Moving cockpit and pilot ladder (Thunderbolt A10)

Ladder-0 Ladder-a Ladder-b Ladder-c LadderMount Ladder complete

```
<[string8][object][rigidbody]
   <[string8][Name][Ladder]>
   <[float64][Mass][0.01]>
   <[tmvector3d][InertiaLength][0.069100 0.027600 0.127300]>
   <[tmvector3d][R0][1.021900 0.113100 0.080000]>
   <[tmmatrix3d][B0][1.0 0.0 0.0  0.0 1.0 0.0  0.0 0.0 1.0]>
>
<[string8][object][jointlinear]
   <[string8][Name][LadderJoint1]>
   <[tmvector3d][R0][1.022300 0.099300 0.137700]>
   <[float64][Kfx][1000.0]>
   <[float64][Kfy][1000.0]>
   <[float64][Kfz][1000.0]>
   <[float64][Dfx][0.5]>
   <[float64][Dfy][0.5]>
   <[float64][Dfz][0.5]>
   <[float64][Ktx][100.0]>
   <[float64][Kty][100.0]>
   <[float64][Ktz][100.0]>
   <[float64][Dtx][0.002]>
   <[float64][Dty][0.002]>
   <[float64][Dtz][0.002]>
   <[string8][Body0][Fuselage]>
   <[string8][Body1][Ladder]>
   <[float64][ForceMax][600.0]>
   <[float64][TorqueMax][600.0]>
   <[string8][Rotation0Control][ServoLadderRotation.Output]>
   <[tmvector3d][Rotation0Axis][0.999048  0.000000  0.043619]>
   <[float64][Rotation0Angle][-0.3]>
>
```
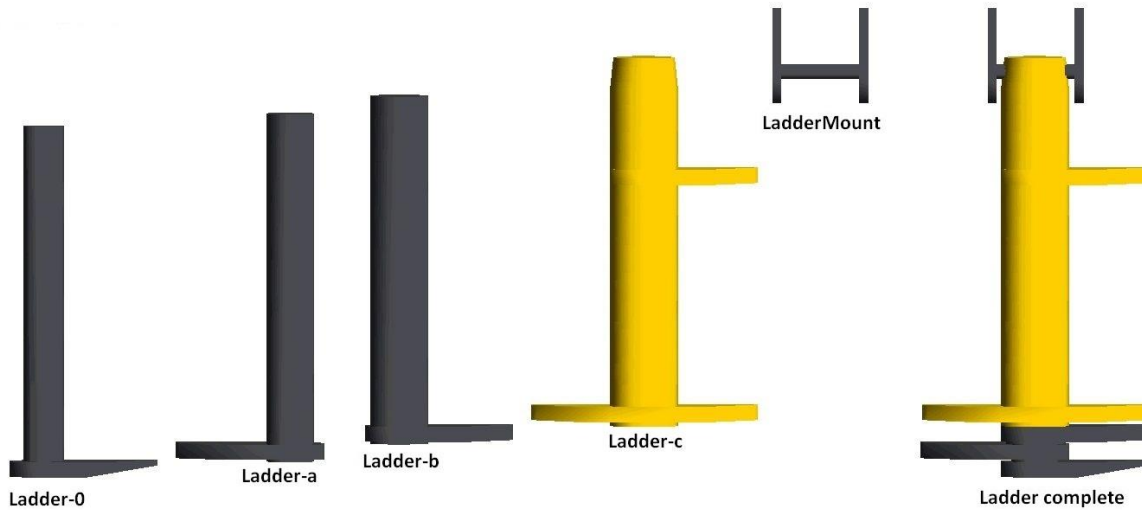
<[string8][object][servolinear]
  <[string8][Name][ServoCockpitSequence]>
  <[string8][Input][CanopyInput.Output]>
  <[float64][OutputSpeed][0.2]>
  <[float64][Position][0.0]>
  <[float64array][InputPosition][0.0 1.0]>
  <[float64array][OutputPosition][0.0 1.0]>
>
<[string8][object][servolinear]
  <[string8][Name][ServoCockpit]>
  <[string8][Input][ServoCockpitSequence.Output]>
  <[float64][OutputSpeed][10.0]>
  <[float64][Position][0.0]>
  <[float64array][InputPosition][0.0 0.25]>
  <[float64array][OutputPosition][0.0 1.0]>
>
<[string8][object][servolinear]
  <[string8][Name][ServoLadderRotation]>
  <[string8][Input][ServoCockpitSequence.Output]>
  <[float64][OutputSpeed][10.0]>
  <[float64][Position][0.0]>
  <[float64array][InputPosition][0.0 0.4 0.6]>
  <[float64array][OutputPosition][0.0 0.0 1.0]>
>
<[string8][object][servolinear]
  <[string8][Name][ServoLadderTranslation]>
  <[string8][Input][ServoCockpitSequence.Output]>
  <[float64][OutputSpeed][10.0]>
  <[float64][Position][0.0]>
  <[float64array][InputPosition][0.0 0.8 1.0]>
  <[float64array][OutputPosition][0.0 0.0 1.0]>
>
.
.
.

