


```

Body0 = ../Fuselage/
Body1 = ../Stabilizer/
Kf = 2000
Df = 2
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 10
Dtx = 0.01
Kty = 10
Dty = 0.01
Ktz = 10
Dtz = 0.01
MaxForce = 200
MaxTorque = 1
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointFuselageLeftStabilizer/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.7699, 0.0097, -0.0050, 1 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../LeftStabilizer/
Kf = 5000
Df = 5
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 10
Dtx = 0.01
Kty = 10
Dty = 0.01
Ktz = 10
Dtz = 0.01
MaxForce = 1000

```

```

MaxTorque = 4
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointFuselageRightStabilizer/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.7699, -0.0097, -0.0050, 1 )

```

U spojení „JointFuselageRightStabilizer“ opíšeme stejné souřadnice jako u spojení „JointFuselagLeftStabilizer“. Jediným rozdílem je znaménko mínus u souřadnice „X = -0.0097“. Tento objekt je ve stejné vzdálenosti vzhledem k osám „Z“ a „Y“, jenom u osy „X“ je sice ve stejné vzdálenosti, ale na opačné straně.

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../RightStabilizer/
Kf = 5000
Df = 5
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 10
Dtx = 0.01
Kty = 10
Dty = 0.01
Ktz = 10
Dtz = 0.01
MaxForce = 1000
MaxTorque = 4
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointLeftGearLeftWheel/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0730, 0.2462, -0.1743, 1 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376

TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766
-----------	-----	-------	--------	---------	-------	---------

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../LeftGear/
Body1 = ../LeftWheel/
Kf = 10000
Df = 100
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 1000
Dtx = 10
Kty = 1000
Dty = 10
Ktz = 1000
Dtz = 10
MaxForce = 0
MaxTorque = 0
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

cd JointRightGearRightWheel/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0730, -0.2462, -0.1743, 1 )

```

U spojení „JointRightGearRightWheel“ opíšeme stejné souřadnice jako u spojení „JointRightLeftWheel“. Jediným rozdílem je znaménko mínus u souřadnice „X = -0.2462“. Tento objekt je ve stejné vzdálenosti vzhledem k osám „Z“ a „Y“, jenom u osy „X“ je sice ve stejné vzdálenosti, ale na opačné straně.

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../RightGear/
Body1 = ../RightWheel/
Kf = 10000
Df = 100
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 1000
Dtx = 10
Kty = 1000

```

```

Dty = 10
Ktz = 1000
Dtz = 10
MaxForce = 0
MaxTorque = 0
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointTailGearTailWheel/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.7505, 0.0080, -0.0766, 1 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../TailGear/
Body1 = ../TailWheel/
Kf = 10000
Df = 100
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 1000
Dtx = 10
Kty = 1000
Dty = 10
Ktz = 1000
Dtz = 10
MaxForce = 0
MaxTorque = 0
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointFuselageEngine/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )

```

```
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
```

U tohoto spojení je výjimka, není nutné zadávat žádné souřadnice spojovacího bodu !

```
Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../Engine/
Kf = 10000
Df = 100
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 1000
Dtx = 10
Kty = 1000
Dty = 10
Ktz = 1000
Dtz = 10
MaxForce = 0
MaxTorque = 0
Rigid = 1
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../
```

```
cd JointFuselageLeftWing/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.0120, 0.0000, 0.1098, 1 )
```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```
Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../LeftWing/
Kf = 20000
Df = 20
```

```

Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 2000
Dtx = 2
Kty = 2000
Dty = 2
Ktz = 2000
Dtz = 2
MaxForce = 1000
MaxTorque = 100
Rigid = 0
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointFuselageRightWing/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.0120, 0.0000, 0.1098, 1 )

```

U spojení „JointFuselageRightWing“ opíšeme stejné souřadnice jako u spojení „JointFuselageLeftWing“ beze změn, protože souřadnice na ose „X“ je v nulové pozici.

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../RightWing/
Kf = 20000
Df = 20
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 2000
Dtx = 2
Kty = 2000
Dty = 2
Ktz = 2000
Dtz = 2
MaxForce = 1000
MaxTorque = 100
Rigid = 0
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointFuselageLeftGear/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )

