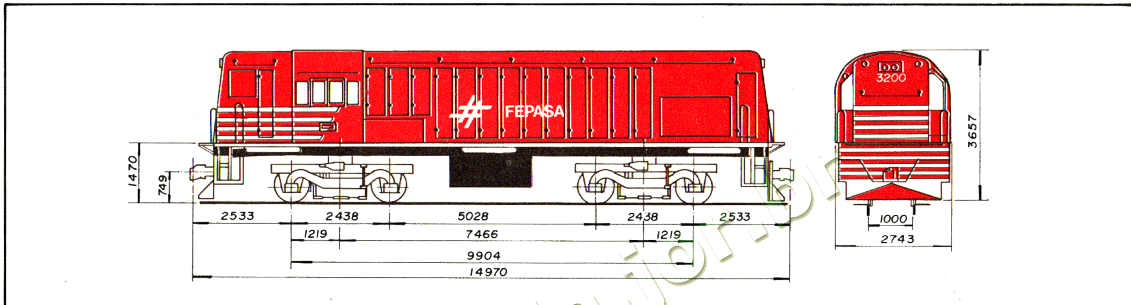


User Manual of Locomotive Mesh DBy (U-13) – ALL / FCA / RFFSA / FEPASA

Diesel Locomotive



1 - CARACTERÍSTICAS GERAIS		2 - CARACTERÍSTICAS MECÂNICAS		3 - CARACTERÍSTICAS DO MOTOR DIESEL	
NÚMERAÇÃO FEPASA: 3201 A 3222 QDDE 22	FABRICANTE: G.E. PROCEDÊNCIA: U.S.A.	TRUQUE/CONSTRUÇÃO: soldado	PESO TOTAL (T1+T2) 22382 Kg	TIPO: COOPER-BESSEMER V-8	MODELO: F.V.L-8-T
ANO DE RECEBIMENTO: 1957	CLASSE: 2-2	RODA-TIPO: 38" (964 mm)	DESENHO: 600526-8	CICLOS: 4 tempos	RELAÇÃO DE COMPRESSÃO: 12,7:1
VELOCIDADE MÁXIMA: 90 Km/h	VELOCIDADE CONTÍNUA: 17,5 Km/h	DIÂMETRO DO CILINDRO: 228,6 mm	DESENHO: 601922-6	CURSO DO PISTÃO: 266,7 mm	RPM: MARCHA LENTA: 470
RAIO MÍNIMO DE CURVA: 44,2 m	RELAÇÃO DE ENGENHARIS: 94:17 = 5,53 e 92:19 = 4,84	VENTILADOR DO RADIADOR: TIPO: 56DY.38A3	DESENHO: 717193-5	POTÊNCIA ENTRE EIXOS DO GERADOR: 895 kw	TURBO-COMPRESSOR: TIPO: ELLIOT -ET-13
SISTEMA DE FREIOS: or comprimido	SISTEMA DE COMANDO: eletropneumático	VALVULA DE CONTROLE: 6" 1KA	DESENHO: 600721-1	REGULADOR DO MOTOR-DIESEL: woodward pg TIPO: 362467	BOMBA D'ÁGUA: TIPO: centrífuga
CAPACIDADE DO RESERVATÓRIO DE COMBUSTÍVEL: 3028 litros	CAPACIDADE DO SISTEMA DE ÁGUA DE REFRIGERAÇÃO: 454 litros	RESERVATÓRIO PRINCIPAL: CAPACIDADE: 0,147 m³	DESENHO: 600721-1	BOMBA ELEVÇÃO COMBUSTÍVEL: TIPO: engrenagem	PRESSÃO: 5,0 kg/cm²
4 - CARACTERÍSTICAS ELÉTRICAS E DE TRACÇÃO		IBABK99B6410197		OBSERVAÇÕES:	
GERADOR PRINCIPAL: TIPO: 5GT.38103	TENSÃO NOMINAL: 600 v	MOTOR DE TRACÇÃO: MODELO: S5E761A1	RPM MÁX: 3100	QDDE: 04	S.TÉCNICA NOME: CHEFE DA DIVISÃO
CORRENTE NOMINAL: 1400 A	CORRENTE MÁXIMA: 3550 A	TENSÃO NOMINAL: 600 v	CORRENTE EM REG CONTÍNUO: 530 A	DESENHO: 760236	ARQUIVO: Nº DO ARQ.
POTÊNCIA NOMINAL: 840 kw	GERADOR AUXILIAR: MODELO: 5CY.27.43	VELOCIDADE (km/h): 20, 40, 60, 80, 100	% PESO ADERENTE: 25, 30	DATA: 12/03/87	LOCOMOTIVAS DIESEL-ELÉTRICAS
EXCITADOR: MODELO: 5CY.50A1	TENSÃO: 100 v	BATERIA: TIPO: HFD-14/6	TENSÃO: 64 v	ESCALA: 1:100	SÉRIE 3200
RESUL.TENSÃO-TIPO: 17,1/30,0	TENSÃO NOM: 25 v	VELOCÍMETRO: Chicago	TIPO: hidráulico	FICHA DE CARACTERÍSTICAS	EM SUBSTITUIÇÃO: J-16435
					ORIGEM: JUNDIAÍ

