

## How to create an **airbrake** for a **retractable gear**

```
<[string8][object][servoclassic]
  <[string8][Name][ServoAirBrake]>
  <[string8][Input][AirbrakeInput.Output]>
  <[float64][Speed][1.0000]>
  <[float64][P0][0.500000]>
  <[float64][P1][0.500000]>
  <[float64][P2][0.000000]>
  <[float64][P3][0.000000]>
>
<[string8][object][servolinear]
  <[string8][Name][ServoMainGearAB]>
  <[string8][Input][GearSequence.Output]>
  <[float64][OutputSpeed][10]>
  <[float64][Position][1.0]>
  <[float64array][InputPosition][ -1.0 1.0 ]>
  <[float64array][OutputPosition][ 1.0 0.0 ]>
>
<[string8][object][airbrake]
  <[string8][Name][LeftAirbrake]>
  <[string8][Body][LeftGear2]>
  <[tmvector3d][R0][ -0.062200 0.525400 -0.284700 ]>
  <[tmvector3d][X0][ 1.000000 0.000000 0.000000 ]>
  <[float64][Area][0.02]>
  <[float64][Cd][2.0]>
  <[string8][Control][ServoMainGearAB.Output]>
>
<[string8][object][airbrake]
  <[string8][Name][RightAirbrake]>
  <[string8][Body][RightGear2]>
  <[tmvector3d][R0][ -0.062200 -0.525400 -0.284700 ]>
  <[tmvector3d][X0][ 1.000000 0.000000 0.000000 ]>
  <[float64][Area][0.02]>
  <[float64][Cd][2.0]>
  <[string8][Control][ServoMainGearAB.Output]>
>
```

```
<[string8][object][airbrake]
  <[string8][Name][FrontAirbrake]>
  <[string8][Body][FrontGear1]>
  <[tmvector3d][R0][ 0.9942 -0.091921 -0.2847 ]>
  <[tmvector3d][X0][ 1.000000 0.000000 0.000000 ]>
  <[float64][Area][0.02]>
  <[float64][Cd][2.0]>
  <[string8][Control][ServoMainGearAB.Output]>
>
<[string8][object][receiver]
  <[string8][Name][Receiver]>
  <[array_string8][ChannelInputNames][Throttle-1 Throttle-2 Aileron Elevator Rudder Flaps Retractable-Gear Wheel-Brake AirBrake ]>
>
.
.
.

<[string8][object][receiveroutput]
  <[string8][Name][AirbrakeInput]>
  <[string8][Input][Receiver.Channel9]>
>
```

The parameters shown above must be inserted to your **.tmd file** and the values marked in **red** must be adapted.