```

```
R = tmvector4r( 0.0669, 0.0527, -0.0608, 1 )
```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```
Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../LeftGear/
Kf = 4000
Df = 15
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 200
Dtx = 0.4
Kty = 200
Dty = 0.4
Ktz = 200
Dtz = 0.4
MaxForce = 800
MaxTorque = 20
Rigid = 0
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../
```

```
cd JointFuselageRightGear/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0669, -0.0527, -0.0608, 0 )
```

U spojení „JointFuselageRightGear“ opíšeme stejné souřadnice jako u spojení „JointFuselageLeftGear“.
Jediným rozdílem je znaménko mínus u souřadnice „X = -0.0527“. Tento objekt je ve stejné vzdálenosti vzhledem k osám „Z“ a „Y“, jenom u osy „X“ je sice ve stejné vzdálenosti, ale na opačné straně.

```
Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../RightGear/
```

```

Kf = 4000
Df = 15
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 200
Dtx = 0.4
Kty = 200
Dty = 0.4
Ktz = 200
Dtz = 0.4
MaxForce = 800
MaxTorque = 20
Rigid = 0
Essential = 1
Angle = 0
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
cd ../

```

```

cd JointFuselageTailGear/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.7129, 0.0000, -0.0376, 1 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

Mass = 0
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
Body0 = ../Fuselage/
Body1 = ../TailGear/
Kf = 2000
Df = 20
Kfx = 0
Dfx = 0
Kfy = 0
Dfy = 0
Kfz = 0
Dfz = 0
Ktx = 80
Dtx = 0.4
Kty = 80
Dty = 0.4
Ktz = 80
Dtz = 0.4
MaxForce = 0
MaxTorque = 0
Rigid = 0

```

```

Essential = 1
Angle = 0.5
AngleZ = 0
Axis = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Displacement = tmvector4r( 0.0000, 0.0000, 0.0000, 0 )
Link1 = ~Aircraft/ServoRudder/MechLink
cd ../

cd Fuselage/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.2952, -0.0000, 0.1484, 1 )
Geometry( "~Geometry/Fuselage/" )
Mass = 0.7
RangeMassMax = 1.5
RangeMassMin = 0.6
Inertia = { 0.0038, 0.0006, 0.0006, 0.0000, 0.0006, 0.0234, -0.0001,
0.0000, 0.0006, -0.0001, 0.0233, 0.0000, 0.0000, 0.0000, 0.0000, 11092.3398
}
Kn = 1000
Dn = 20
Dv = 0.2
Dbxy = 1
AreaCenter = tmvector4r( 0.0000, 0.0000, 0.0490, 1 )
CG = tmvector4r( 0.0180, 0.0000, 0.0640, 1 )
SmokeNum = 1
SmokeR = tmvector4r( -0.1600, -0.0400, -0.1000, 1 )
SmokeR1 = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
SmokeR2 = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
SmokeR3 = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
Cdx = 0.4
Cly = 1
Cdy = 1
Clz = 1
Cdz = 1
InertiaScale = 0
cd ../

cd LeftWing/
Sections = 2
RootR = tmvector4f( -0.0120, 0.0000, 0.1098, 1.0000 )
RootN = tmvector4f( 0.0000, 1.0000, 0.0000, 0.0000 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

PropWashFactor = 0.1
FuselageInterference = 1
Cly = 0.7
RangeSpanMax = 1.1
RangeSpanMin = 0.8
IncidenceOffset = 0
FlapEffect = 1
FlapEffectArea = 0
Aileron = ~Geometry/LeftWing/LeftAileron/
AileronLink = ~Aircraft/ServoLeftAileron/MechLink
AileronOffset = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
FlapDisplacement = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
Flap1Displacement = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
AirbrakeDisplacement = 0

```