<[string8][object][hingedbodygraphics]
  <[string8][Name][Cockpit]>
  <[string8][GeometryList][Canopy CanopyGlass]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[uint32][AngleID][ServoCockpit.Output]>
  <[tmvector3f][Axis][0 1 0]>
  <[tmvector3f][Pivot][0.602300 0.000000 0.338200]>
  <[float64][AngleMax][0.5]>
>
<[string8][object][hingedbodygraphics]
  <[string8][Name][LadderDoor]>
  <[string8][GeometryList][LadderDoor-i LadderDoor-i-1 LadderDoor-o]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[tmvector3f][Axis][0.0000 0.0000 1.0000]>
  <[tmvector3f][Pivot][1.064400 0.128000 0.076100]>
  <[uint32][AngleID][ServoCockpit.Output]>
  <[float64][AngleMax][3]>
>

```
<[string8][object][graphics_input]
  <[string8][Name][LadderRotation]>
  <[string8][InputID][ServoCockpit.Output]>
  <[float64][Scaling][-0.4]>
>
<[string8][object][graphics_rotation]
  <[string8][Name][Step1Rotation]>
  <[tmvector3f][Axis][ 0.999048  0.000000  0.043619  ]>
  <[tmvector3f][Pivot][1.022300 0.099300 0.137700 ]>
  <[float64][InputAngle][LadderRotation.Output]>
>
<[string8][object][rigidbodygraphics]
  <[string8][Name][Step1Graphic]>
  <[uint32][PositionID][Ladder.R]>
  <[uint32][OrientationID][Ladder.Q]>
  <[string8][GeometryList][ Ladder-a ]>
>


.


<[string8][object][graphics_input]
  <[string8][Name][ServoLadderTranslation]>
  <[string8][InputID][ServoLadderTranslation.Output]>
  <[float64][Scaling][0.08]>
>
<[string8][object][graphics_input]
  <[string8][Name][ServoLadderTranslation1]>
  <[string8][InputID][ServoLadderTranslation.Output]>
  <[float64][Scaling][0.16]>
>
<[string8][object][graphics_input]
  <[string8][Name][ServoLadderTranslation2]>
  <[string8][InputID][ServoLadderTranslation.Output]>
  <[float64][Scaling][0.24]>
>
<[string8][object][graphics_translation]
  <[string8][Name][LadderTranslation]>
  <[tmvector3f][Axis][ 0.000000  0.034899  -0.999391 ]>
  <[float64][Input][ServoLadderTranslation.Output]>
>
<[string8][object][graphics_translation]
  <[string8][Name][LadderTranslation1]>
  <[tmvector3f][Axis][ 0.000000  0.034899  -0.999391 ]>
  <[float64][Input][ServoLadderTranslation1.Output]>
>
<[string8][object][graphics_translation]
  <[string8][Name][LadderTranslation2]>
  <[tmvector3f][Axis][ 0.000000  0.034899  -0.999391 ]>
  <[float64][Input][ServoLadderTranslation2.Output]>
>
<[string8][object][rigidbodygraphics]
  <[string8][Name][LadderBGraphic]>
  <[uint32][PositionID][Ladder.R]>
  <[uint32][OrientationID][Ladder.Q]>
  <[string8][GeometryList][ Ladder-b ]>
  <[string8][InputTransform][LadderTranslation.Output]>
>
```

<[string8][object][rigidbodygraphics]
  <[string8][Name][LadderCGraphic]>
  <[uint32][PositionID][Ladder.R]>
  <[uint32][OrientationID][Ladder.Q]>
  <[string8][GeometryList][Ladder-c]>
  <[string8][InputTransform][LadderTranslation1.Output]>
>
<[string8][object][rigidbodygraphics]
  <[string8][Name][Ladder0Graphic]>
  <[uint32][PositionID][Ladder.R]>
  <[uint32][OrientationID][Ladder.Q]>
  <[string8][GeometryList][Ladder-0]>
  <[string8][InputTransform][LadderTranslation2.Output]>
>

<[string8][object][rigidbodygraphics]
  <[string8][Name][LadderCGraphic]>
  <[uint32][PositionID][Ladder.R]>
  <[uint32][OrientationID][Ladder.Q]>
  <[string8][GeometryList][Ladder-c]>
  <[string8][InputTransform][LadderTranslation1.Output]>
>