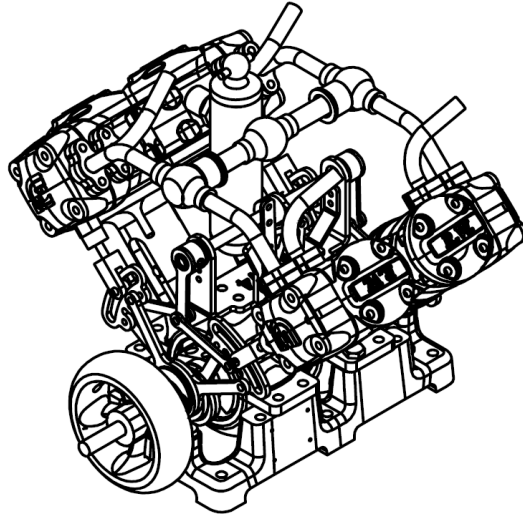




RW V-4 Steam engine

The main features of the RW series steam engine: The main body of the engine uses a die-cast brass structure. The brass cylinder is inlaid with a stainless steel cylinder liner. The piston has a composite piston ring. The crankshaft is supported by ball bearing. High-precision CNC machined parts.

Complete Stephenson valve can rotate forward and reverse.

The RW-V4 engine is the top of the RW series. It adopts a unique V4-cylinder structure. Four cylinders are arranged in a very small space. The length is only the size of an ordinary inline twin-cylinder. The reversing mechanism of the two rows of cylinders cleverly adopts coaxial linkage. The welding rocker arm is upgraded to a CNC rocker arm relative to the twin cylinder. The reversing shaft also adds copper sleeve bearing support. The reversing structure is also smooth and reliable. The steam engine with v4 structure runs very smoothly, with large torque and sufficient power, which is as smooth as the motor, and the torque fluctuation is very small. The accessories of each v4 are more strictly tested and selected, and the best accessories are selected. Each one is carefully assembled and adjusted by senior technicians, and the original factory test run ensures the best quality.

Specifications

Displacement	12cc (1.5cc*2*4)	Weight	1100g
Bore	12.2mm	Pressure	2 kg / cm ²
Stroke	12.7mm	Max. Torque:	2000 g / cm
Speed	2800RPM	suitable boat sizes:	90 - 150 cm
Power:	0.05 HP		

The specifications are subject to alteration for improvement without notice

Lubricating

Before the engine is running, the oil tank needs to be filled with steam oil. All rotating and moving parts such as crankshaft, connecting rod, crosshead, bearing position need to be lubricated with engine oil.

Before each engine operation, it is necessary to drain the accumulated water in the oil tank and refill it with steam oil.

Under normal 2kg steam pressure, the lubricating oil in the oil tank can provide lubrication for about half an hour. Because the steam cylinder oil cannot enter the engine for lubrication when running with compressed air, if you want to use compressed air to run, you need to add a few drops of pneumatic tool oil lubrication to the air inlet every 1 hour. Steam engine is not recommended to use compressed air for a long time.

Running-in

Although precision machining is used, it still takes about an hour to run in the engine to achieve the best working condition. Please do not exceed 2000rpm during the running-in. After running-in, check all screws and tighten them if they are loose.

Forward and reverse

When switching reverse gear during operation, please reduce the engine speed first. Switching reverse gear at high speed may cause the engine to stop suddenly and damage parts. If it is difficult to switch, please temporarily turn off the regulator.

Starting

The normal working pressure of the engine is 0.5-2bar, and the maximum working pressure cannot exceed 3bar. Avoid high-speed operation of the engine in no-load to prevent damage, the maximum working speed of the engine is 3000RPM.

Maintenance

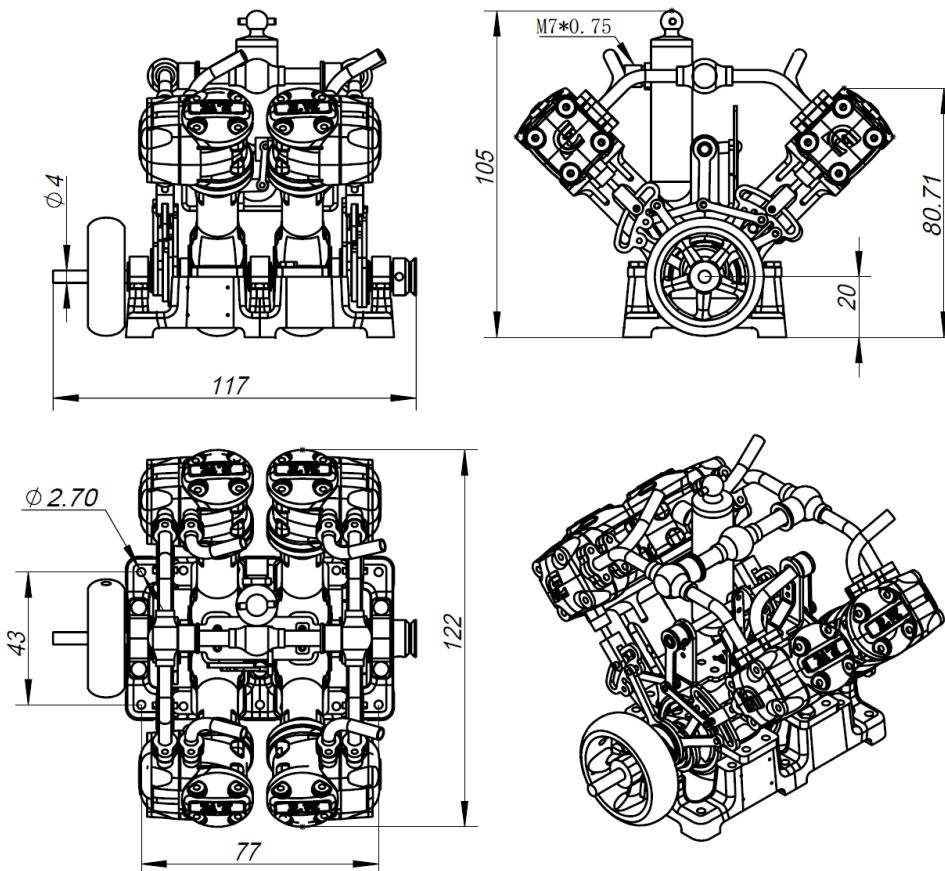
After the end of the operation, drain the water in the oil tank and check whether the screws are loose every 10 hours. Bearings, rubber rings and other parts that are easy to wear need to be checked every 50 hours, and they need to be replaced if the wear is too large.

Install

The engine needs to be installed on a flat wood or metal plate to avoid the deformation of the frame caused by the installation, and the engine connected drive shaft needs to be concentric with the engine.

Safety

please note that the engine in the working process has a very high temperature and speed, easy to cause burns or damage. Even after the shutdown, the machine must be cooled before it can be touched. This engine is not a toy. If used improperly or if safety precautions and instructions are not followed, it may cause serious injury to you. RW is not responsible for any loss, injury or damage resulting from the misuse of its products.



● V4 engine size