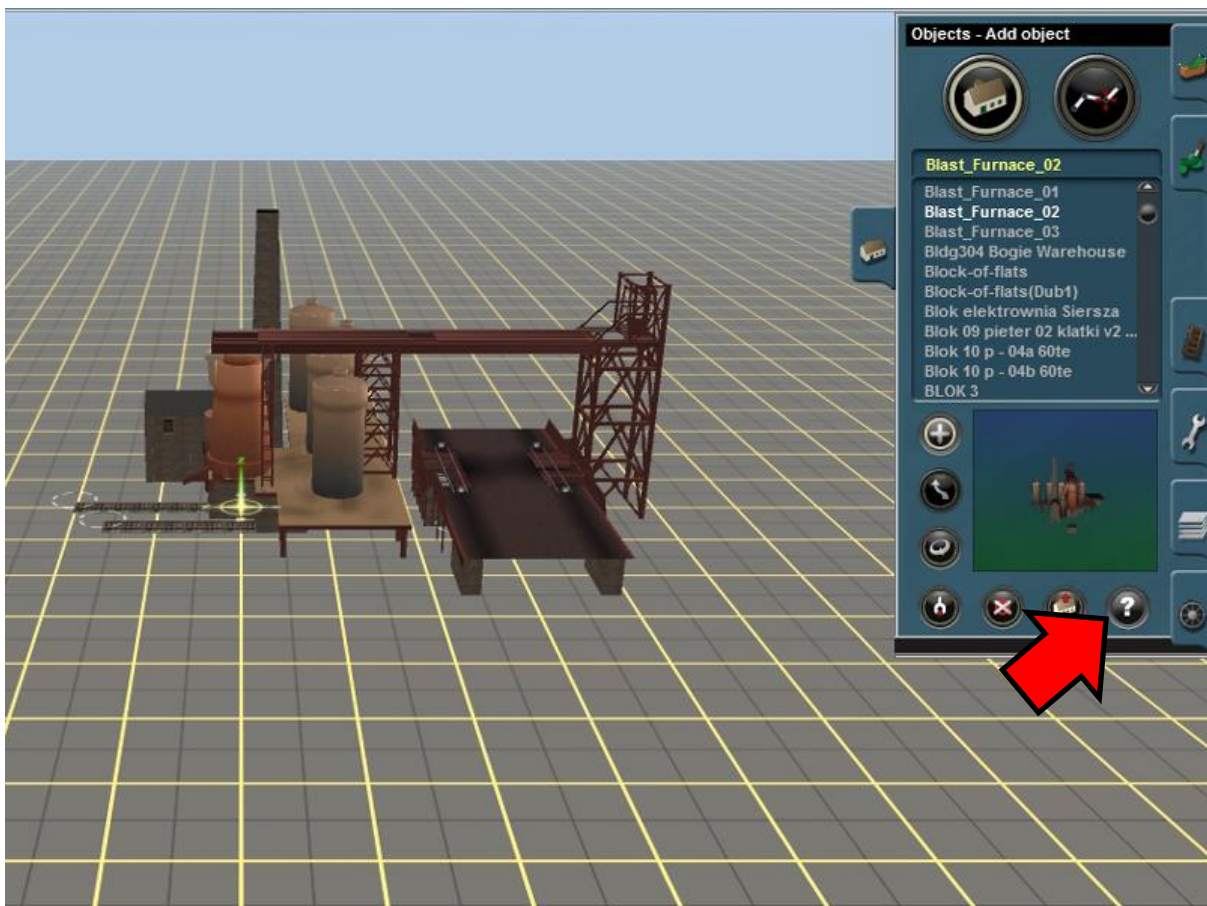


Installing a PLL Blast Furnace Asset - in a custom route.

Background info -: The Rail-Sim Potteries Loop Line blast furnace assets are designed to provide maximum opportunity for the display of the slag tapping, hot metal tapping and furnace recharging animations within the time frame of standard Trainz session. The production cycle of a real-world blast furnace at Shelton in 1938 was 8 hours - way beyond the standard session length. Most of the 8 hours is occupied by the furnace firing, over which time no animations are required. It was therefore decided to model the furnace operation, so at the opening of a session, the blast-furnace firing cycle was nearing completion. The tapping of slag, then hot metal, would commence within 30 minutes of session start, immediately followed by animations showing the recharging of the furnace. For these animations to work in a correctly timed manner the individual asset script requires a discrete naming convention.

