

Time	Subject – Total video time – 16:51 – VIRTUAL COCKPIT MODEL
00:00	<b>Introduction:</b> <ul style="list-style-type: none"> <li>- Krispy has shortened the upcoming videos around a length of ~15-30 minutes.</li> <li>- alteration of the B2FSX workflow</li> <li>- remake of all videos from 9-12, due to errors in previous videos</li> <li>- go back in time with your backups</li> <li>- start with the model that still has all fuselage parts un-joined!</li> </ul>
	<b>Open backup file (start of Video12 example)</b>
04:00	<b>3D View:</b> select: <ul style="list-style-type: none"> <li>- instrument panel</li> <li>- back landing gear (struts, wheels, rims)</li> <li>- elevator</li> <li>- rudder</li> <li>- wing</li> </ul> <b># No front landing gear parts (going to be animated later)</b> <b># No control surfaces (flaps, elevator, rudder, ailerons)</b> <b>3D View,Toolbar-Left,[Tools],[Edit]:</b> - <b>[Join]</b> – to join all selected parts together into 1 big fuselage object
05:00	<b>Adaption of the instrument-panel</b>
05:50	<b>Creation of the control cables tunnel</b>
	<b>Creation of the yoke console</b>
	<b>Save file</b>
	<b>Make a backup copy of your project file</b>
16:50	<b>End of the video</b>