-01 Items Included
-02 Usable and Decorative
-03 Diesel Locomotive
-04 Electric Locomotive
-05 Rails Basics
-06 Using the Guide
-07 Setting up your stretch

01 Items Included

When you purchase the locomotive (either diesel or electric) you will receive various items to help you build your basic railroad.

1 - Functional Locomotive

This locomotive can be used for rides on the railway system of second life and throughout SLRR system that adopts this pattern.

2 - Decorative Locomotive

This locomotive is intended only for those who like to use as decorative item on his land, or for decoration publishes islands (this locomotive is not scripted)

3 - Guide

The guide is basically where the train will get around, or where he will "follow" so that it can play its role (made for functional locomotive)

4 - Rails, Sleepers and rails Stops

This set of trails is free, was provided by the creator to include the package, and help you start your railroad :)

5 - Guide + Rail, already assembled and scripted

This small section of 10 meters has the rails and guide already installed at the right height for use of the locomotive.

6 - Documentation and contact the creator (includes facebook contact powered) land mark

02 Functional and Decorative

Functional locomotive can be used for rides on the railway system of second life and throughout SLRR system that adopts this pattern.

Decorative locomotive is intended only for those who like to use as decorative item on his land, or for decoration publishes islands (this locomotive is not scripted)

03 Diesel Locomotive

This locomotive has a characteristic sound of motor diesel locomotives, and the differential function of electrical and smoke, where you can put in Idling to activate the smoke with her standing, or moving around normally to smokes. (only 1 driver, passenger without option)

The locomotive decorative, no function of smoke, just garnish however they are still Mod, you can add smoke for its conse if you need.

04 Electric Locomotive

This locomotive no smokes, the engine sound is characteristic of electric locomotives and sound horn (only 1 driver, passenger without option)

05 Rails Basics

Rails, Sleepers and rails Stops is free, was provided by the creator to include the package, and help you start your railroad

06 Using the Guide

Using the Guides:

when you do Rezz in "Guide" it has the **color blue** (partially transparent)

To ride the rails with tabs, you first put the rails, do your part and desired location, after it mounted, you put the **blue GUIDE**.

ATTENTION:

Each piece of guide has exactly 10meters.

You can NOT change the tab size to be greater than 10 meters.

The size *limit* is 10 meters, if the size is changed the locomotive will not follow correctly the rail. After the tabs are installed on top of the rails, **ONE IN FRONT OF ANOTHER** only replicate the guinas normally. Apply transparency Blues tabs for them "disappear" leaving only the tracks to view

07 Setting up your stretch

If you choose to use the rails already fitted with the guides, do the following:

Make Rezz on object "guide + rail" and stretches their lot with the foundation already set in

the right size and the right height for locomotives run on rails.

The stretch that has the texture of rocks and rails, sleepers and iron can be "stretched" all you want, you can make huge stretches using only 1 prim each stretched, but **ATTENTION: You can stretch the rails, but you DO NOT can stretch the tabs green.**

The [Green Color](#) guides are already scripted and configured for their future locomotive (servant to diesel or electric) but the size limit of the guide is 10 meters.

If you change the size of the green tab "stretch" it will automatically be unconfigured and the locomotive will not work with this stretch stretched guide.

SEE SOME PICTURES OF REAL LOCOMOTIVES THAT SERVE THE INSPIRATION FOR THE MODEL IN MESH:

