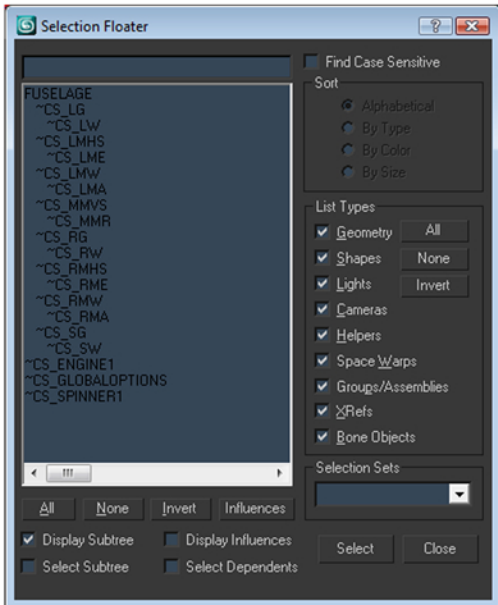
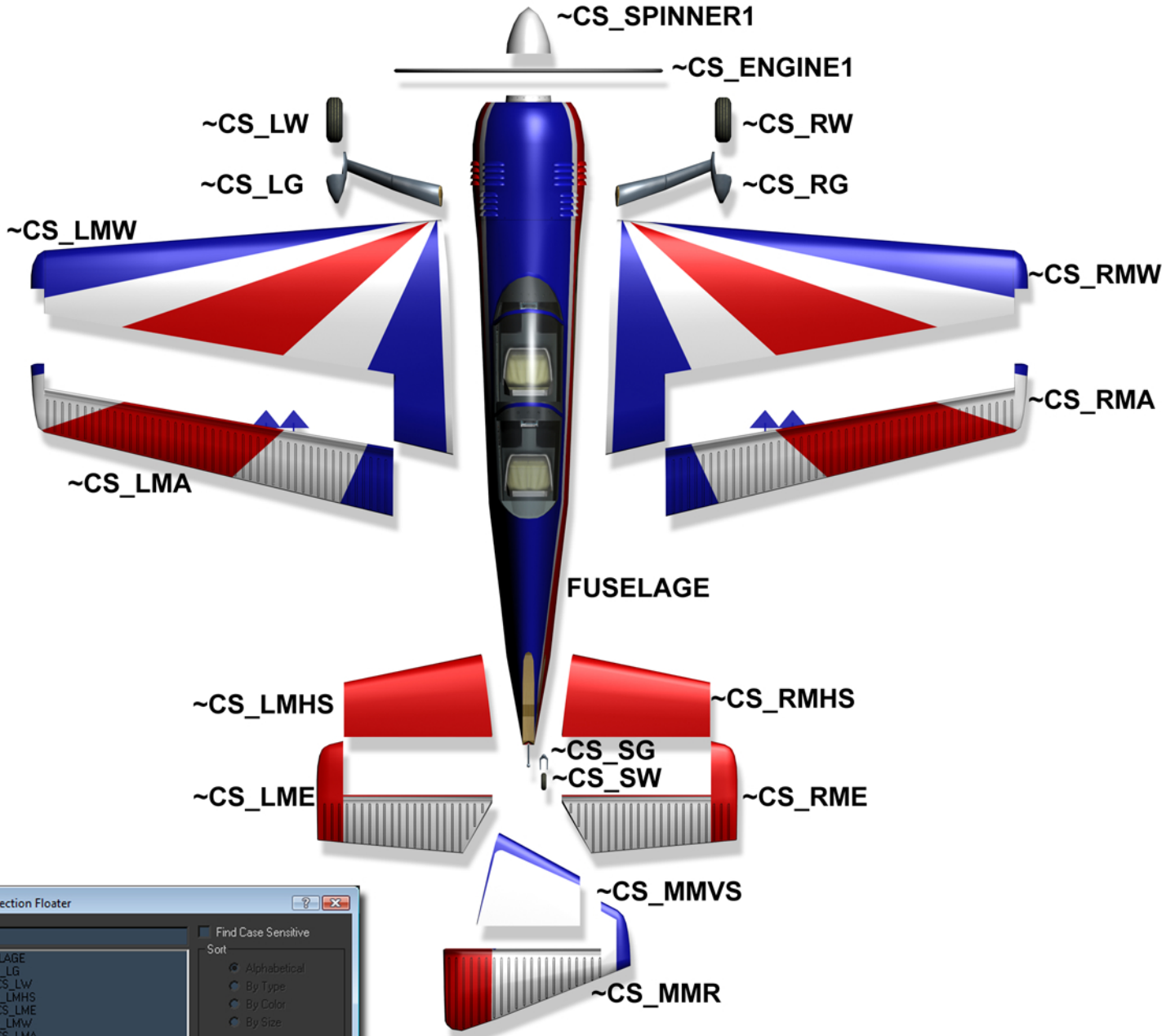


Yak-54 - Top View - Standard Fixed Wing Naming



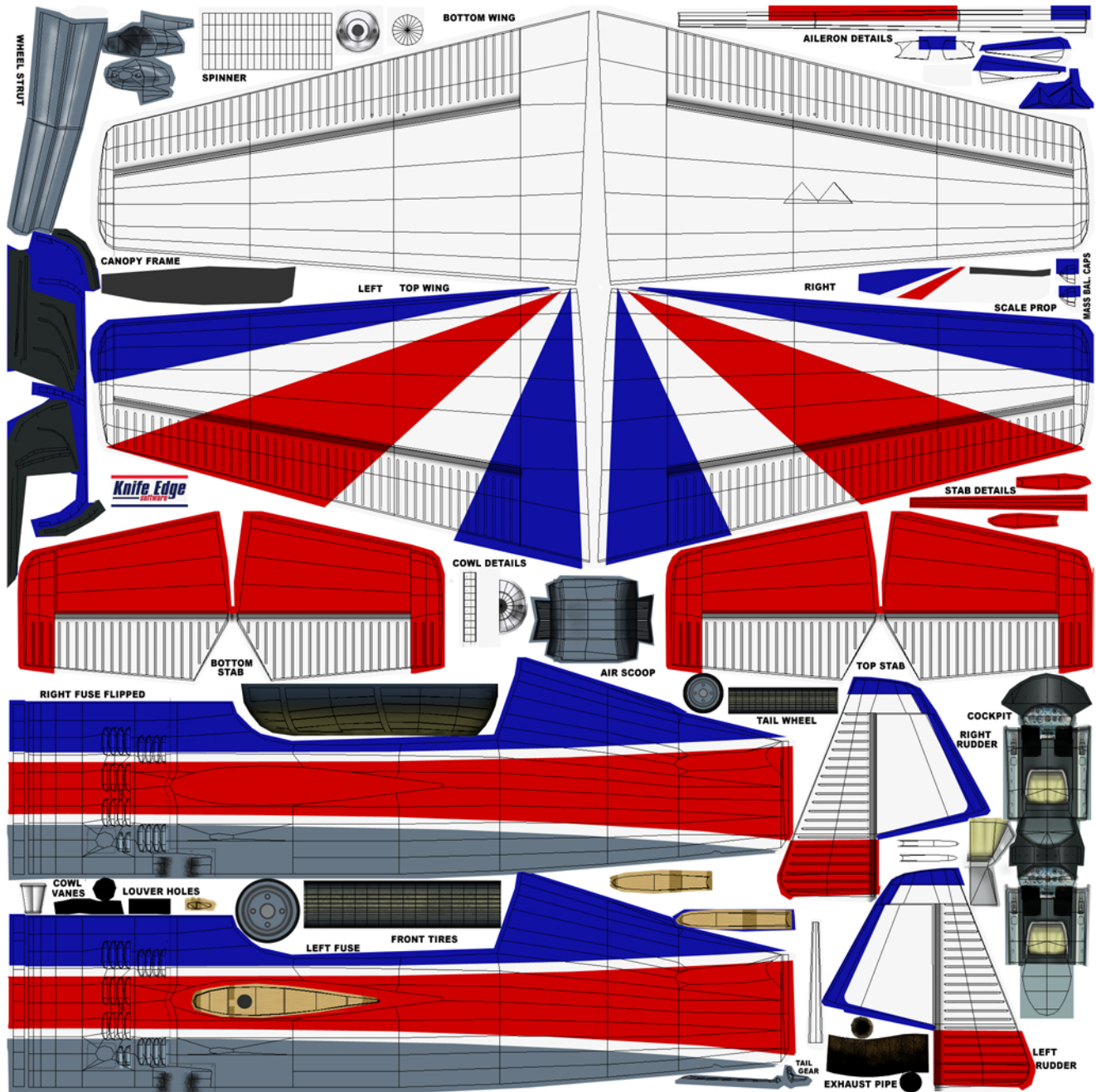
Parenting Hierarchy

* Collision frames not shown.

* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry.

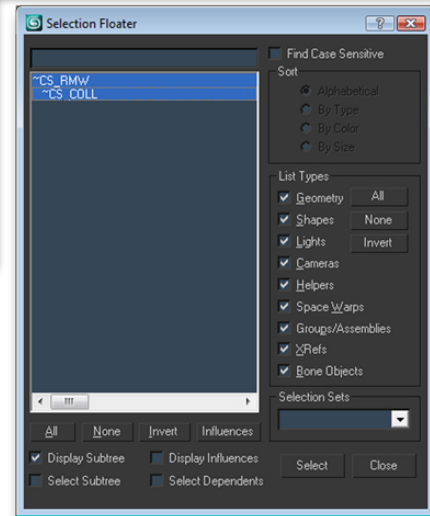
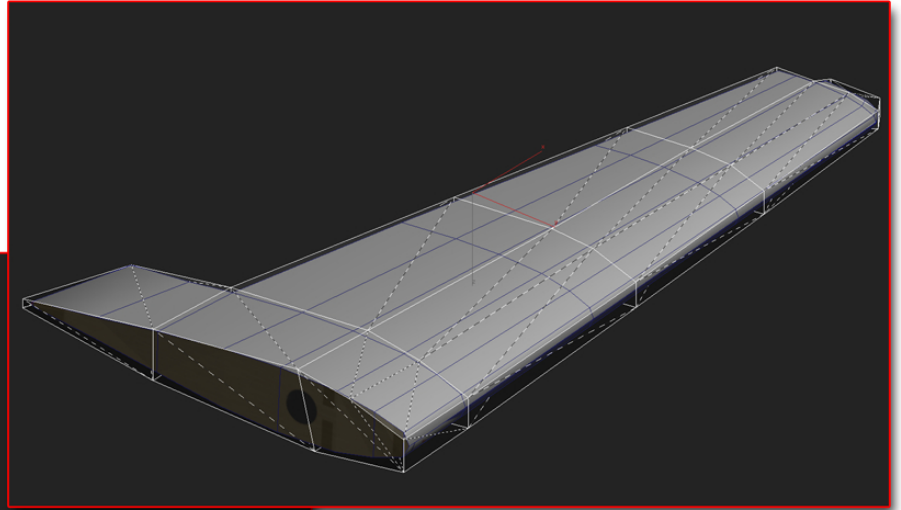
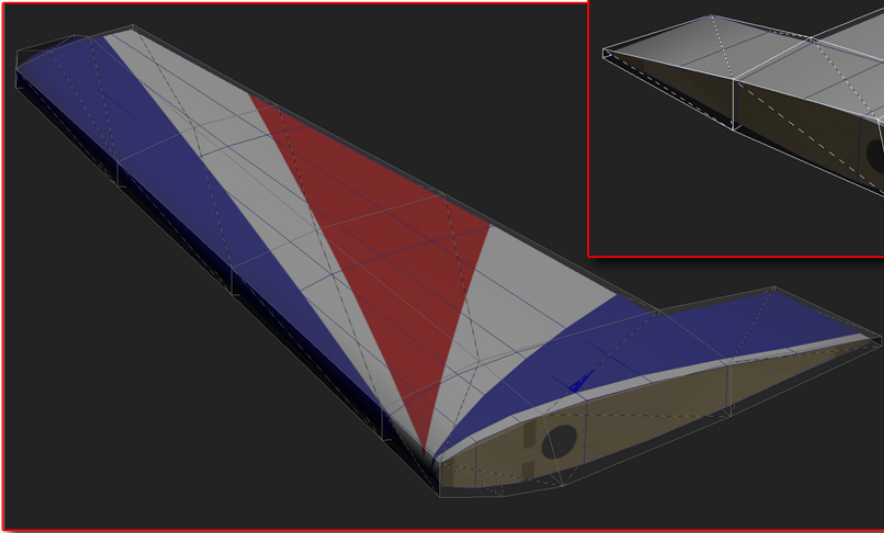
* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

Yak-54 - UVW Unwrap Example



* Texture size is 2048x2048 TGA with alpha for cockpit glass

Collision mesh examples

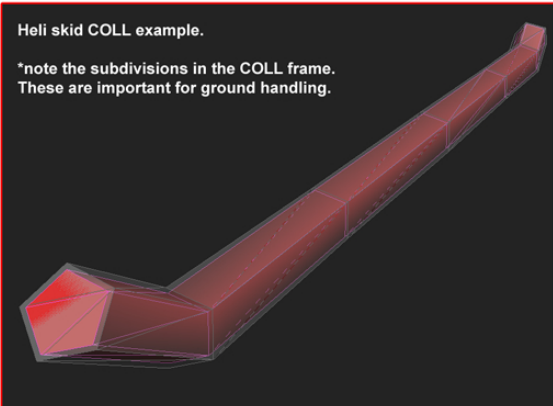


All parts tagged ~CS_ should be done this way.

1. Make sure that the collision mesh encompasses the graphical mesh.
2. Make sure it's as low poly as possible and still completely encloses it.
3. Make sure the collision mesh is a child of its respective graphical mesh.
4. Make sure the collision mesh is closed (no holes).
5. Make sure the parenting is correct, the COLL frame is a child of its parent (like the example box to the right)
6. Keep the entire COLL mesh for the vehicle below 1500 polys. (remember, the coll frames don't have to be super accurate)
7. Collision frames for Floats: Make sure the collision frame closely follows the immersed portion of the graphics frame, especially if there is a "step".

Heli skid COLL example.

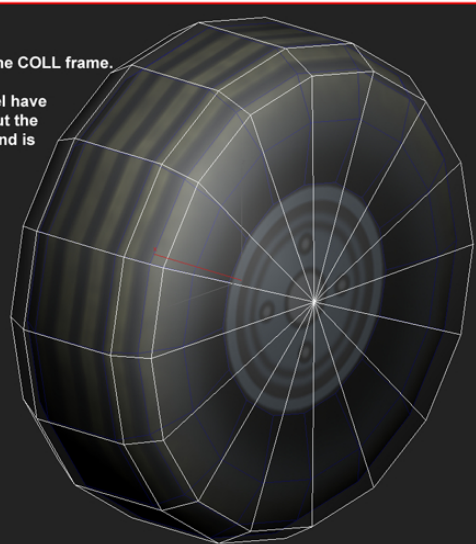
*note the subdivisions in the COLL frame. These are important for ground handling.



Wheel COLL example.

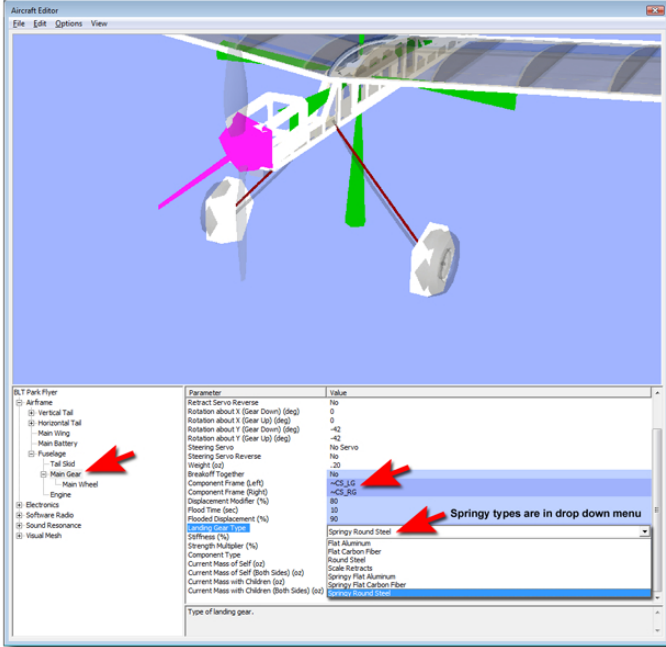
*note the subdivisions in the COLL frame.

*note the sides of the wheel have considerably less polys but the part that touches the ground is robust

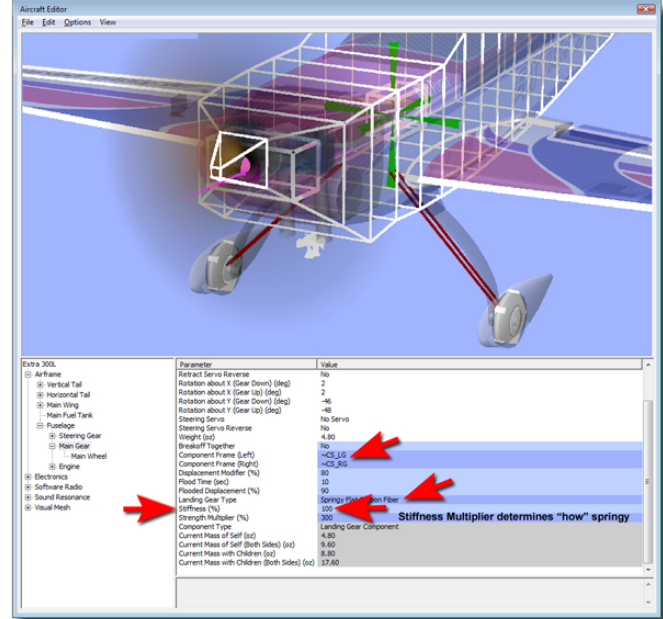


Springy Landing Gear Setup

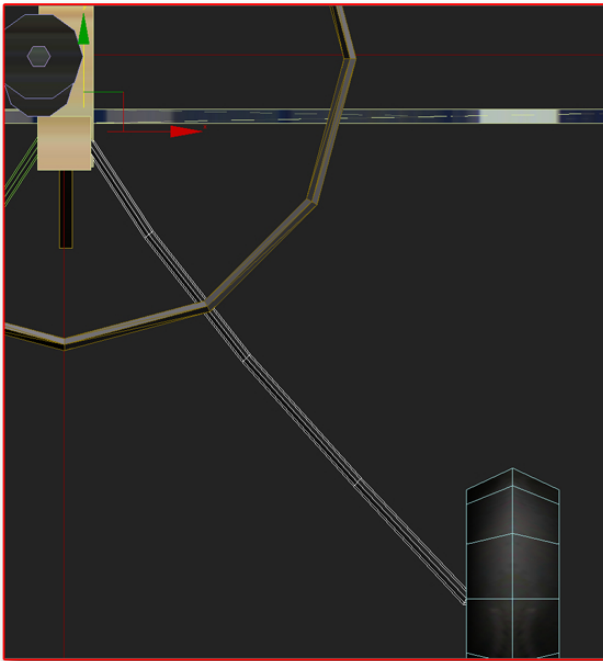
Springy Round Steel Example - BLT Park Flyer



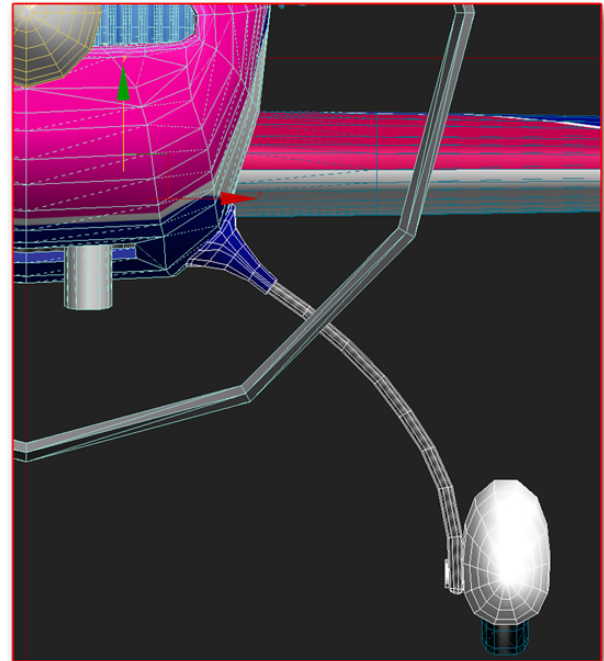
Springy Flat Carbon Example- Extra 300L



Position of Pivot for ~CS_LG in BLT Park Flyer



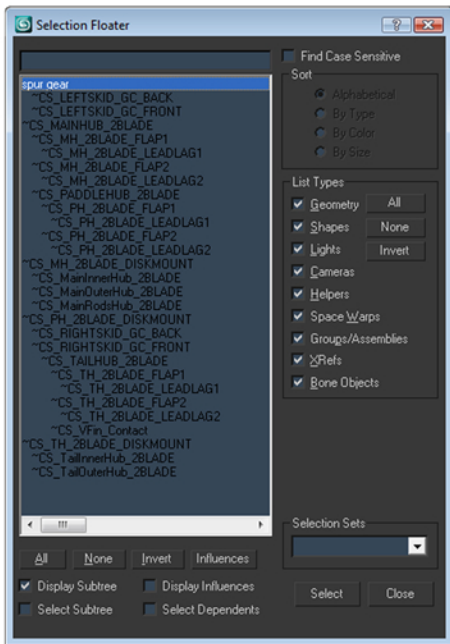
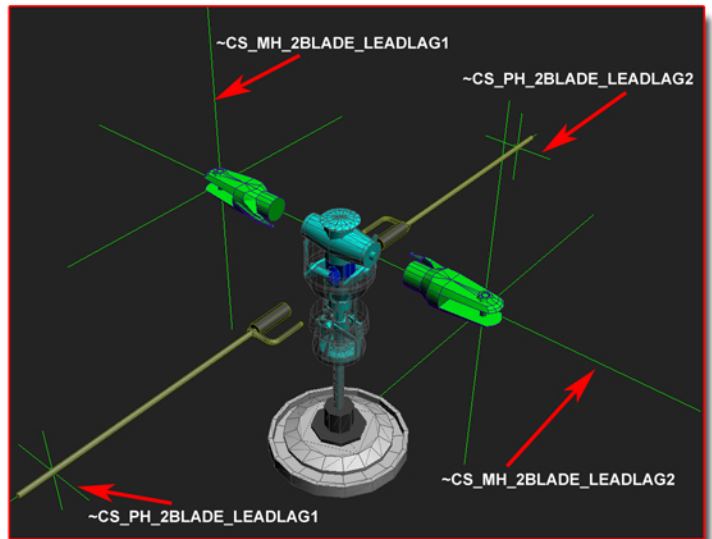
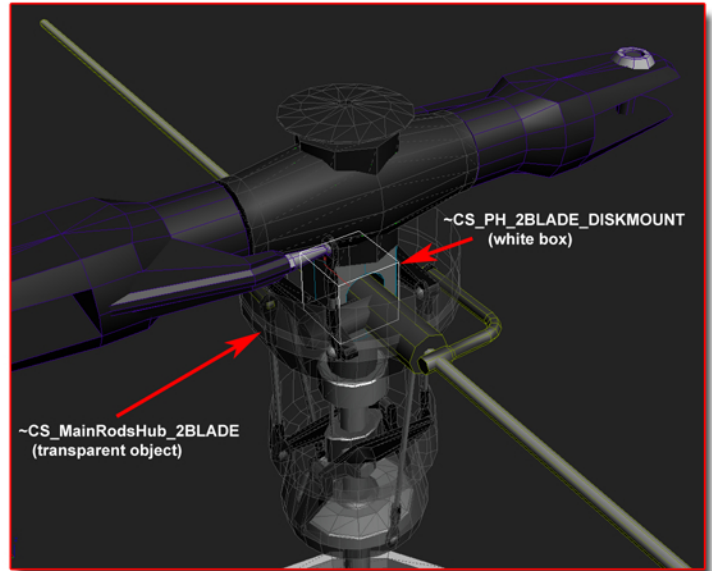
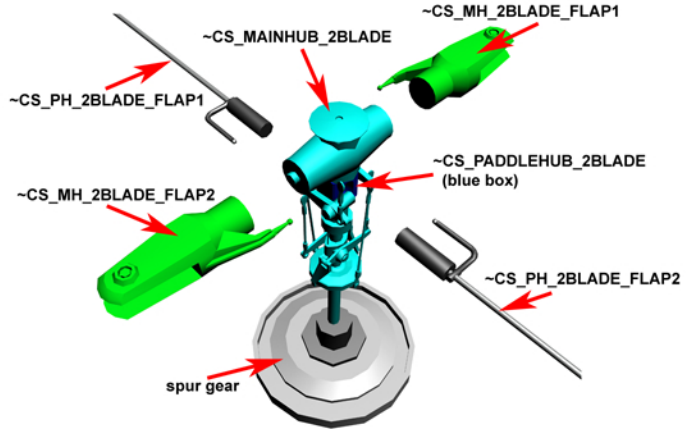
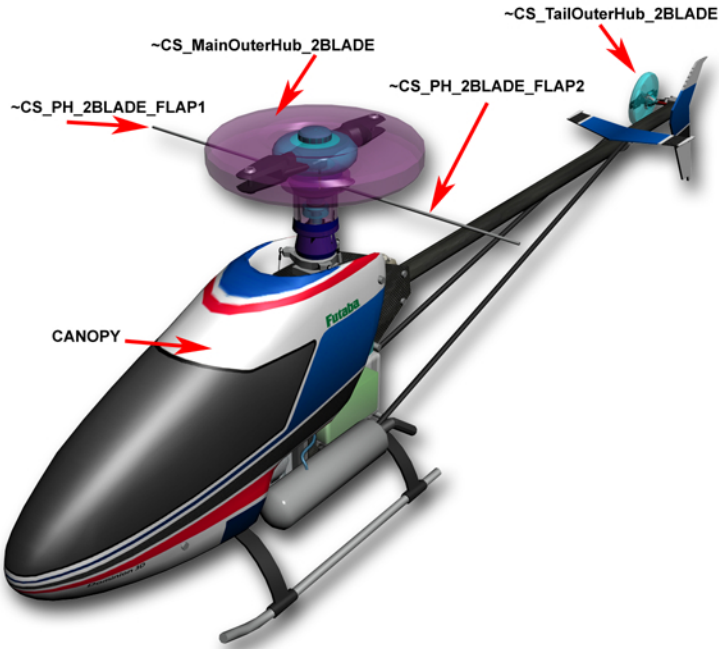
Position of Pivot for ~CS_LG in Extra 300L



Note: If the gear is near vertical it will not have springiness activated e.g. nose gear.

Note: Tail gear is generally too short to behave well when made springy.

Dominion - Main Hub



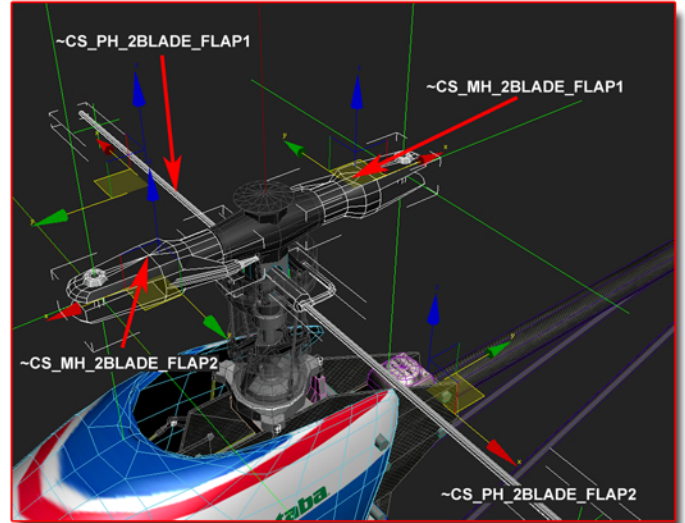
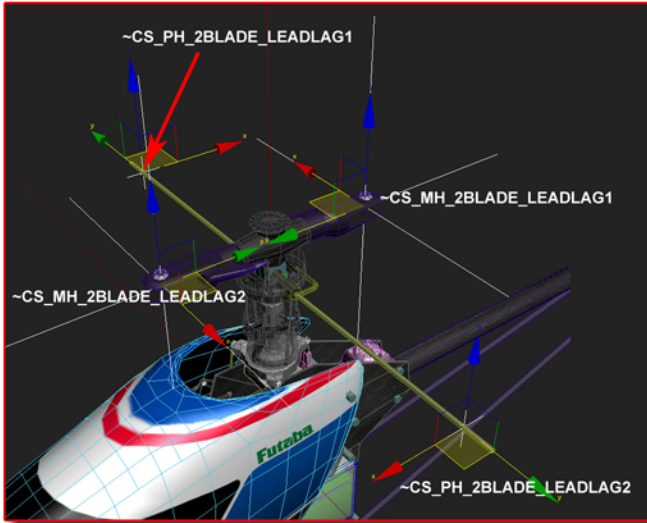
Parenting Hierarchy

* Collision frames not shown.

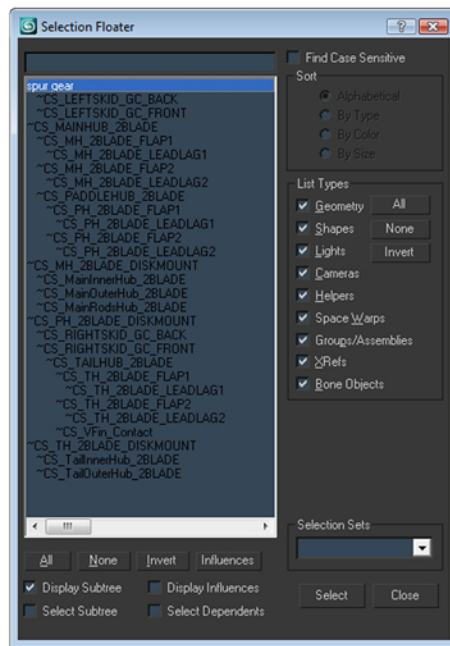
* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part.

* PH = Paddle Hub
* MH = Main Hub

Dominion - Main Hub Local Pivot Points



* PH = Paddle Hub
* MH = Main Hub



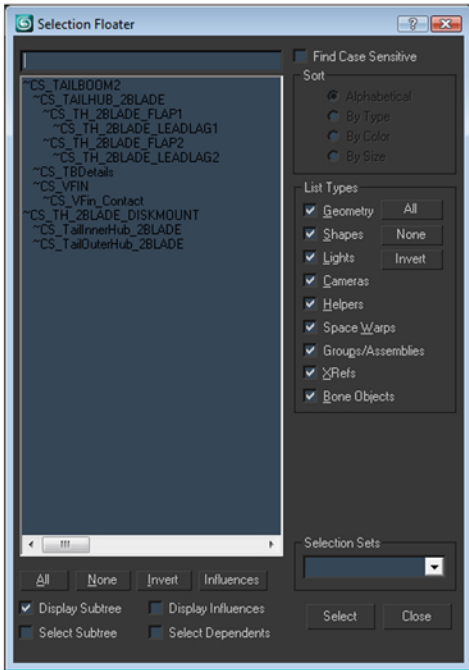
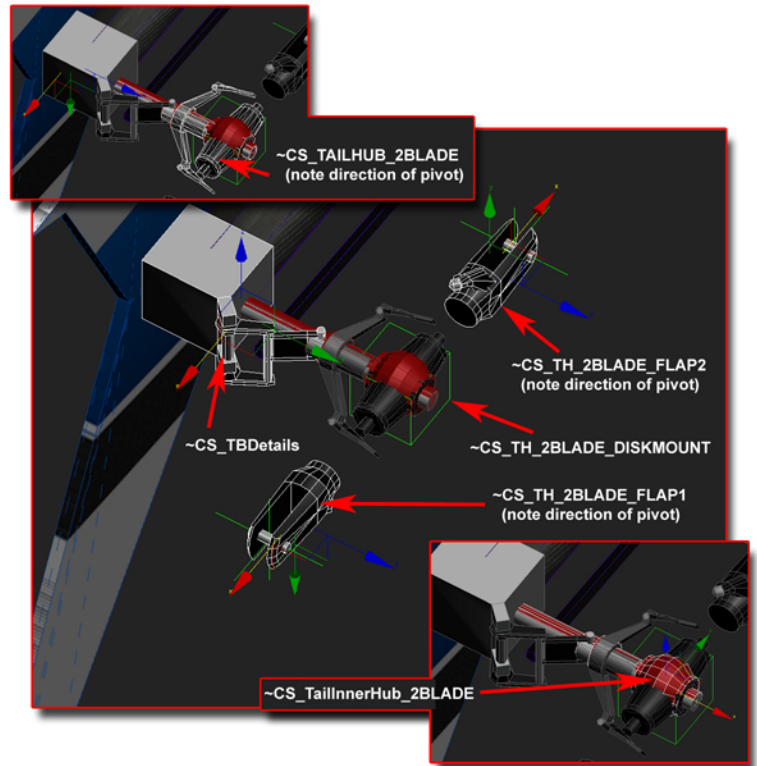
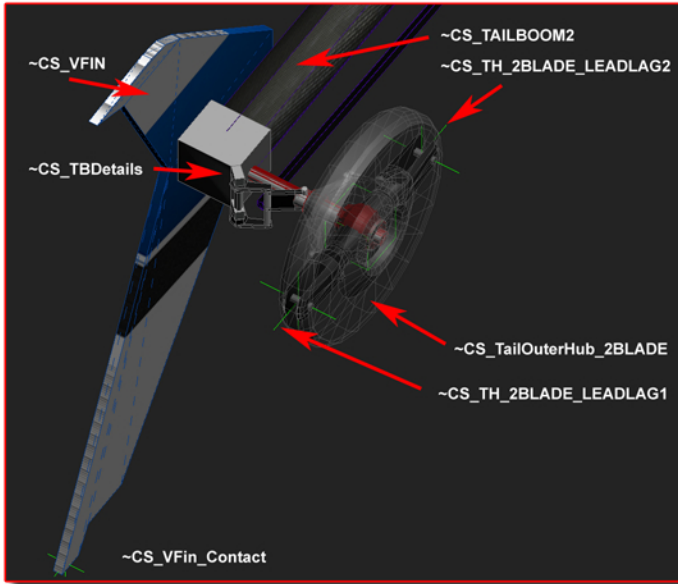
Parenting Hierarchy

* Collision frames not shown.

* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry.

* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

Dominion - Tail Hub

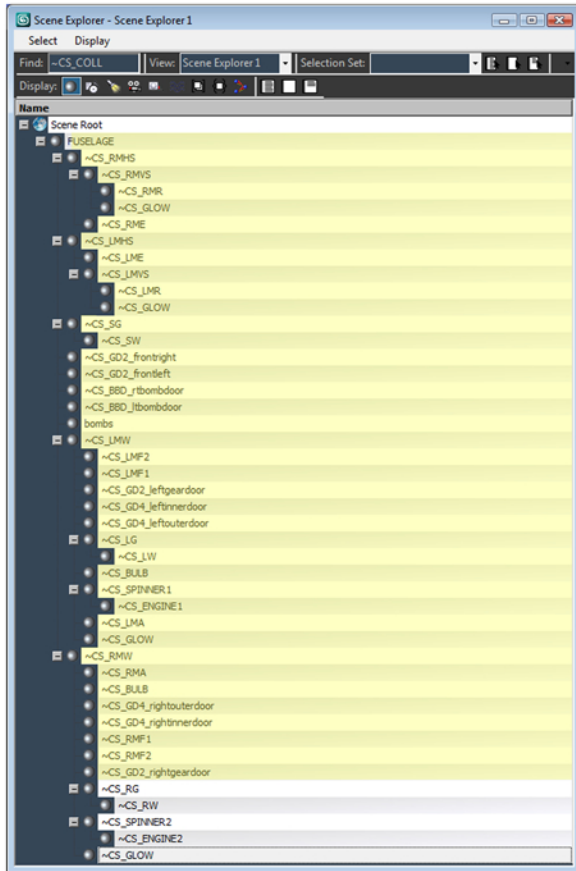
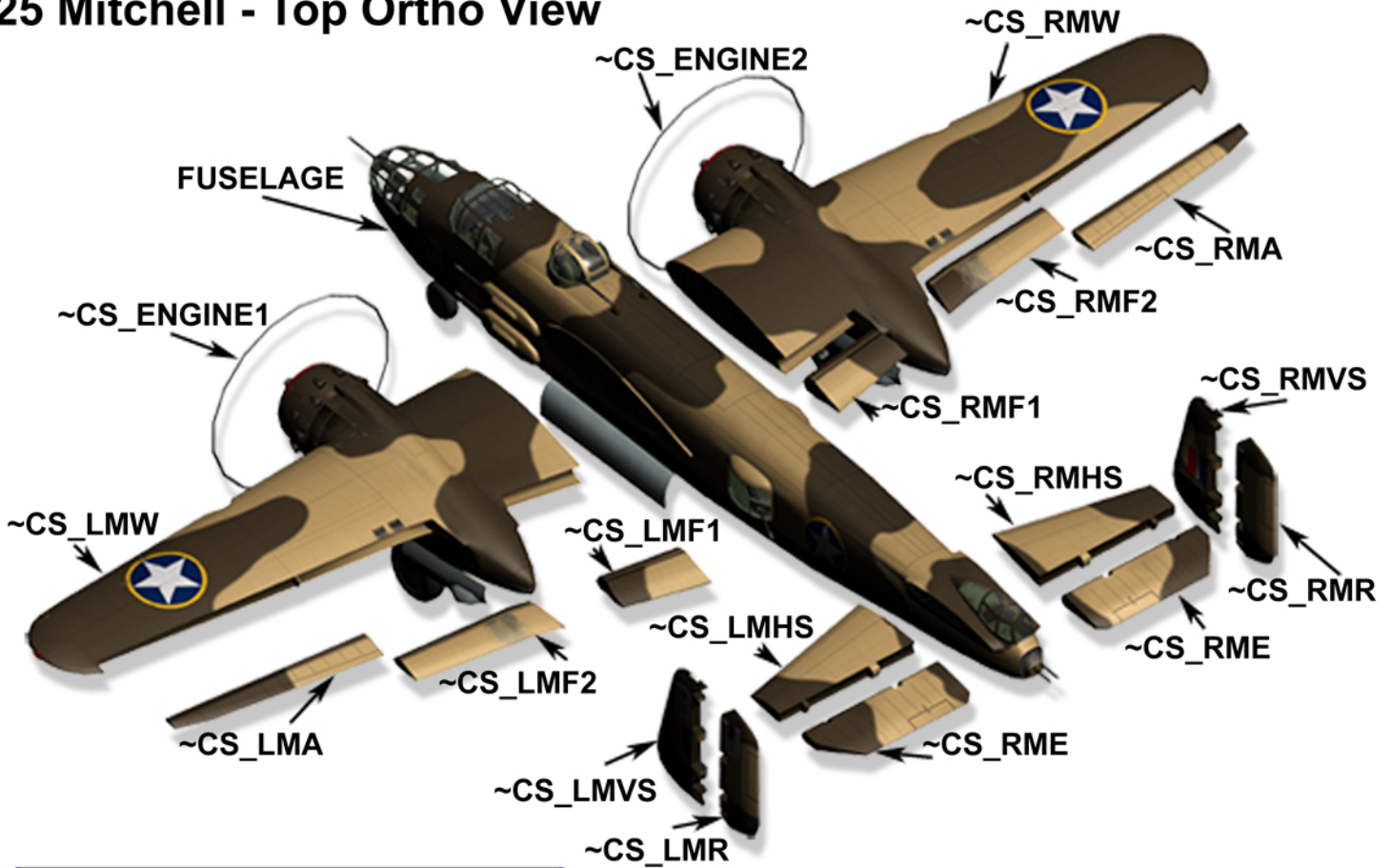


Parenting Hierarchy

* Collision frames not shown.

* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part.

B25 Mitchell - Top Ortho View



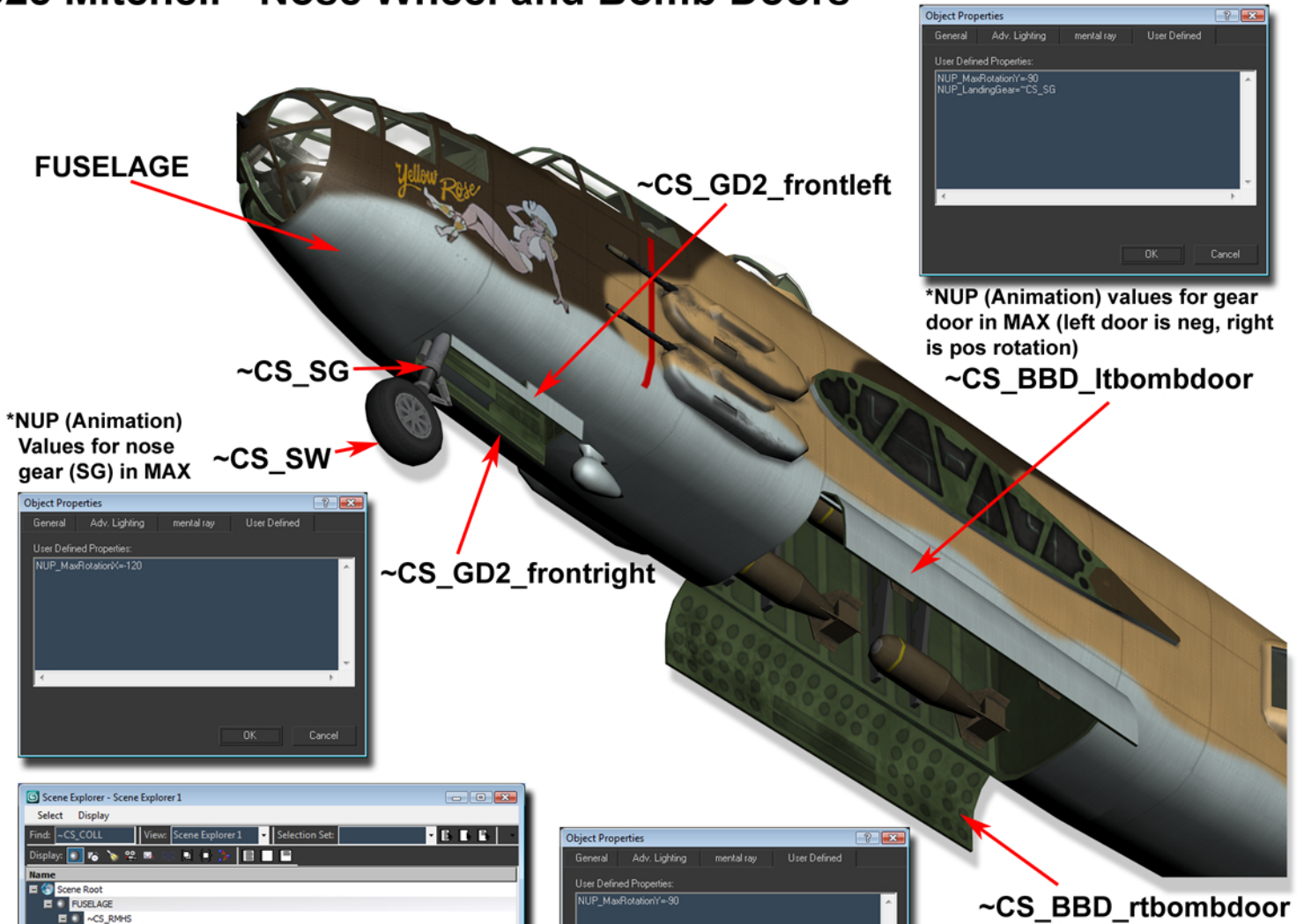
Parenting Hierarchy

* Collision frames not shown.