```

AirbrakeCl = 1
AirbrakeCd = 1
// start section 0
SectionR(0) = tmvector4f( 0.0691, -0.2183, -0.0083, 1.0000 )
SectionArea(0) = 0.1347
SectionChord(0) = 0.2895
SectionAirfoil(0) = "PT-40"
// start section 1
SectionR(1) = tmvector4f( 0.0640, 0.2478, -0.0070, 1.0000 )
SectionArea(1) = 0.1221
SectionChord(1) = 0.2622
SectionAirfoil(1) = "PT-40"
X = tmvector4r( 0.9995, -0.0270, 0.0140, 0 )
Y = tmvector4r( 0.0266, 0.9992, 0.0300, 0 )
Z = tmvector4r( -0.0148, -0.0297, 0.9995, 0 )
R = tmvector4r( -0.0542, 0.4531, 0.1182, 1 )
Geometry( "~Geometry/LeftWing/" )
Mass = 0.6
RangeMassMax = 0.9
RangeMassMin = 0.3
Inertia = { 0.0473, -0.0000, -0.0000, 0.0000, -0.0000, 0.0039, 0.0000,
0.0000, -0.0000, 0.0000, 0.0511, 0.0000, 0.0000, 0.0000, 0.0000, 445.4421 }
Kn = 1000
Dn = 10
Dv = 0.2
Dbxy = 1
cd ../

```

```

cd RightWing/
Sections = 2
RootR = tmvector4f( -0.0120, 0.0000, 0.1098, 1.0000 )
RootN = tmvector4f( 0.0000, -1.0000, 0.0000, 0.0000 )

```

U objektu „*RighWing*“ opíšeme stejné souřadnice jako u objektu „*LeftWing*“ beze změn, protože souřadnice na ose „*X*“ je v nulové pozici.

```

PropWashFactor = 0.1
FuselageInterference = 1
Cly = 0.7
RangeSpanMax = 1.1
RangeSpanMin = 0.8
IncidenceOffset = 0
FlapEffect = 1
FlapEffectArea = 0
Aileron = ~Geometry/RightWing/RightAileron/
AileronLink = ~Aircraft/ServoRightAileron/MechLink
AileronOffset = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
FlapDisplacement = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
Flap1Displacement = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
AirbrakeDisplacement = 0
AirbrakeCl = 1
AirbrakeCd = 1
// start section 0
SectionR(0) = tmvector4f( 0.0691, 0.2183, -0.0083, 1.0000 )
SectionArea(0) = 0.1347
SectionChord(0) = 0.2895
SectionAirfoil(0) = "PT-40"
// start section 1
SectionR(1) = tmvector4f( 0.0640, -0.2478, -0.0070, 1.0000 )
SectionArea(1) = 0.1221
SectionChord(1) = 0.2622
SectionAirfoil(1) = "PT-40"
X = tmvector4r( 0.9995, 0.0270, 0.0140, 0 )
Y = tmvector4r( -0.0266, 0.9992, -0.0302, 0 )
Z = tmvector4r( -0.0148, 0.0298, 0.9994, 0 )
R = tmvector4r( -0.0542, -0.4531, 0.1182, 1 )
Geometry( "~Geometry/RightWing/" )
Mass = 0.6
RangeMassMax = 0.9
RangeMassMin = 0.3

```

```

Inertia = { 0.0473, 0.0000, -0.0000, 0.0000, 0.0000, 0.0039, -0.0000,
0.0000, -0.0000, -0.0000, 0.0511, 0.0000, 0.0000, 0.0000, 0.0000, 445.4420 }
Kn = 1000
Dn = 10
Dv = 0.2
Dbxy = 1
cd ../

```

