

Time	Subject – Total video time – 20:37
00:00	Introduction about: <ul style="list-style-type: none"> - MouseRect(angles) - creation of a Master battery switch and a Throttle-lever. - apply a MouseRect to it the Master battery Switch and Throttle-lever. - animation of the Master battery switch and a Throttle-lever. >> Explanation about 2D instrument panels, textures, drawcalls and textures
02:00	Cockpit of the Jodel D112X model used is Krispy's own model. More information about the project over here: - http://kp-coolstuff.com/3d_project1 Download location of the example files: - http://www.fsdeveloper.com/forum/resources/jodel-blender-project.152/ Install the Jodel project on your computer:
	Open the Jodel project in Blender
03:00	3D View: <ul style="list-style-type: none"> - select the master battery switch - [.] to show only the switch >> Left View: <ul style="list-style-type: none"> - [Initialize Toolset] → Modeldef.xml file re-synchronisation - [Ctrl-A],[Scale] to set the scale back to (1,1,1)
06:00	>> #Switch animation sequence explanation:
08:00	Toolbar-Left,[Blender2FSX],[FSX Attachpoint Tool]: <ul style="list-style-type: none"> - search on “switch_master_battery” - [Assign] Panel-Properties,[Object],[FSX Properties]: [FSX Properties]: <ul style="list-style-type: none"> - check for the correct animation tag - animation sequence length 0-50 frame Animation Window: <ul style="list-style-type: none"> - Set framecounter to 25 3D View: <ul style="list-style-type: none"> - [R][X]25[Enter] to set the Master Battery switch in the middle position - [I][R] to insert the 2nd keyframe
10:00	Explanation about the color of the rotation coordinates in the 3D view,Toolbar-right: <ul style="list-style-type: none"> - yellow = current position has a keyframe present - green = there are keyframes present, but not for the current position
	Animation Window: <ul style="list-style-type: none"> - set framecounter to 50 3D View: <ul style="list-style-type: none"> - [R][X]25 to set the master battery switch in the up position - [I][R] to insert the 3rd keyframe
11:00	Save the file

11:20	Animation Window: <ul style="list-style-type: none"> - reset framecounter to 0 - [.] play the animation - reset framecounter to 0
11:30	MouseRect Application to an object:
12:00	3D View,Toolbar-Left,[Blender2FSX]: <ul style="list-style-type: none"> - close [FSX Attachpoint tool] - open [FSX Animation tool] - [x] Mouse Rect <p>>> MouseRect dropdown box opens underneath it</p> <ul style="list-style-type: none"> - [+] and search on "switch_master_battery" - [Attach] the MouseRect to the master_battery_switch_cube Panel-Properties,[Object],[FSX Properties]: [FSX Properties], <ul style="list-style-type: none"> - check for the correct animation tag
13:20	Save the file
13:30	Throttle lever animation:
	3D View: <ul style="list-style-type: none"> - [/] to bring back all the hidden object - select all of the throttle parts - [/] to let the rest dis-appear again Left View: Toolbar-Left,[Blender2FSX],[FSX attachpoint tool] <ul style="list-style-type: none"> - close [FSX Attachpoint tool] - open [FSX Animation tool] - [+] and search on "liver_throttle" - [Assign]
	#FSX – Throttle animation starting position is FULL IN!
15:30	Left View: <ul style="list-style-type: none"> - [G][Y] to move the throttle liver in to full throttle position - [I][L] to insert the 1st (location-based) keyframe
16:30	Panel-Properties,[Object],[FSX Properties]: [FSX Properties]: <ul style="list-style-type: none"> - check for the correct animation tag - Animation sequence length 0-50 frame
16:50	Animation Window: <ul style="list-style-type: none"> - Set framecounter to 25
17:20	3D View: <ul style="list-style-type: none"> - [G][Y] to set the throttle in the middle position - [I][L] to insert 2nd (location-based) keyframe Animation Window: <ul style="list-style-type: none"> - Set framecounter to 50 3D View: <ul style="list-style-type: none"> - [G],[Y] to set the throttle in the full-out position. - [I][L] to insert the 3rd (location-based) keyframe. Animation Window: <ul style="list-style-type: none"> - reset framecounter to 0 - [>] to play the animation - reset framecounter to 0

18:00	MouseRect for the throttle liver
	3D View, Toolbar-Left,[Blender2FSX]: - close [FSX Attachpoint tool] - open [FSX Animation tool] - [x] Mouse Rect >> Mouse Rect dropdown box opens underneath it - [+] and search on "lever_throttle" - [Attach] the MouseRect to the throttle_lever_rod Panel-Properties,[Object],[FSX Properties]: [FSX Properties]: - check for the correct animation tag 3D View: 19:10 - [/] to bring back all the hidden object back into view
20:10	Save the file
20:37	End of the video