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| Time | Subject – Total video time – 12:39 |
| 00:00 | Introduction about: - how to create rotating landing gear wheel animations |
| 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: |
| | Adding extra information to the FSX-SDK modeldef.xml file |
| 00:40 | Go to the Jodel project folder on your computer: - look for the file “customModelDef.txt” (and rename it to “customModelDef.xml” if you have an editor which support syntax highlighting) - open the file - copy its contents and paste it to the bottom of the fsx-sdk modeldef.xml file |
| 02:00 | Explanation about the copied code from the Jodel project: “Tire still visibility” <i>(A:LEFT WHEEL RPM, grads) 20 > if{ 0 } els { 1 }</i> → (A:LEFT WHEEL RPM, grads)... variable LEFT_WHEEL_RPM, units grades → 20 >;..... check if it is 20 degrees or greater → if{ 0 } els{ 1 } turn left_wheel_still_animation is visible or not “Tire blurred visibility” <i>(A:LEFT WHEEL RPM, grads) 20 > if{ 0 } els { 1 }</i> → (A:LEFT WHEEL RPM, grads)... variable LEFT_WHEEL_RPM, units grades → 20 >;..... check if it is 20 degrees or smaller → if{ 0 } els{ 1 } turn left-wheel_blurred_animation visible or not |
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| | Jodel project - left wheel animation: |
| 04:40 | Open the Jodel project – exterior model in Blender: 3D View: - select only the left wheel and landing gear strut - [/] to hide the rest of the model |
| 04:50 | Toolbar-Left,[Blender2FSX],[FSX File Properties]: |
| 05:00 | - [Initialize Toolset] to re-read the modeldef.xml file into the B2FSX addons! 3D View: - select leftRim_still Toolbar-Left,[Blender2FSX],[FSX Animation Tool]: - [+] “l_tire” - select “l_tire_still_key” - [Assign] Panel-Properties,[Object]: [FSX Properties]: - Check animation tag and length |

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| 06:00 | Panel-Outliner: - select LeftRim_blurred Toolbar-Left,[Blender2FSX],[FSX Animation Tool]: - [+] “l_tire” - select “l_tire_blurred_key” - [Assign] Panel-Properties,[Object],[FSX Properties]: |
| 06:15 | - check animation tag and length |
| 06:30 | Explanation about the application of the visibility |
| 07:00 | 3D view: Toolbar-Left,[Blender2FSX],[FSX Attachpoint Tool]: - [x] Visibility - [Tag]: - Choose: “tire_blurred_visibility” - [Attach] |
| 07:10 | Panel-Properties,[Object],[FSX Properties]: - Check presence of the attachpoint tag: yes |
| 07:20 | Panel-Outliner: - select LeftRim_still Toolbar-Left,[Blender2FSX],[FSX Animation Tool]: - [+] “l_tire” - select “l_tire_still_key” - [Assign] Panel-Properties,[Object],[FSX Properties]: - check animation tag and length |
| 07:30 | 3D view: Toolbar-Left,[Blender2FSX],[FSX Attachpoint Tool]: - [x] Visibility - [Tag]: - select: “tire_still_visibility” - [Attach] |
| 07:40 | Panel-Properties,[Object],[FSX Properties]: - check presence of the attachpoint tag: yes |
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| | Explanation about the how and why behind this |
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| 08:00 | Animation of the leftrim_still: |
| 09:10 | <p>Animation Window: - set framecounter to:0</p> <p>3D View: - select leftrim_still object - [I][R] to insert the 1st keyframe</p> <p>Animation Window:: - set framecounter to:50</p> <p>3D View: - [I][R] to insert the 2nd keyframe</p> <p>Animation Window:: - set framecounter to:100</p> <p>3D View: - [I][R] to insert the 3rd keyframe</p> <p>Animation Window:: - reset framecounter to:0 - [>] to play the animation - reset framecounter to:0</p> |
| 09:30 | <p>Panel-right,[Outliner] - select LeftRim_blurred</p> <p>Animation Window: - set framecounter to:0</p> <p>3D View: - select leftrim_blurred object - [I][R] to insert the 1st keyframe</p> <p>Animation Window: - set framecounter to:50</p> <p>3D View: - [R][X]180[enter] to rotate the wheel 180 degrees - [I][R] to insert the 2nd keyframe</p> <p>Animation Window: - set framecounter to:100</p> <p>3D View: - [R][X]180[enter] to rotate the wheel another 180 degrees - [I][R] to insert the 3rd keyframe</p> |
| 10:10 | <p>Panel-right,[Outliner]: - select LeftRim_still - turn off the visibility</p> |
| 10:20 | <p>Animation Window: - reset framecounter to:0 - [>] to play the animation - reset framecounter to:0</p> |

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| 10:40 | #Fixing the wheel animation direction cause it is rotating in the wrong direction |
| | Animation Window: - set framecounter to:100 3D View: - [Alt-I] to delete the 3 rd keyframe Animation Window: - set framecounter to:50 3D View: - [Alt-I] to delete the 2 nd keyframe Animation Window: - set framecounter to:0 |
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| | Re-animating the left-wheel in the right direction |
| 11:40 | Animation Window: - set framecounter to:50 3D View: - [R][X]-180[enter] to rotate the wheel another 180 degrees - [I][R] to re-insert the 2 nd keyframe Animation Window: - set framecounter to:100 3D View: - [R][X]-180[enter] to rotate the wheel another 180 degrees - [I][R] to insert the 3 rd keyframe Animation Window: - reset framecounter to:0 - [>] to play the animation - reset framecounter to:0 |
| | Save your project file - At this point you can export your project it to FSX |
| 12:39 | End of this video |