

<b>Time</b>	<b>Subject – Total video time – 26:19</b>
	<b>Introduction:</b> - From video 11 – 27 I will not describe everything in detail anymore, only the new steps - These transcripts are just video-indexes so one can quickly skip to the right point in the video.
00:00	<b>Open Blender and set scale to (1,1,1)</b>
	<b>Creation of rudder-pedal pivotpoint</b>
07:00	<b>Creation of rudder-pedals</b>
13:00	<b>FSX Animation tag assignment to rudderpedal-pivot_points</b>
16:00	<b>#Rudder animation start at a rudder-left-hand-turn! (left pedal forward, right pedal backward)</b>
19:30	<b>Assign texture to rudder-pedals</b>
21:00	<b>End of rudder-pedal-work</b>
22:30	<b>Export to FSX</b>
24:00	<b>FSX startup and testing of the animated rudder pedals</b>
26:19	<b>End of the video</b>