To insert a blast furnace asset in a custom route – You have to name it in accordance with a strict naming convention.



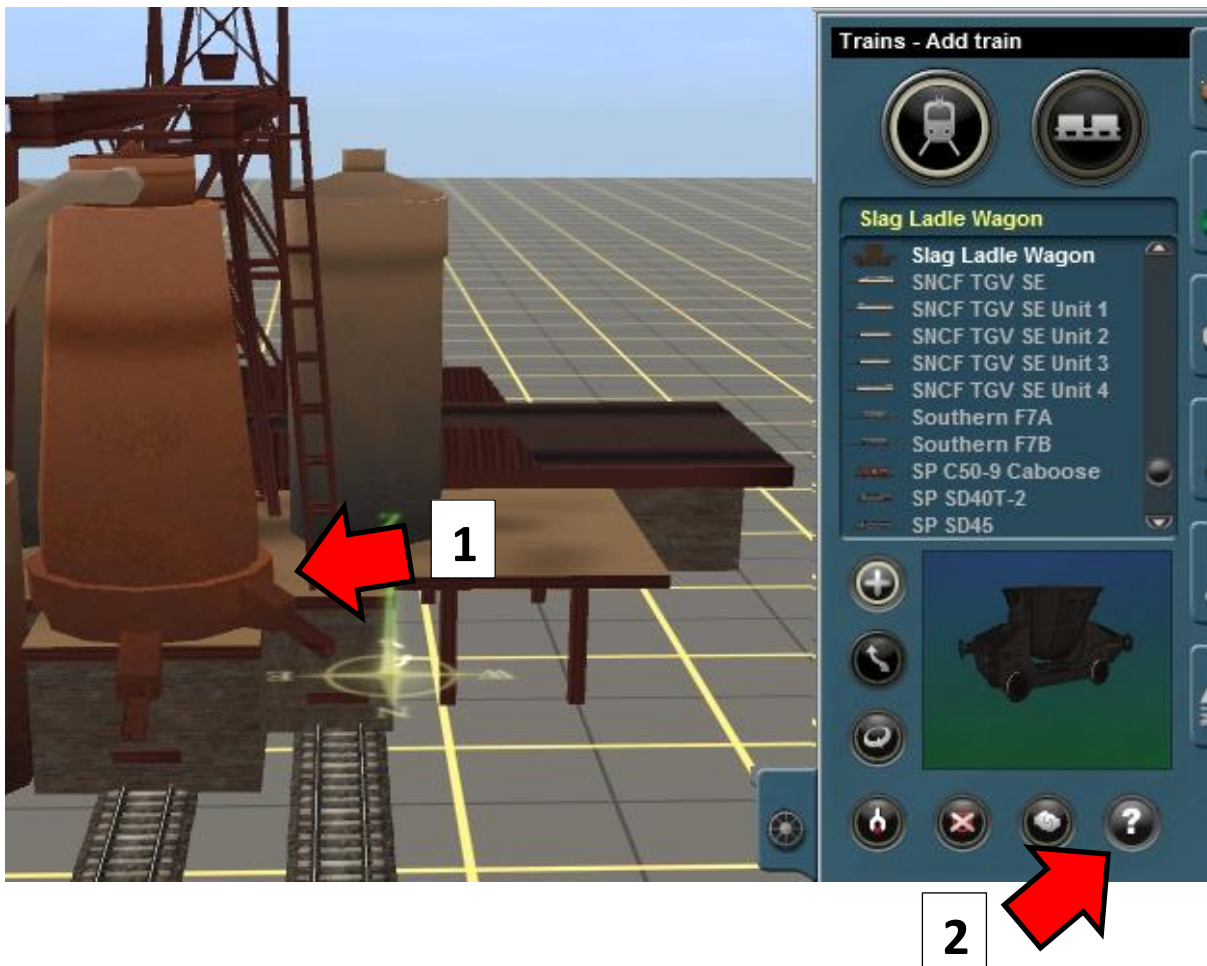
Add the asset and then click on the Edit properties 'P' button, and then on the blast furnace asset you just placed.