```
cd Stabilizer/
```

```
Sections = 1
```

```
RootR = tmvector4f( -0.7757, 0.0000, 0.0033, 1.0000 )
```

```
RootN = tmvector4f( 0.0000, 0.0000, 1.0000, 0.0000 )
```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```
Flap = ~Geometry/Stabilizer/Rudder/
```

```
FlapLink = ~Aircraft/ServoRudder/MechLink
```

```
FlapRotation = 0.8
```

```
PropWashFactor = 0.35
```

```
Dwf = 0
```

```
RangeSpanMax = 0.25
```

```
RangeSpanMin = 0.17
```

```
// start section 0
```

```
SectionR(0) = tmvector4f( 0.0177, -0.0245, 0.0001, 1.0000 )
```

```
SectionArea(0) = 0.0396
```

```
SectionChord(0) = 0.1674
```

```
SectionAirfoil(0) = "FLAT"
```

```
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
```

```
Y = tmvector4r( 0.0000, 0.0000, -1.0000, 0 )
```

```
Z = tmvector4r( -0.0000, 1.0000, 0.0000, 0 )
```

```
R = tmvector4r( -0.7525, -0.0000, 0.0863, 1 )
```

```
Geometry( "~Geometry/Stabilizer/" )
```

```
Mass = 0.05
```

```
RangeMassMax = 0.1
```

```
RangeMassMin = 0.05
```

```
Inertia = { 0.0002, -0.0001, -0.0000, 0.0000, -0.0001, 0.0004, 0.0000,
0.0000, -0.0000, 0.0000, 0.0006, 0.0000, 0.0000, 0.0000, 0.0000, 303.2177 }
```

```
Kn = 10000
```

```
Dn = 40
```

```
Dv = 0.2
```

```
Dbxy = 1
```

```
cd ../
```

```
cd LeftStabilizer/
```

```
Sections = 1
```

```
RootR = tmvector4f( -0.7699, 0.0097, -0.0050, 1.0000 )
```

```
RootN = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )
```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```
Flap = ~Geometry/LeftStabilizer/LeftElevator/
```

```

FlapLink = ~Aircraft/ServoElevator/MechLink
FlapRotation = 0.8
PropWashFactor = 0.4
Dwf = 0
RangeSpanMax = 0.35
RangeSpanMin = 0.28
// start section 0
SectionR(0) = tmvector4f( 0.0433, 0.0047, -0.0000, 1.0000 )
SectionArea(0) = 0.0553
SectionChord(0) = 0.1881
SectionAirfoil(0) = "FLAT"
X = tmvector4r( 1.0000, -0.0000, 0.0046, 0 )
Y = tmvector4r( -0.0000, 1.0000, 0.0001, 0 )
Z = tmvector4r( -0.0046, -0.0001, 1.0000, 0 )
R = tmvector4r( -0.7235, 0.1550, -0.0048, 1 )
Geometry( "~Geometry/LeftStabilizer/" )
Mass = 0.07
RangeMassMax = 0.15
RangeMassMin = 0.05
Inertia = { 0.0005, 0.0000, -0.0000, 0.0000, 0.0000, 0.0002, -0.0000,
0.0000, -0.0000, -0.0000, 0.0007, 0.0000, 0.0000, 0.0000, 0.0000, 115.4248 }
Kn = 10000
Dn = 40
Dv = 0.2
Dbxy = 1
cd ../

```

```

cd RightStabilizer/
Sections = 1
RootR = tmvector4f( -0.7699, -0.0097, -0.0050, 1.0000 )
RootN = tmvector4f( 0.0000, 0.0000, 0.0000, 0.0000 )

```

U objektu „RightStabilizer“ opišeme stejné souřadnice jako u objektu „LeftStabilizer“. Jediným rozdílem je znaménko mínus u souřadnice „X = -0.0097“. Tento objekt je ve stejné vzdálenosti vzhledem k osám „Z“ a „Y“, jenom u osy „X“ je sice ve stejné vzdálenosti, ale na opačné straně.

```

Flap = ~Geometry/RightStabilizer/RightElevator/
FlapLink = ~Aircraft/ServoElevator/MechLink
FlapRotation = 0.8
PropWashFactor = 0.4
Dwf = 0
RangeSpanMax = 0.35
RangeSpanMin = 0.28
// start section 0
SectionR(0) = tmvector4f( 0.0433, -0.0047, -0.0000, 1.0000 )
SectionArea(0) = 0.0553
SectionChord(0) = 0.1881
SectionAirfoil(0) = "FLAT"
X = tmvector4r( 1.0000, 0.0000, 0.0046, 0 )
Y = tmvector4r( 0.0000, 1.0000, -0.0001, 0 )
Z = tmvector4r( -0.0046, 0.0001, 1.0000, 0 )
R = tmvector4r( -0.7235, -0.1550, -0.0048, 1 )
Geometry( "~Geometry/RightStabilizer/" )
Mass = 0.07
RangeMassMax = 0.15
RangeMassMin = 0.05
Inertia = { 0.0005, -0.0000, -0.0000, 0.0000, -0.0000, 0.0002, 0.0000,
0.0000, -0.0000, 0.0000, 0.0007, 0.0000, 0.0000, 0.0000, 0.0000, 115.4249 }
Kn = 10000
Dn = 40
Dv = 0.2
Dbxy = 1
cd ../

```

