

Time	Subject – Total video time – 06:56
00:00	Introduction about: - Animation-type-error correction from previous video (24)
NOTE	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:
00:50	Open the Jodel project in Blender: - Capt_X explanation about (compass) animation being non-linear! - Capt_X explanation about non-manually moving the needle, calculating the 50% position
02:00	3D View: - select airspeed needle Animation Window: - clear all existing keyframes for the needle - reset framecounter to:0 3D View: - [R][Y] to rotate the needle from start to the end of the scale (260) - see the rotation angle from start to end and the lower-lefthand corner of the 3D Viewport (338 degrees) - [Esc] to cancel the rotation - calculate $338/2=169$ degrees (= 50% needle position) - [I][R] to set the 1 st keyframe of the needle Animation Window: - set framecounter to:100 3D View: - [R][Y]169[Enter] to rotate the needle from start the center position (at 169 degrees) - [I][R] to set the 2 nd keyframe of the needle Animation Window: - set framecounter to:200 3D View: - [R][Y]169[Enter] to rotate the needle from center to end position (at 338 degrees) - [I][R] to set the 3 rd keyframe of the needle Animation Window: - reset framecounter to:0 - [.] to play the animation - reset framecounter to:0

04:30	(Re)setting the default animation style to linear
05:00	3D View: <ul style="list-style-type: none">- open 2nd window , type “Graph Editor”- select the ASI needle object Graph Editor View: <ul style="list-style-type: none">- [Key],[Interpolation mode],[Interpolation]- set it to “Linear”
06:00	Explanation of the effect on Krispy's compas gauge animations Repeat these steps for all gauges in the virtual cockpit!
06:10	Save the file
06:50	Here you can export you model-file into FSX
06:53	End of the Video