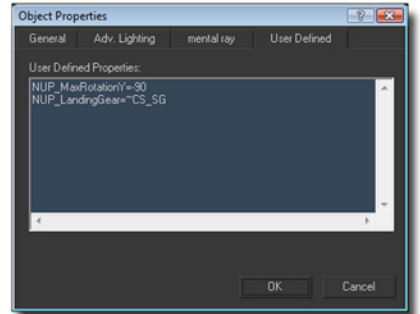
* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry.

* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

B25 Mitchell - Nose Wheel and Bomb Doors

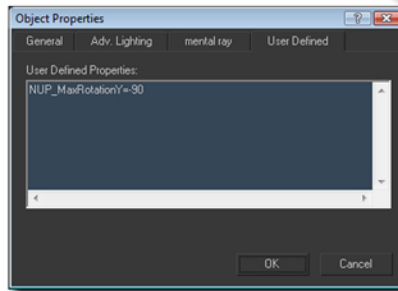
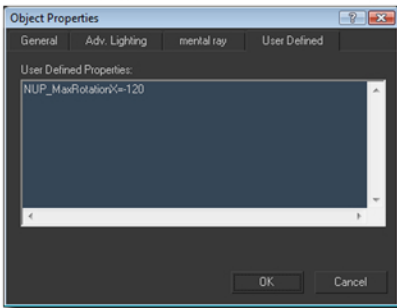


*NUP (Animation) Values for nose gear (SG) in MAX

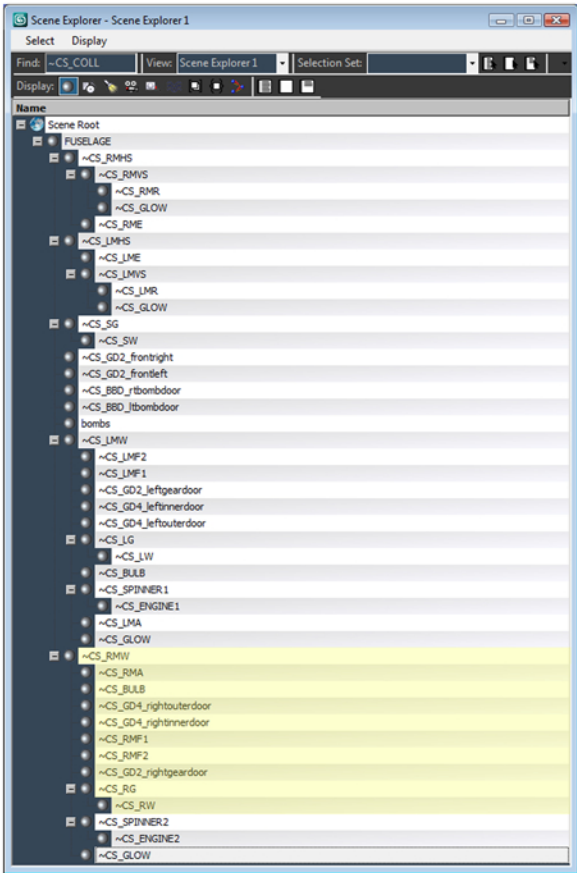


*NUP (Animation) values for gear door in MAX (left door is neg, right is pos rotation)

~CS_BBD_ltbombdoor



*NUP (Animation) values for bomb door in MAX (left door is neg, right is pos rotation)



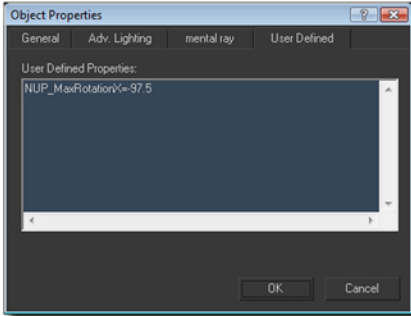
Parenting Hierarchy

* Collision frames not shown.

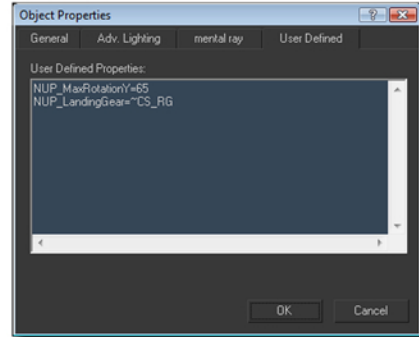
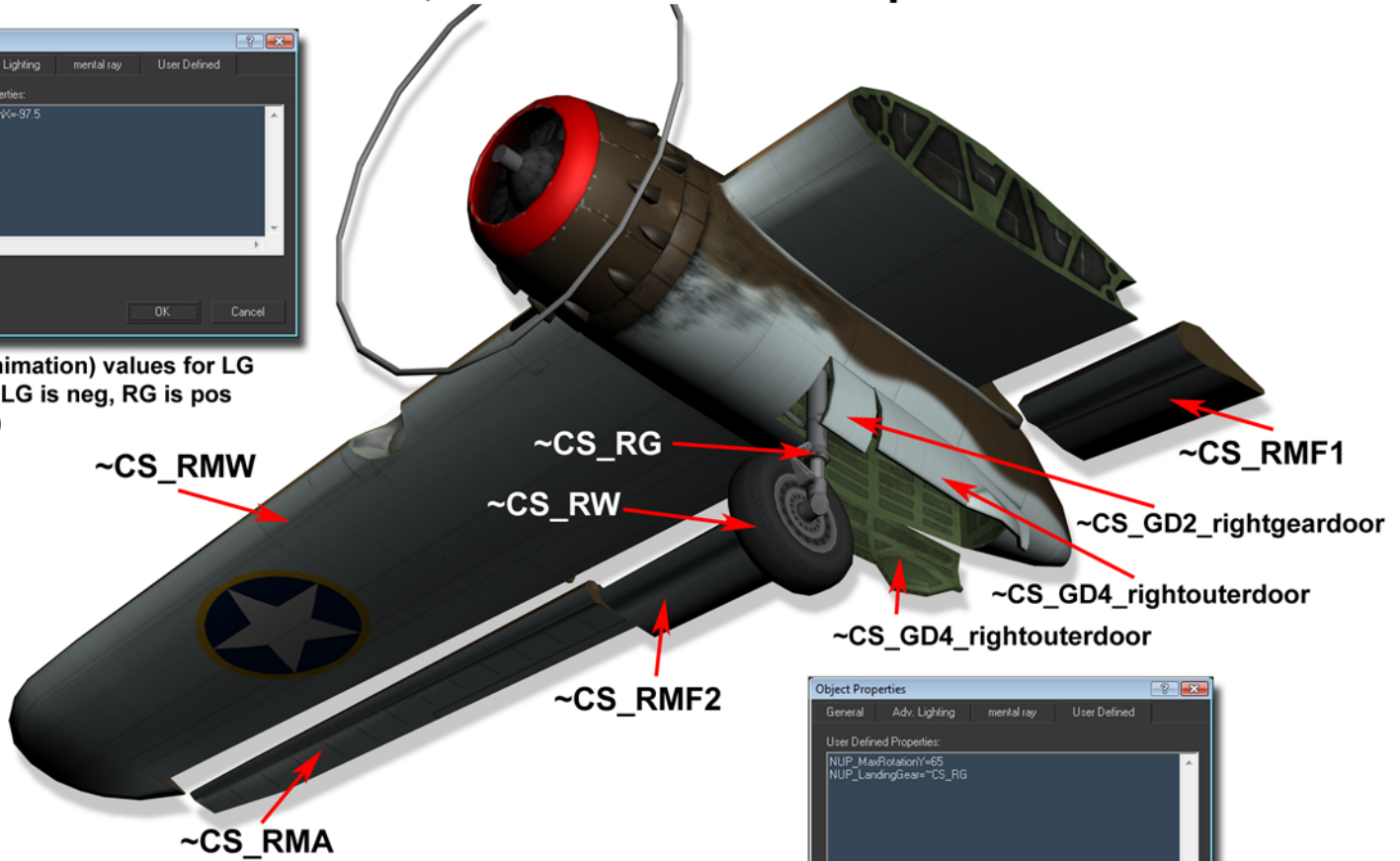
* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry.

* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

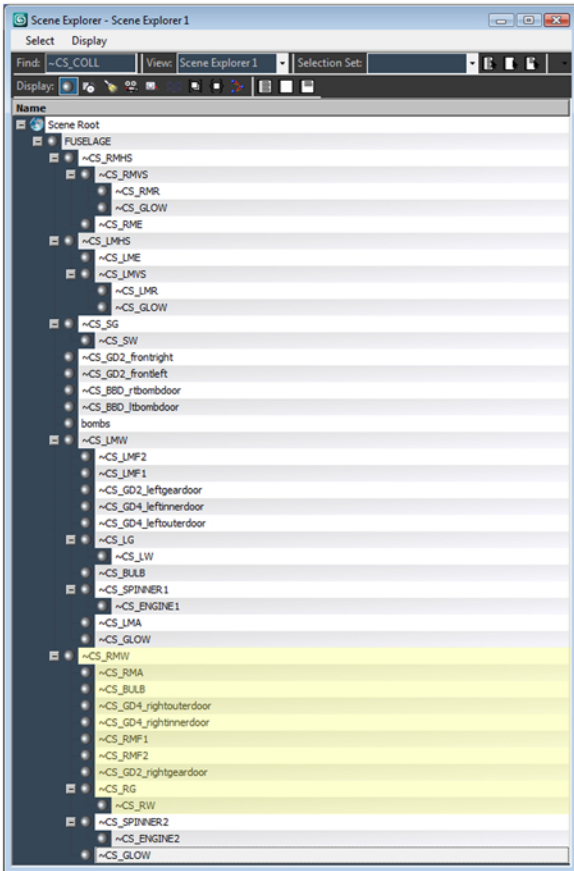
B25 Mitchell - Main Gear, Gear Doors and Flaps



*NUP (Animation) values for LG in MAX (LG is neg, RG is pos rotation)



*NUP (Animation) values for gear door in MAX (left door is neg, right is pos rotation)



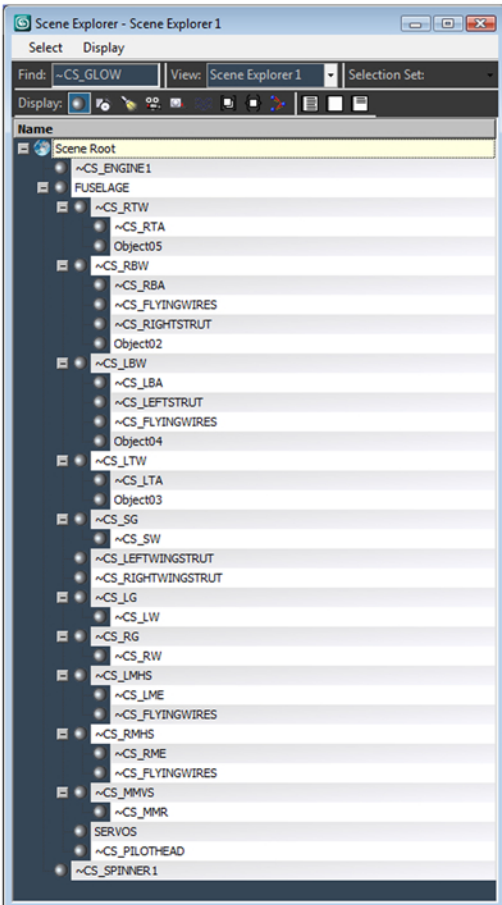
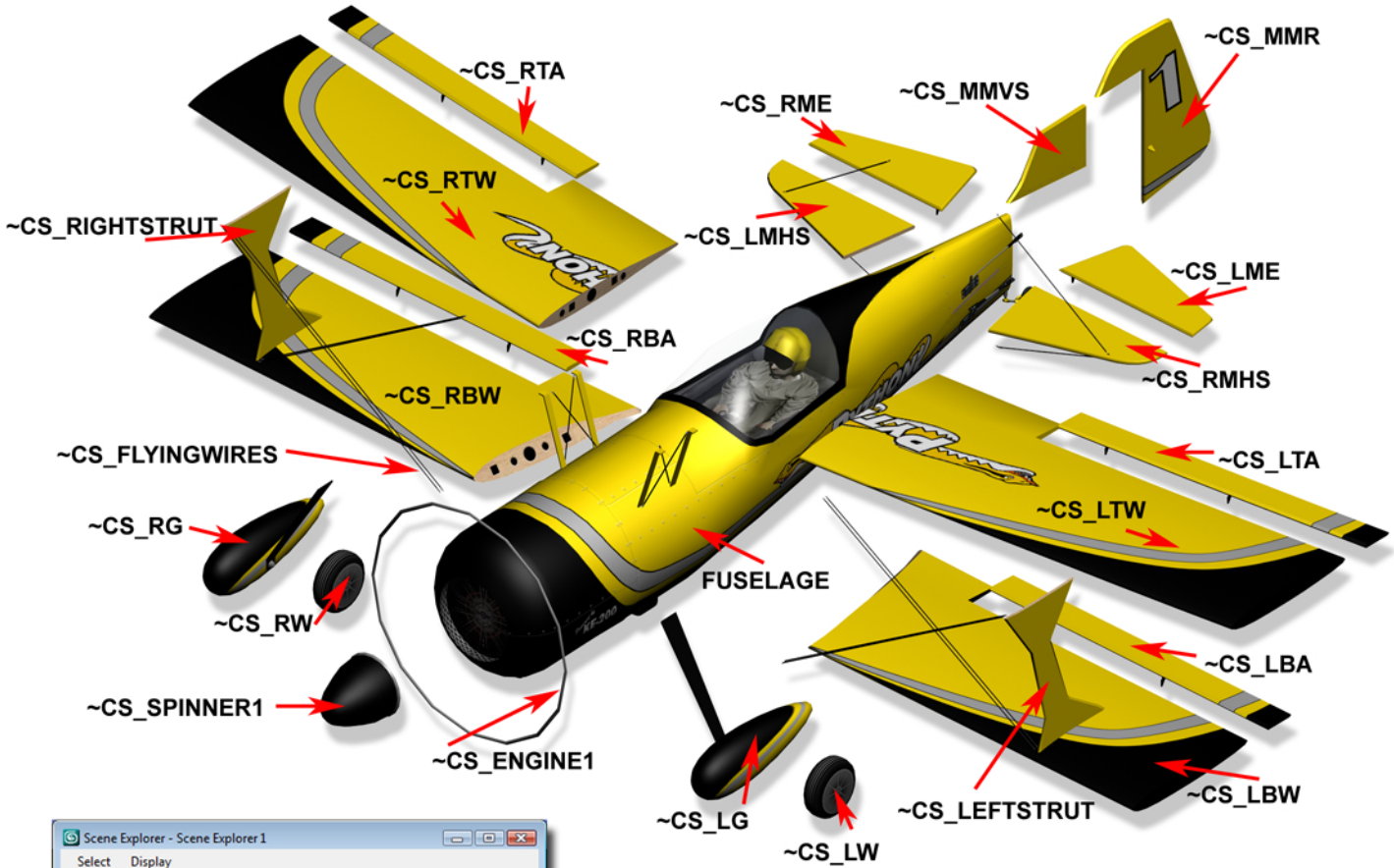
Parenting Hierarchy

* Collision frames not shown.

* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry.

* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

Python Biplane - Top Ortho View



Parenting Hierarchy

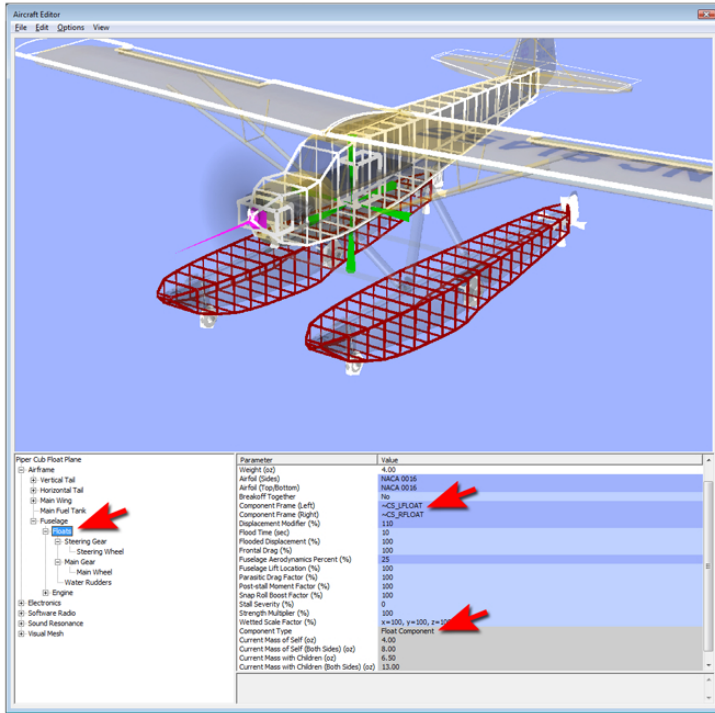
* Collision frames not shown.

* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry.