Over type the default name with your name (I have called mine 'Demo'), followed by a single space and then add the mandatory suffix **BlastFurnace** – all one word with no space between Blast and Furnace as shown above.

The furnace will only fill its own ladle wagons; they will have to be named following the same strict naming convention.

Place a slag ladle wagon under the slag chute, slag is on top of the molten metal so it is the one that comes from higher up on the furnace body. (1)

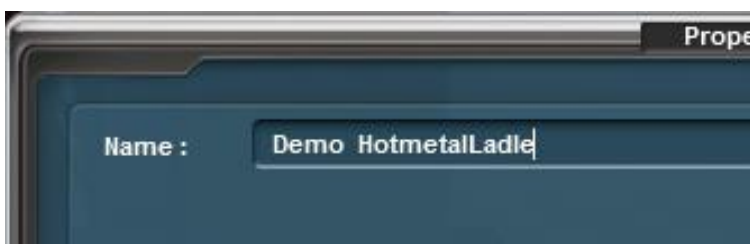


When placed again click on the Edit properties 'P' button, (2) and then on the Slag Ladle Wagon asset you just placed.



Over type the default name with the same name you have chosen for the blast furnace ('Demo' in my example), then a single space and then add the mandatory suffix **SlagLadle** – all one word with no space between Slag and Ladle as shown above.

Now add a Hot Metal Ladle Wagon, under the other chute, then when placed again click on the Edit properties 'P' button, and then on the Hot Metal Ladle Wagon asset you just placed.



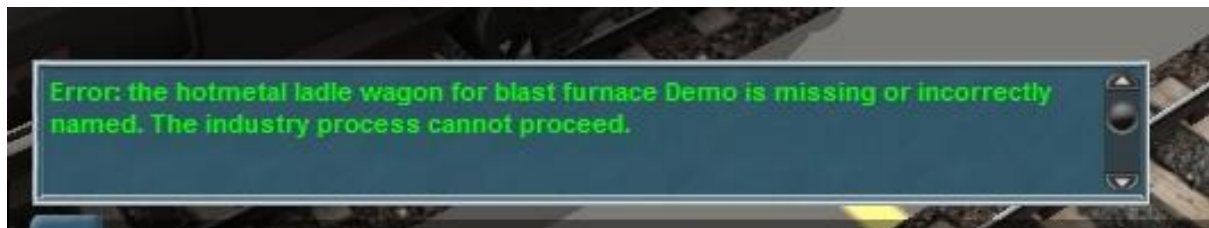
Over type the default name with the same name you have chosen for the blast furnace ('Demo' in my example), then a single space and then add the mandatory suffix **HotmetalLadle** – all one word with no space between Hotmetal and Ladle as shown above.

The asset is now ready to run – but bear in mind the restrictions that the script mandates – the Blast Furnace asset must have a unique name followed by a space and then the suffix **BlastFurnace**, it must have its own Slag Ladle wagon with the same name, followed by a space then **SlagLadle** and it must have its own Hot Metal Ladle Wagon with the same name, followed by a space then **HotmetalLadle**.

Save and run the session, you can easily see if you have made a mistake in the naming of the assets by opening the 'message' window.



... you might see –



... in this instance I found I had miss spelt the suffix **HotmetalLadle** when I went back to Surveyor to check.

When there are no errors the 'message' window will be blank, the session will now run correctly - sit back and wait as the tapping process will start at a random point in the first 30 minutes of the session.



In this example it was 24 minutes into the session. It will be followed by the Hot Metal a short time after the flow of slag has stopped.

It was 2 minutes later at 26 minutes in my session.



10 minutes after the slag and hot metal have emptied the recharging of the furnace with ore, coke and limestone using the suspended skip on the gantry crane will commence.

Enjoy these interactive PLL assets, exclusively available in the Potteries Loop Line package available from Rail-Sim.

<http://www.potteriesloopline.co.uk/>