# City port

Here is an overview:

The "shadow station" with 16 sidings is located under the city.
The entrance is at the baseboard edge north / east, "Einfahrt zum Schattenbahnhof ". You then
come out of the "Schattenbahnhof" portal and drive directly to the previously selected siding.
Anyone who drives out again must first enter "Drive to Schattenbahnhof" in the driver command,
then the other commands.
The exit is right next to the entrance at the baseboard edge north / east.
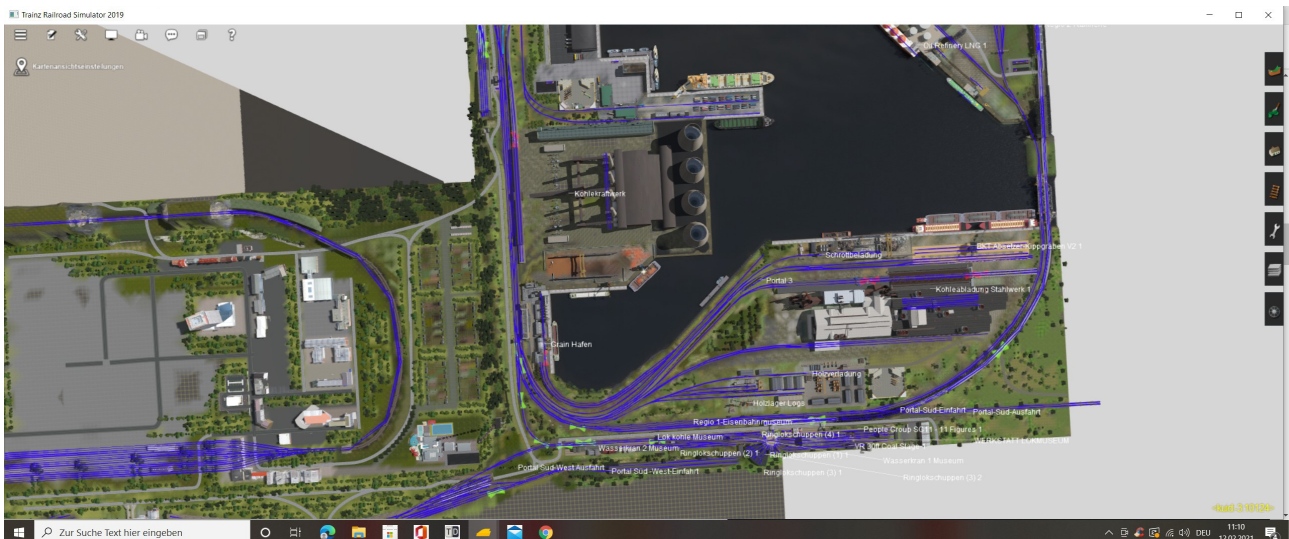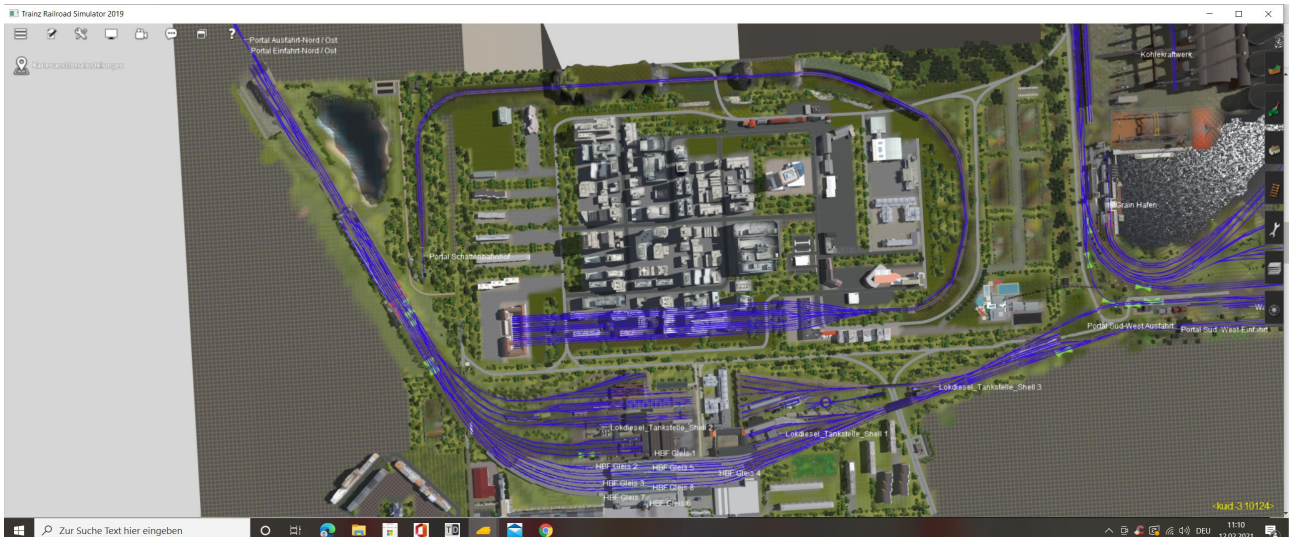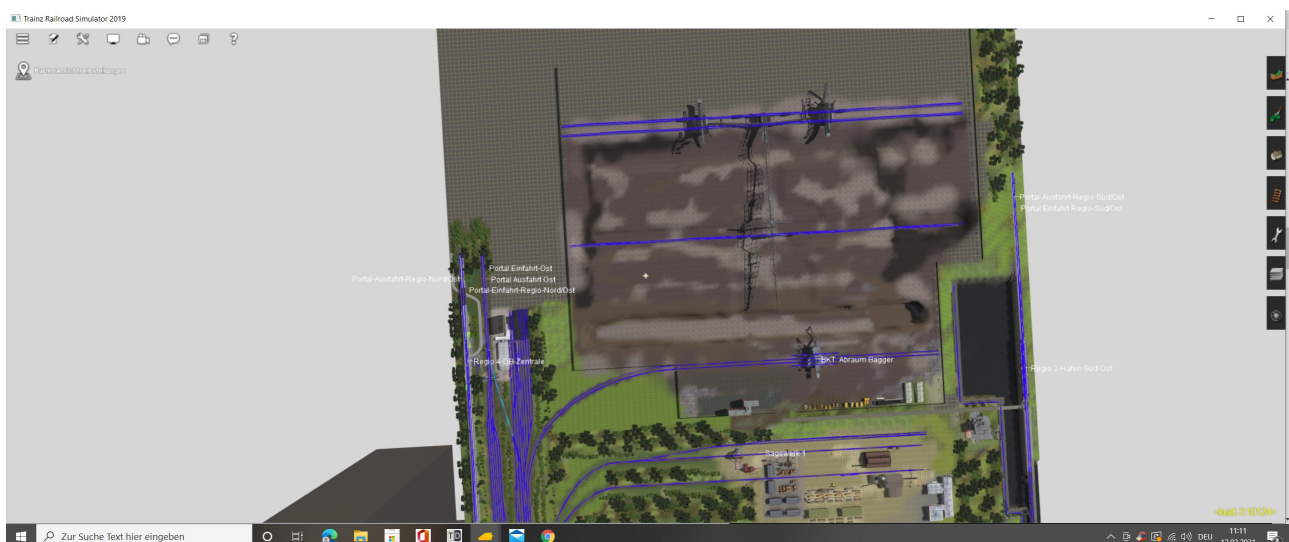
At each end of the route there are portals with entrances / exits aligned with the cardinal points. Additional content "Braunkohletagebau, opencast lignite mining V2.0 " is required and can be downloaded here for Download to be downloaded:

Watch out! Here in the BKT Dump Trench V2, <kuid2:142675:1100:10>

Name:	BKT Absetzer-Kippgraben V2
Autor:	konni
Status:	Bearbeitet
Objekt-ID:	<kuid2:142675:1100:10>
Trainz-Version:	2.4
Größe auf Festplatte:	11.3MB
Bearbeitungsdatum:	18-DEC-2020 20:57:30
Installationsdatum:	01-MAY-2019 16:30:03
DLS-Upload-Datum:	-

in the "GS Graben" file

body	12.02.2021 11:49	Dateiordner	
$screenshot$	12.02.2021 11:49	JPG-Datei	20 KB
abraum_wurf1.tfx	12.02.2021 11:49	TFX-Datei	1 KB
abraum_wurf2.tfx	12.02.2021 11:49	TFX-Datei	1 KB
abraum_wurf3.tfx	12.02.2021 11:49	TFX-Datei	1 KB
abraum_wurf4.tfx	12.02.2021 11:49	TFX-Datei	1 KB
coal_load	12.02.2021 11:49	WAV-Datei	105 KB
config	12.02.2021 11:49	Textdokument	40 KB
graben	12.02.2021 11:49	GS-Datei	15 KB
graben	12.02.2021 11:49	TGA-Datei	17 KB
triller	12.02.2021 11:49	WAV-Datei	205 KB
umwelt	12.02.2021 11:49	WAV-Datei	97 KB

the following entry should be added at the very end:

PostMessage(me, "looprun", "Verbrauch", 5.0);

```
        {
                inherited();
                SetMeshAnimationState(MESH_AUFNEHMER, true);
                AddHandler(me, "Scriptlet-Enabled", "", "SetProzess");
                AddHandler(me, "Soundsperre", "entsperren", "ResetTriller");
                AddHandler(me, "looprun", "Verbrauch", "LoopVerbrauch");
                AddHandler(me, "Animation-Event", "", "TranzferAbraum");
                AddHandler(me, "Browser-Closed", "", "MyWindowClose");
                abraumQueue = GetQueue("abraum_in");
                int i = 0;
                string zahl = "";
                for (i = 0; i < MAXHAUFEN; i++)
                {
                        zahl = (string) (i + 1);
                        abraumQueueArry[i] = GetQueue("abraum_inout" + zahl);
                }
                for (i = 0; i < MAXPRODUCT; i++)
                {
                        zahl = (string) i;
                        absetzerQueueArry[i] = GetQueue("absetzer_load" + zahl);
                        abraumPrd[i] = World.FindAsset(GetAsset().LookupKUIDTable("abraum" + zahl));
                        AddAssetToIndustryProductInfo("abraum" + zahl, "absetzer_load" + zahl, "absetzer" + zahl, false);
                        AddAssetToIndustryProductInfo("abraum" + zahl, "absetzer_load" + zahl, "absetzer" + zahl, true);
                }
                PostMessage(me, "looprun", "Verbrauch", 5.0);
        }
};
```

Otherwise the trench collector will no longer work after saving.
The map is free and can be used by everyone.
Have fun
Greetings Beko