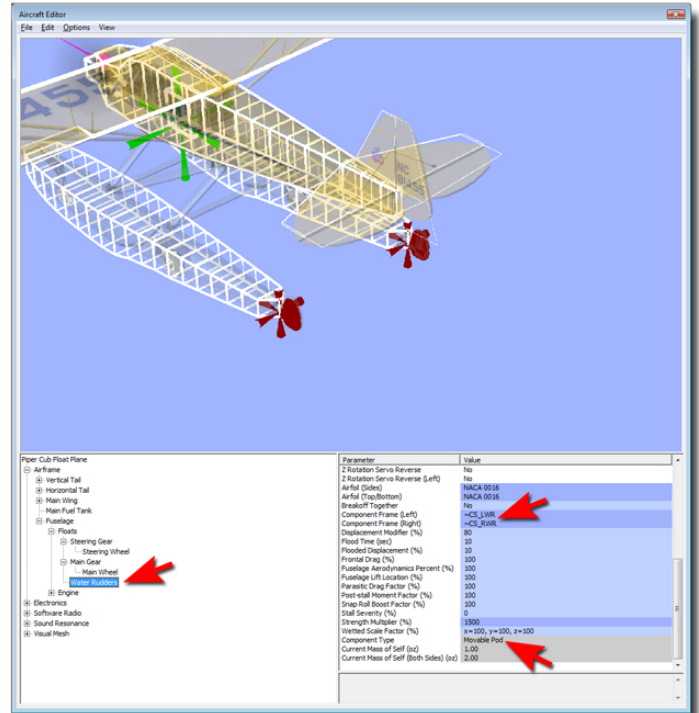
* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

Piper Cub - Float Hierarchy and Set Up

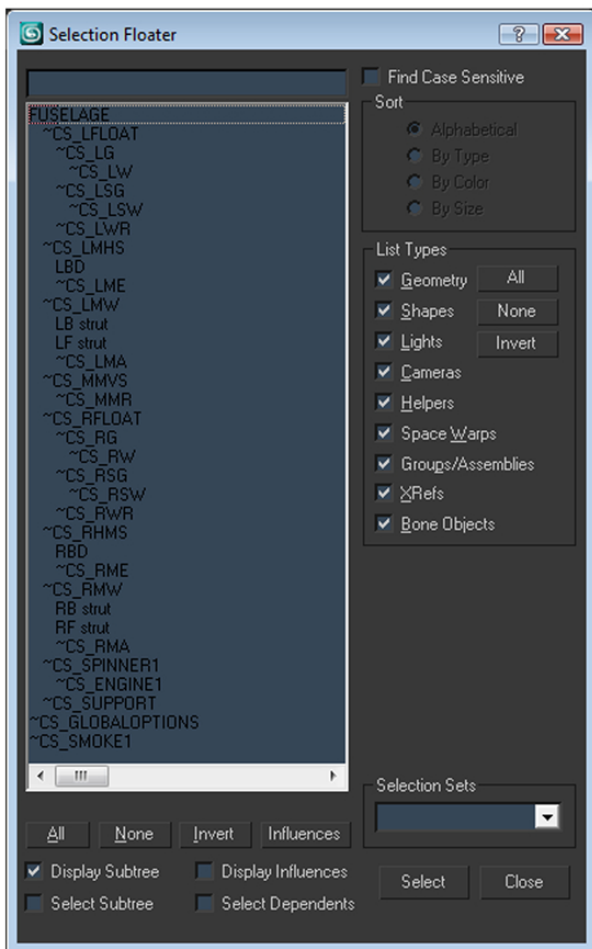
G4 Aircraft Editor - Float setup



G4 Aircraft Editor - Water Rudder Setup



*Water Rudders aren't necessary, but they do work to steer the plane in the water



3D Studio Max Parenting Hierarchy

* Collision frames not shown.

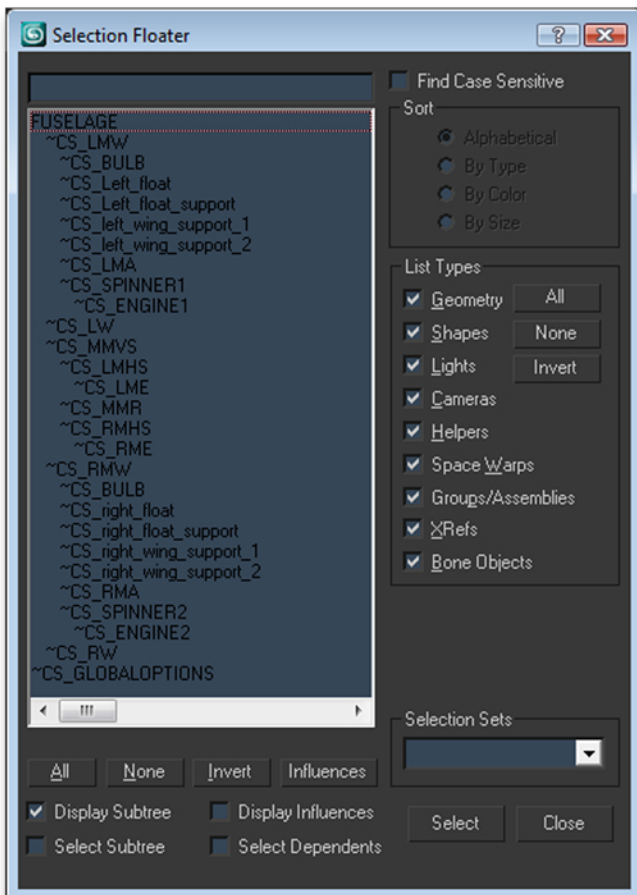
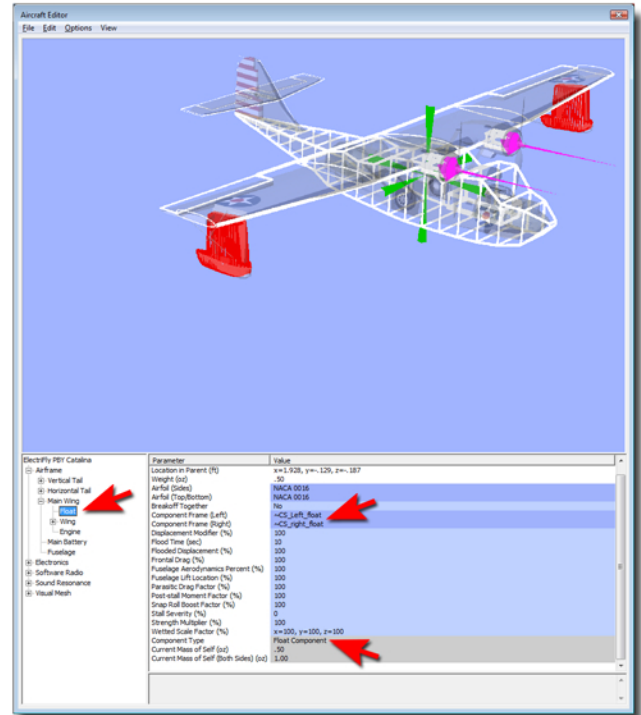
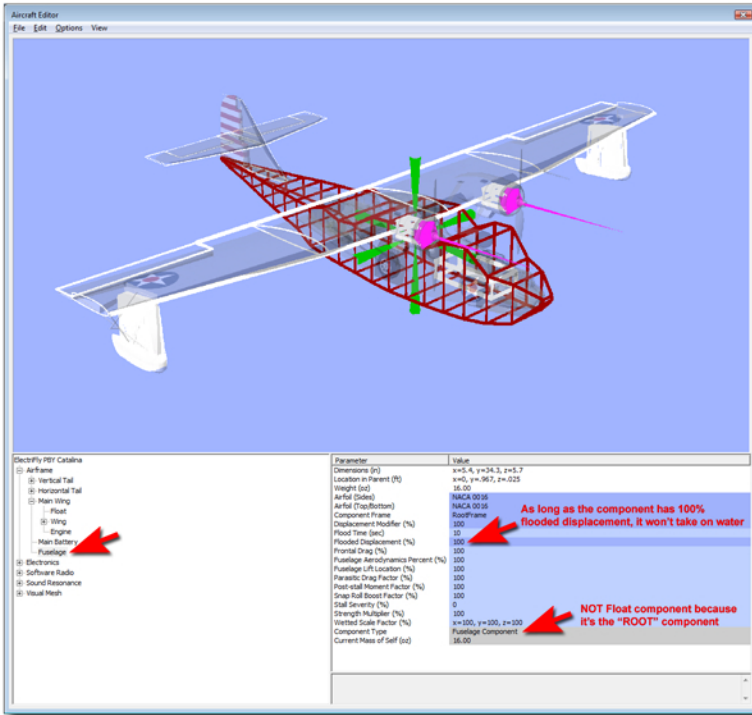
* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry. **Collision frames for floats are made exactly like any other part.**

* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

*note that Floats are children of the FUSELAGE, and the LG and RG are children of the Floats.

*Water Rudders: For more effect, add a Wing component to the Movable Pod, set the Dihedral to -90 degrees, and match the dimensions of the graphical rudder.

PBY Catalina - Float Set Up



3D Studio Max Parenting Hierarchy

* Collision frames not shown.

* all ~CS parts need collision frames. The collision frames need to be children of their respective part. All collision frames need to encompass the part and be "closed" geometry. **Collision frames for floats are made exactly like any other part.**

* Parts without ~CS names will not show up in aircraft editor (except FUSELAGE)

In this case, the float supports are children of the wings.