```

cd LeftGear/
MountingR = tmvector4f( 0.0669, 0.0527, -0.0608, 1.0000 )
MountingZ = tmvector4f( 1.0000, 0.0000, 0.0000, 0.0000 )

```

	X	Y	Z	Z	X	Y
--	---	---	---	---	---	---

LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

Retractable = 0
RetractZ = tmvector4f( 1.0000, 0.0000, 0.0000, 0.0000 )
RetractAngle = 0
RetractAngleZ = 0
Cdx = 0
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 0.8346, -0.5509, 0 )
Z = tmvector4r( -0.0000, 0.5509, 0.8346, 0 )
R = tmvector4r( 0.0646, 0.1327, -0.1110, 1 )
Geometry( "~Geometry/LeftGear/" )
Mass = 0.1
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0004, -0.0000, 0.0000, 0.0000, -0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0004, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 5037.3530 }
Kn = 0
Dn = 0
Dv = 0
Dbxy = 1
cd ../

```

```

cd LeftWheel/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0730, 0.2462, -0.1743, 1 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

Geometry( "~Geometry/LeftWheel/" )
Mass = 0.05
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0020, 0.0000, 0.0000, 0.0000, 0.0000, 0.0020, 0.0000,
0.0000, 0.0000, 0.0000, 0.0020, 0.0000, 0.0000, 0.0000, 0.0000, 1.0000 }
Kn = 0
Dn = 0
Dv = 0
Dbxy = 1
Kxr = 0.08
Kyr = 0.72
Kr = 10000
Dr = 0
Kbrake = 0.4
RotationEnable = 1
cd ../

```

```

cd RightGear/
MountingR = tmvector4f( 0.0669, -0.0527, -0.0608, 1.0000 )
MountingZ = tmvector4f( 1.0000, 0.0000, 0.0000, 0.0000 )

```

U objektu „*RightGear*“ opíšeme stejné souřadnice jako u objektu „*LeftGear*“. Jediným rozdílem je znaménko mínus u souřadnice „*X* = -0.0527“. Tento objekt je ve stejné vzdálenosti vzhledem k osám „*Z*“ a „*Y*“, jenom u osy „*X*“ je sice ve stejné vzdálenosti, ale na opačné straně.

```
Retractable = 0
RetractZ = tmvector4f( 1.0000, 0.0000, 0.0000, 0.0000 )
RetractAngle = 0
RetractAngleZ = 0
Cdx = 0
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( -0.0000, 0.8346, 0.5509, 0 )
Z = tmvector4r( 0.0000, -0.5509, 0.8346, 0 )
R = tmvector4r( 0.0646, -0.1327, -0.1110, 1 )
Geometry( "~Geometry/RightGear/" )
Mass = 0.1
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0004, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0004, 0.0000, 0.0000, 0.0000, 0.0000, 5037.3540 }
Kn = 0
Dn = 0
Dv = 0
Dbxy = 1
cd ../

cd RightWheel/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0730, -0.2462, -0.1743, 1 )
```

U objektu „*RightWheel*“ opíšeme stejné souřadnice jako u objektu „*LeftWheel*“. Jediným rozdílem je znaménko mínus u souřadnice „*X* = -0.2462“. Tento objekt je ve stejné vzdálenosti vzhledem k osám „*Z*“ a „*Y*“, jenom u osy „*X*“ je sice ve stejné vzdálenosti, ale na opačné straně.

```
Geometry( "~Geometry/RightWheel/" )
Mass = 0.05
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0020, 0.0000, 0.0000, 0.0000, 0.0000, 0.0020, 0.0000,
0.0000, 0.0000, 0.0000, 0.0020, 0.0000, 0.0000, 0.0000, 0.0000, 1.0000 }
Kn = 0
Dn = 0
Dv = 0
Dbxy = 1
Kxr = 0.08
Kyr = 0.72
Kr = 10000
Dr = 0
Kbrake = 0.4
RotationEnable = 1
cd ../

cd TailGear/
MountingR = tmvector4f( -0.7129, 0.0000, -0.0376, 1.0000 )
MountingZ = tmvector4f( 1.0000, 0.0000, 0.0000, 0.0000 )
```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

