

Time	Subject – Total video time – 45:50
00:00	Introduction: - Remaking the virtual cockpit
01:30	Go to project folder: - delete testplane1_VC.blend - delete testplane1_VC.blend1 files
	Go to project backup folder: - select last backup file of your aircraft model - copy it to the main project folder - rename it to testplane1_VC.blend
02:00	Open Blender model file Explanation of the road ahead to the virtual cockpit
02:50	3D View,Toolbar-Left,[Blender2FSX],[FSX File Properties]: - [Initialize Toolset] 3D View: - Select the body # I have skipped this part since I have build a 360 view in my cockpit. # [skip-start] - [Vertices Select mode] = on - [B] box-select everything from the rear of the cockpit, including the tail. - [X],[Delete Vertices] to remove everything box-selected
05:00	- [Vertices Select mode] = on - close the rear of the modified cockpit with a new face
06:20	3D View: - [Tab] to object mode - select and delete the parts of the rudder - select and delete the parts of the elevator
06:50	- select and delete the parts of front landing gear # [skip-end]
07:00	Explanation about the removed airplane parts in relation to your virtual cockpit viewpoint
08:00	Explanation about lightsource in the virtual cockpit
	Panel-Properties,[World]: [x][Ambient Occlusion]: - factor:1,0 - Blend mode: [Multiply] [.][Environment Lighting] – off [Gather]: - [x] Falloff - Distance [1ft] - Samples: 30
09:20	3D View: - [N] for Toolbar-Right - Set 3D cursor to (0,0,0) - [Shift],[A],[Lamp],[Point] to place an internal lightsource in the middle of the 3D VC

11:00	Panel-Properties,[Light]: Explanation about energy level of the lightsource - Energy : 0.45 - FallOff : 3ft #WHY? >>
13:00	Panel-Properties,[World]: - [x][Environment Lighting] #WHY? - Energy: 100
13:20	Create a 2nd UV/Image-Editor Window for the Uv-unwrapping process
14:14	Select the fuselage: - [Tab] to editmode - [A] to select everything >> uvmap texture shows up in uv-image-editor to fit to 80% of the area
17:20	UV/Image-Editor Window: - [X] to delete the showing texture map - [S] to resize the uvmap - [G] to relocate it >> - [New] - Name: vc_Texture_T ← this is going to be the “mother-of-all-vc-cockpit-textures”! - Size: 1024x1024 - Color: black - [x] Alpha - Generated type: Blank - [Ok] >> new texture background is now created - [Image], [Save as Image], “vc_Texture_T.png” [Save as Image] >> A new texture file has now been saved - [View],[X]Draw Other Objects]
	Adding the un-unwraps of the other controlsurfaces to the existing – fuselage - texture map:
17:50	3D View: - [Tab] object mode - [A] deselect everything
	“Total incremental UV-Unwrap procedure:
	BEGIN: 3D View: - Select fuselage: - [Tab] edit mode, - [A] select all vertices, - [Mesh],[Un-unwrap],[Smart uv project], “leave everything default”,[Ok] >> unwrapped mesh now shows up in UV Image Editor window! UV/Image-Editor Window: - [??] Select the vc_Texture_T image to merge it into >> other (yet unwrapped) parts are now drawn as well - [S] it into size - [G] grab to move it in position 3D View: Select fuselage + next part (+ next part, +next part, +next part, +next part) until you have had 'm all. Goto BEGIN:

21:21	All flaps, ailerons (rudder and elevator) control surfaces are now merged into 1 SINGLE texture map
21:45	START THE TEXTURE BAKING PROCESS:
	Panel–Properties,[Render]: [Bake]: - Bake Mode: [Full Render] - [x] Clear - Margin: 8px - Click the [Bake] button >> texture map is being now baked.. this can take a while!
23:00	Video paused for the baking process (real backing time about 5 minutes)
23:40	End of the baking process
	UV/Image-Editor Window: - [Image],[Save image] 3D View: - [Tab] to unselect everything - close 2 nd window again
25:00	#Error, forgotten to uv unwrap the yoke, ruddel pedals!!!
33:00	#End of the error-correction part
	Panel–Properties,[Render]: - [Bake] the texture again
34:00	Video paused
34:10	Video continued
34:25	UV/Image-Editor Window: - [Image],[Save image] again - Close 2 nd window again
36:00	3D View: - select fuselage Panel–Properties,[Material]: - delete all materials except the body_color [FSX material parameters]: - [Enhanced parameters]: - No Base Material Specular
36:33	Panel–Properties,[Texture]: - [New] - name: vc_Texture - type: image [Image]: - open: vc_Texture_T.png (check the preview window!) [Mapping]: - Coordinates:UV - Map: UVMap
37:20	
38:00	# Confusion over internal/external file names

39:25	3D View: - select left aileron # TIP: Panel–Properties,[Materials]: # - Check if there is still a material assigned to it! # - if no, assign the same color as the fuselage to it! Panel–Properties,[Texture]: - delete the old textures - [XX] choose “vc_Texture” [Mapping]: - Coordinates:UV - Map: UVMap >> REPEAT THESE STEPS FOR ALL CONTROL SURFACES REPEAT THESE STEPS FOR YOKE AND RUDDER PEDALS
40:43	#ERROR... in relation to the color, which was not the same as the fuselage color - Redoing everything material-wise for flaps, ailerons(rudder, elevator)
42:11	#ERROR in selecting the correct part (body instead of flap) - this will be corrected in a next video
43:00	3D View: For yoke, and both rudder pedals do the same thing: - select part # TIP: Panel – Properties,[Materials]: # - Check if there is still a material assigned to it! # - if no, assign the same color as the fuselage to it! Panel–Properties,[Texture]: - delete the old texture stuff - [XX] choose “vc_Texture” [Mapping]: - Coordinates:UV - Map: UVMap
44:05	3D View: - [Z] switch to solid mode - [.] Period on the numberpad - Check the entire model
46:01	Save file and back it up
46:09	End of this video