

Time	Subject – Total video time – 27:09
00:00	Introduction about: <ul style="list-style-type: none"> - the (other) aircraft-model being used for this tutorial - missing (default) Screencast Blender addon (shows the keypresses on screen) - relocation of the B2FSX toolset in the toolbar-left under the [Misc]-tab
02:00	Download and installation of the Screencast addon:
03:27	Opening Blender: <ul style="list-style-type: none"> - re-installation of the Screencast addon in Blender User preferences - opening of the model file
04:00	Left view: Create pivot point objects for: <ul style="list-style-type: none"> - entire landing gear - both landing gear bay doors
05:40	Explanation about the Parental relationship between pivotpoint and model parts
	Movement of the shock-absorber:
06:15	Transform orientation to view: <ul style="list-style-type: none"> - Set another object parallel to the object you animation goes 3D View: <ul style="list-style-type: none"> - [N] to show Toolbar-Right
07:20	[Transformation orientation]: set to [Global]
08:00	Set 3D cursor to center of the wheel-rim: <ul style="list-style-type: none"> - add an empty - scale it down - [Ctrl-A],[Scale] to reset scale to 1,1,1 - [Z] to wire-frame mode - line up the empty with the local axis of the shock-absorber object
	Explanation about the usage of the empty as 3D view anchor point
09:20	Toolbar-Right,[Transform orientation to view]: <ul style="list-style-type: none"> - [+] to add Left-panel,blow: <ul style="list-style-type: none"> - name: Cube - [x] use after creation
10:00	>> The 3D View transformation menu has a new entry [Cube]
	Explanation about movement adjustment
11:00	Panel–Outliner: <ul style="list-style-type: none"> - select (the new) Empty - [M] to move the empty to a different Layer
12:00	3D View: <ul style="list-style-type: none"> - select top landinggear pivotpoint Toolbar-Left,[Blender2FSX],[FSX File Properties]:, <ul style="list-style-type: none"> - [Initialize Toolset] - [Generate GUID]

12:30	Toolbar-Left,[Blender2FSX],[FSX Animation Tool]: - search on “gear” - select l_gear (or r_gear) - [Assign]
13:30	Panel-Properties,[Object],[FSX Properties]: [Animation tag]: - check the name of the animation tag
13:50	3D View: - select the pivotpoint of the right landing bay door: Toolbar-Left,[Blender2FSX],[FSX Animation Tool]: - search on “gear” - select r_gear - [Assign]
14:20	Right View: - select the pivotpoint of the main landinggear - [R][X] to rotate the main landinggear its into retracted position >>
15:00	- select the pivotpoint of the right landinggear baydoor - select [Transformation orientation] to global - [R][Y]-90[Enter] to rotate the right landinggear baydoor its into retracted position >>
16:15	- select the pivotpoint of the left landinggear baydoor - select [Transformation orientation] to global - [R][Y]90[Enter] to rotate the left landinggear baydoor its into retracted position
	Start of the landing animation sequence:
16:50	Animation Window: - set framecounter: 0
17:20	Left View: - select the pivotpoint of the left landinggear baydoor - [I][R] to insert the 1 st animation keyframe - select the pivotpoint of the right landinggear baydoor - [I][R] to insert the 1 st animation keyframe Animation Window: - set framecounter: 25 Left View: - select the pivotpoint of the left landinggear baydoor - [R][Y]-90[Enter] to rotate the left landinggear baydoor back its into deployed position - [I][R] to insert the 2 nd animation keyframe > - select the pivotpoint of the right landinggear baydoor - [R],[Y]90[Enter] to rotate the right landinggear baydoor back its into deployed position - [I],[R] to insert the 2 nd animation keyframe
18:40	Animation Window: - reset framecounter: 0 - [>] to play the animation to see the baydoors animation playing - set framecounter: 25

20:00	<p>EXPLANATION ABOUT ANIMATION FRAMES in relation to landing-gears: FSX has 200 frames reserved the entire landing gear animation sequence: → frames 0-100 are reserved for deploying the landing-gears fully downwards/upwards → frames 100-200 are reserved for shock absorber animations.</p>
	<p>Animation Window: - set framecounter: 65 Left View: - select pivotpoint of the main landing gear - [X][R] to rotate the main landing gear in the “45 degrees” (halfway down) position - [I][R] to insert the 2nd animation keyframe Animation Window: - set framecounter: 100 Left View: - Select pivotpoint of the main landing gear: - [X][R] to rotate the main landing gear in the full down position - [I][R] to insert the 3rd animation keyframe Animation window: - reset framecounter: 0 - [>] to play the animation to see the baydoors animation playing - reset framecounter: 0</p>
22:00	Landing gear shock absorber animation (frame 100-200)
23:00	<p>Animation Window: - set framecounter: 100 3D View,[Transformation menu]: - select [Cube] to re-align the 3D viewport with the movement of the shock absorber object. Left View: - select the wheel (and its hub) - [I][L] to insert 1st animation keyframe Animation Window: - set framecounter: 150 Left View: - select the wheel (and its hub) - reposition the wheel into the – shock absorbed - position - [I][L] to insert 2nd animation keyframe Animation Window: - set framecounter: 200 Left View: - reposition the wheel into the – touchdown, fully loaded - position - [I][L] to insert 3rd animation keyframe Animation Window: - reset framecounter: 0 - [>] to play to see the entire landing-gear/shock-absorber animation. - reset framecounter: 0</p>
	End of the video