Retractable = 0

```

RetractZ = tmvector4f( 1.0000, 0.0000, 0.0000, 0.0000 )
RetractAngle = 0
RetractAngleZ = 0
Cdx = 0
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 0.0006, -1.0000, 0 )
Z = tmvector4r( -0.0000, 1.0000, 0.0006, 0 )
R = tmvector4r( -0.7184, 0.0000, -0.0647, 1 )
Geometry( "~Geometry/TailGear/" )
Mass = 0.05
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, -0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, -0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 37087.7500
}
Kn = 0
Dn = 0
Dv = 0
Dbxy = 1
cd ../

```

```

cd TailWheel/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( -0.7505, 0.0080, -0.0766, 1 )

```

	X	Y	Z	Z	X	Y
LeftWing	0	10,98	-1,2	-0,012	0	0,1098
Stabilizer	0	0,33	-77,57	-0,7757	0	0,0033
LeftStabilizer	0,97	-0,5	-76,99	-0,7699	0,0097	-0,005
LeftGear	5,27	-6,08	6,69	0,0669	0,0527	-0,0608
LeftWheel	24,62	-17,43	7,3	0,073	0,2462	-0,1743
TailGear	0	-3,76	-71,29	-0,7129	0	-0,0376
TailWheel	0,8	-7,66	-75,05	-0,7505	0,008	-0,0766

```

Geometry( "~Geometry/TailWheel/" )
Mass = 0.1
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0020, 0.0000, 0.0000, 0.0000, 0.0000, 0.0020, 0.0000,
0.0000, 0.0000, 0.0000, 0.0020, 0.0000, 0.0000, 0.0000, 0.0000, 1.0000 }
Kn = 0
Dn = 0
Dv = 0
Dbxy = 1
Kxr = 0.08
Kyr = 0.72
Kr = 10000
Dr = 0
Kbrake = 0.4
RotationEnable = 1
cd ../

```

```

cd Engine/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )

```

U tohoto spojení je výjimka, není nutné zadávat žádné souřadnice spojovacího bodu !

```

Mass = 0.5
RangeMassMax = 1
RangeMassMin = 0.4
Inertia = { 0.0002, 0.0000, 0.0000, 0.0000, 0.0000, 0.0002, 0.0000,
0.0000, 0.0000, 0.0000, 0.0002, 0.0000, 0.0000, 0.0000, 0.0000, 1.0000 }

```

```

Kn = 4000
Dn = 10
Dv = 5
Dbxy = 1
ThrottleControl = ~Aircraft/ServoThrottle/MechLink
RotationSpeedIdle = 83.7758
RotationSpeedPowerMax = 0
RotationSpeedMax = 1466.08
PowerMax = 900
PowerMaxRevs = 1675.52
TorqueFactor = 0.2
ExhaustR = tmvector4r( -0.1600, -0.0400, -0.1000, 1 )
ExhaustW = 0
Sound0File = "g10-1700"
Sound1File = "g10-3750"
Sound2File = "g10-6000"
Sound0RPM = 1417
Sound1RPM = 3125
Sound2RPM = 4981
Sound01RPM = 3000
Sound12RPM = 5800
SoundRange = 2000
EngineNumber = 0
FADEC = 0
cd ../

cd Propeller/
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
Geometry( "~Geometry/Propeller/" )
Mass = 0.08
RangeMassMax = 0.1
RangeMassMin = 0.025
Inertia = { 0.0004, 0.0000, 0.0000, 0.0000, 0.0000, 0.0004, 0.0000,
0.0000, 0.0000, 0.0000, 0.0004, 0.0000, 0.0000, 0.0000, 0.0000, 1.0000 }
Kn = 4000
Dn = 10
Dv = 5
Dbxy = 1
Radius = 0.1397
RangeRadiusMax = 0.178
RangeRadiusMin = 0.127
Pitch = 0.203199
DragLateral = 0.005
StopNumber = 0
StopPosition = 0
Folding = 0.0000
FoldingR = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
Engine = ~Aircraft/Engine/
cd ../

cd ServoLeftAileron/
SignalIn = ~Aircraft/Receiver/Out(10)
P0 = 0
P1 = 0.523599
P2 = 0
P3 = 0
PFirst = 0
Vmax = 10
Vmaxdown = 0
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
Mass = 0
RangeMassMax = 0
RangeMassMin = 0

