

| Time | Subject – Total video time 28:22 |
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| 00:00 | Introduction: <ul style="list-style-type: none"> - rudder pivotpoint, control-surface creation and animation - flaps pivotpoint, control-surface creation |
| | Construction of the rudder control surface: |
| 01:00 | Left View: <ul style="list-style-type: none"> - insert the object - scale and position the rudder object |
| 03:04 | Top View: <ul style="list-style-type: none"> - scale and positioning the rudder object - check if object scale is still (1,1,1) |
| 04:50 | Left View: Panel-Properties,[Object]: <ul style="list-style-type: none"> - rename object to rudder_control_surface |
| 05:25 | 3D View: <ul style="list-style-type: none"> - insert next object for rudder_pivot point - scale down and position the rudder_pivot point object Panel-Properties,[Object]: <ul style="list-style-type: none"> - rename object to rudder_control |
| 06:30 | Top View: <ul style="list-style-type: none"> - positioning the rudder_control object Panel-Properties,[Object],[Display]: <ul style="list-style-type: none"> - [x] X-ray to turn x-ray vision on |
| 07:30 | 3D View: <ul style="list-style-type: none"> - select Rudder_control_surface - select Rudder_control - [Ctrl-P][Object] to parent the Rudder_control_surface to the Rudder_control - select Rudder_control |
| 08:30 | <ul style="list-style-type: none"> - select Body - [Ctrl-P][Object] to parent the Rudder_control to the body of the plane |
| 09:40 | 3D View: <ul style="list-style-type: none"> - select Rudder_control 3D View,Toolbar-Left,[Blender2FSX],[FSX Animation Tool]: <ul style="list-style-type: none"> - [+] - enter “rudder_percent_key” - [Assign] to the animation tag to the Rudder_control Panel-Properties,[Object],[FSX Properties]: <ul style="list-style-type: none"> - Animation Tag: rudder_percent_key - Length: 0-100 |
| 10:40 | Panel-Animation: <ul style="list-style-type: none"> - set framecounter:0 Top View: <ul style="list-style-type: none"> - [Z] to switch to “solid mode” - [R][Z]-25[Enter] to rotate the rudder to its animation starting position - [I][R] to set the 1st animation keyframe. Panel-Animation: <ul style="list-style-type: none"> - set framecounter:50 3D View: <ul style="list-style-type: none"> - [R][Z]25[Enter] to rotate the rudder to its animation center position - [I][R] to set the 2nd animation keyframe. |

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| | Panel-Animation: - set framecounter:100 3D View: - [R][Z]25[Enter] to rotate the rudder to its animation end position - [I][R] to set the 3 rd animation keyframe |
| | Playing the animation: |
| 15:00 | Panel-Animation: - [>] to see the animated parts of your aircraft moving (all at the same time) - [<] to reset the animation current position |
| | Construction and animation of the ailerons: |
| 16:00 | Top View: - insert object at the left wingtip - shape the cube into the form on an aileron |
| 17:30 | Left View: - adjust the position and of the cube into the form on aileron - check the Scale of the ailerons Panel-Properties,[Object]: - rename the object to left-aileron |
| 19:00 | Top View: - [Shift-D] to copy the left aileron to the right aileron and drag it in position Panel-Properties,[Object]: - rename the object to right-aileron |
| 20:30 | Creation of the aileron pivot points: |
| 21:00 | 3D View: - reposition 3d cursor - insert object - shape the cube into the form on a pivot point Panel-Properties,[Object]: |
| 22:50 | - rename the object to right-aileron_control Panel-Properties,[Object],[Display]: - [x] X-ray turn on 3D View: -[Shift-D] to copy the right-aileron-control to the left-aileron-control and drag it in position Panel-Properties,[Object]: - rename the object to left-aileron-control Panel-Properties,[Object],[Display]: - [x] X-ray turn on |
| 23:00 | 3D View: - select left-aileron - select left-aileron-control - [Ctrl-P],[Object] to parent the 2 parts |
| 25:00 | - select right-aileron - select right-aileron-control - [Ctrl-P],[Object] to parent the 2 parts - select left-aileron-control - select right-aileron-control - select body - [Ctrl-P],[Object] to parent both aileron-controls to the body |
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| 27:00 | 3D View: |
| 28:00 | Save your Blender file |
| | Make a copy of the saved blender file to your project backup folder |
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| 28:22 | End of this video |