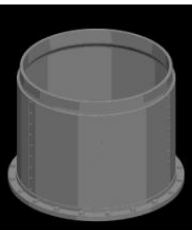
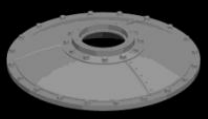
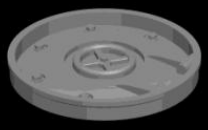
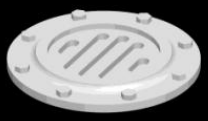
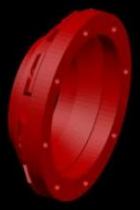
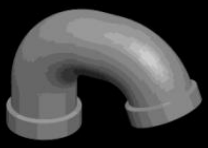
Silo

A simple silo for wargaming.

I added an optional connection port to integrate it into the pipeline system.

Overview parts

Silo

	Silo_Body		Ring_1		Silo_Roof
	Hatch		Valve_Wheel		
	Lid_V1		Lid_V2		Lid_V3
	Pipe Connection Port		Pipe Adapter		Low_Pipe
	High_Pipe P1		High_Pipe P2		High_Pipe P3

Assembly

Body

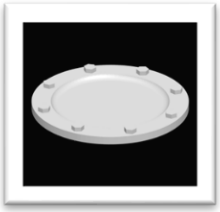
The Silo consists of a ***Silo_Body***, a ***Ring_1*** and the ***Silo_Roof***.

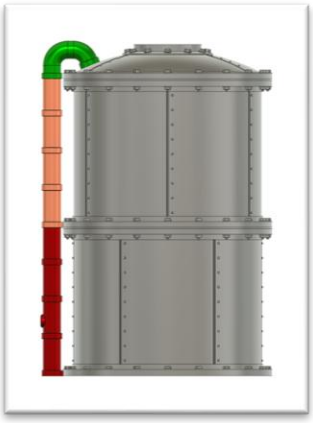
The first ***Ring_1*** is put upside down on the top of the ***Silo_Body.***

Now you can either directly add the ***Silo_Roof*** or stack another ***Silo_Body*** on top.

The Hatch goes in the opening of the ***Silo_Roof***.

Alternatively you can use one of the ***Lid_Vxx.stl***





High Pipe

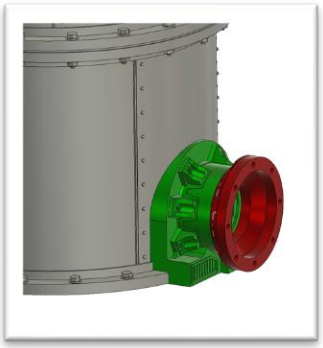
The High pipe comes multiple parts

High_pipe_P2 and/or ***High_pipe_P3*** to go alongside the ***Silo_Body*** and can be stacked to get the desired height.

The difference between ***P2*** and ***P3*** is just the little port at the side to add the ***Valve_Wheel***.

The ***High_pipe_P1*** tops it of and curves onto the ***Silo_Roof***.

Pipeline Connection



The Pipeline Connection is done with the ***Pipe_connection_port*** and the ***Pipe_adapter*** and one of the ***Lids*** to cover the hole.