```

```
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
cd ../
```

```
cd ServoRightAileron/
```

```
SignalIn = ~Aircraft/Receiver/Out(11)
```

```
P0 = 0
```

```
P1 = -0.523599
```

```
P2 = 0
```

```
P3 = 0
```

```
PFirst = 0
```

```
Vmax = 10
```

```
Vmaxdown = 0
```

```
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
```

```
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
```

```
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
```

```
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
```

```
Mass = 0
```

```
RangeMassMax = 0
```

```
RangeMassMin = 0
```

```
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
```

```
Kn = 1000
```

```
Dn = 20
```

```
Dv = 5
```

```
Dbxy = 1
```

```
cd ../
```

```
cd ServoRudder/
```

```
SignalIn = ~Aircraft/Receiver/Out(8)
```

```
P0 = 0
```

```
P1 = 0.523599
```

```
P2 = 0
```

```
P3 = 0
```

```
PFirst = 0
```

```
Vmax = 10
```

```
Vmaxdown = 0
```

```
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
```

```
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
```

```
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
```

```
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
```

```
Mass = 0
```

```
RangeMassMax = 0
```

```
RangeMassMin = 0
```

```
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
```

```
Kn = 1000
```

```
Dn = 20
```

```
Dv = 5
```

```
Dbxy = 1
```

```
cd ../
```

```
cd ServoElevator/
```

```
SignalIn = ~Aircraft/Receiver/Out(4)
```

```
P0 = 0
```

```
P1 = 0.523599
```

```
P2 = 0
```

```
P3 = 0
```

```
PFirst = 0
```

```
Vmax = 10
```

```
Vmaxdown = 0
```

```
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
```

```
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
```

```
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
```

```
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
```

```
Mass = 0
```

```
RangeMassMax = 0
RangeMassMin = 0
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
Kn = 1000
Dn = 20
Dv = 5
Dbxy = 1
cd ../
```

```
cd ServoThrottle/
```

```
SignalIn = ~Aircraft/Receiver/Out(0)
```

```
P0 = 0
```

```
P1 = 1
```

```
P2 = 0
```

```
P3 = 0
```

```
PFirst = -1
```

```
Vmax = 2
```

```
Vmaxdown = 0
```

```
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
```

```
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
```

```
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
```

```
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
```

```
Mass = 0
```

```
RangeMassMax = 0
```

```
RangeMassMin = 0
```

```
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
```

```
Kn = 1000
```

```
Dn = 20
```

```
Dv = 5
```

```
Dbxy = 1
```

```
cd ../
```

```
cd Receiver/
```

```
X = tmvector4r( 1.0000, 0.0000, 0.0000, 0 )
```

```
Y = tmvector4r( 0.0000, 1.0000, 0.0000, 0 )
```

```
Z = tmvector4r( 0.0000, 0.0000, 1.0000, 0 )
```

```
R = tmvector4r( 0.0000, 0.0000, 0.0000, 1 )
```

```
Mass = 0
```

```
RangeMassMax = 0
```

```
RangeMassMin = 0
```

```
Inertia = { 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000,
0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000, 0.0000 }
```

```
Kn = 1000
```

```
Dn = 20
```

```
Dv = 5
```

```
Dbxy = 1
```

```
VTailMixElevator = 0.77
```

```
VTailMixRudder = 0.42
```

```
MixButterflyAileron = 0
```

```
MixButterflyFlap = 0
```

```
MixButterflyElevator = 0
```

```
MixPowerElevator = 0
```

```
MixAileronFlap = 0
```

```
MixFlapReduction = 1
```

```
cd ../
```