Sliding wall wagon Hbins tt 292

Names in RW:

vR Hbins tt 292 A, vR Hbins tt 292 B, vR Hbins tt 292 C, vR Hbins tt 292 D, vR Hbins tt 292 E, vR Hbins tt 292 F, vR Hbins tt 292 G, vR Hbins tt 292 H

vR Hbins tt 292 Multi 1, vR Hbins tt 292 Multi 2 (multible Texturversions)

The Hbins tt 292, a conversion of the sliding wall wagon Hbillns 302, is almost used for the transport of light car parts for the automobile industry.
The loading profile is 2,6 x 3 meters. So three loading racks could be placed on each other. Because of the loading profile the wagon could only be used on special routes.

These modern freight wagons could drive at 120 km/h when empty.

All freight wagons use end-of-train plates and dynamic numbers.

The wagons named Hbins tt 292 Multi 1 and Multi 2 use the vR feature RandomSkin. When you place these wagons the wagon texure will change in between 5 seconds to one of four possible textures. That gives you the option to make your freight trains much more interesting.

Hints for scenario creators

It is possible to choose a special skin version with the vehicle number you can set manually in RW (double click to the wagon, flyout to the right) when you want to fix the vehicle skin.

The vehicle number should have been the following format: **Skin01-12345678** when you want to choose skin 01 for the vehicle. If the skin should be random use only **12345678** to let the script choose a random skin out of four possible.

Possible number entries are:

Skin01-12345678
Skin02-12345678
Skin03-12345678
Skin04-12345678

These entries work only for the vehicles named **vR Hbins tt 292 Multi 1** and **vR Hbins tt 292 Multi 2**