

Time	Subject – Total video time – 15:24
00:00	Introduction: <ul style="list-style-type: none"> - creation of the yoke stick - elevator animation
	3D View: <ul style="list-style-type: none"> - position 3D cursor in yoke console box - add uv-sphere: <ul style="list-style-type: none"> → segments:8 → rings:8 - [S] scale the sphere to fit in the bottom socket of the cockpit floor
03:00	Creation of the yoke-stick-handle: <ul style="list-style-type: none"> - by extruding a few top-vertices into the Z-axis
06:30	Yoke pivotpoints for elevator, aileron function
07:00	<ul style="list-style-type: none"> - elevator pivot point
09:00	<ul style="list-style-type: none"> - aileron pivot point
09:30	3D View: <ul style="list-style-type: none"> - select elevator-control object 3D View,Toolbar-Left,[Blender2FSX],[FSX Attachpoint]: <ul style="list-style-type: none"> - [+] - search “elevator-percent-key” - [Assign] animation tag to object 3D View: <ul style="list-style-type: none"> - select aileron-control object 3D View,Toolbar-Left,[Blender2FSX],[FSX Attachpoint]: <ul style="list-style-type: none"> - [+] - search “LEFT_aileron-percent-key” - [Assign] animation tag to object
11:00	3D View: <ul style="list-style-type: none"> - select aileron-control object - select elevator-control object - [Ctrl-P][Object] to parent them to the body >> - select yoke-stick object - select aileron-control object - [Ctrl-P][Object] to parent them >> - select elevator-control object - select fuselage object - [Ctrl-P][Object] to parent them
13:00	Yoke-stick animation setup: <p># Elevator control surfaces must be in the “full down” position at the start of the animation</p> <p># So must be the yoke-stick-position, since it is connected to it.</p>
	Make a backup copy of your Blender project file
16:50	End of the video

