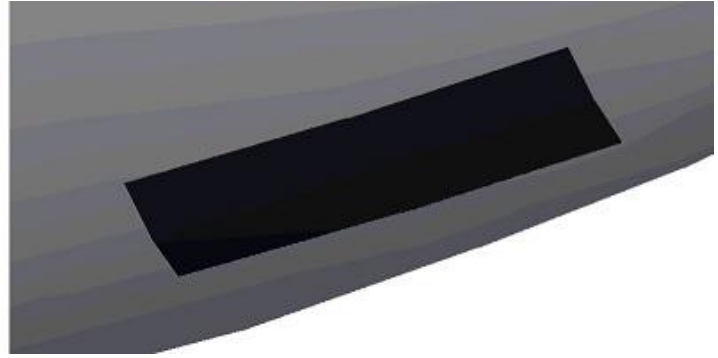
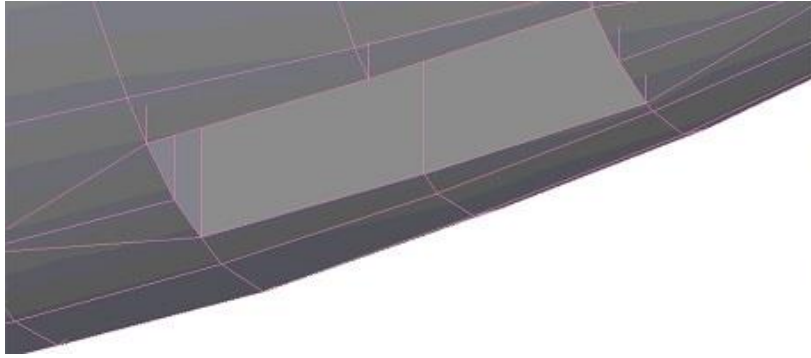


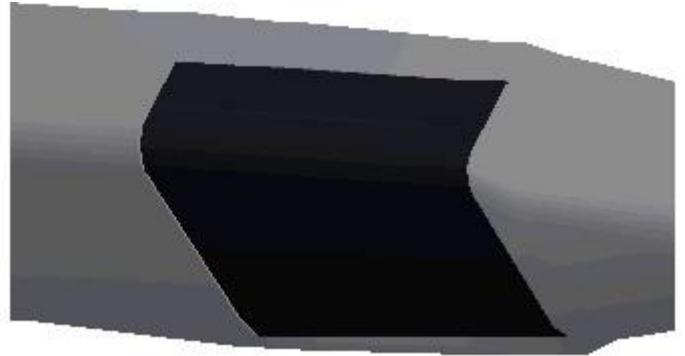
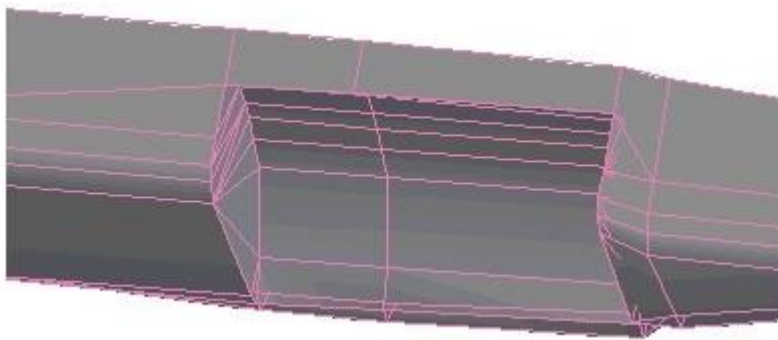
Opening and closing geardoors

The handling of the geardoors is much easier if they are **closed** in the 3 D model (.mqo):

FrontGearDoors



MainGearDoors



```
<[string8][object][servolinear]
  <[string8][Name][ServoMainLid]>
  <[string8][Input][GearSequence.Output]>
  <[float64][OutputSpeed][1]>
  <[float64][Position][-1.5]>
  <[float64array][InputPosition][ -1.0 0.0 1.0 ]>
  <[float64array][OutputPosition][ -1.5 -1.5 0.0 ]>
>
<[string8][object][servolinear]
  <[string8][Name][ServoFrontLid]>
  <[string8][Input][GearSequence.Output]>
  <[float64][OutputSpeed][1]>
  <[float64][Position][-1.5]>
  <[list_float64][InputPosition][-1.0 0.0 1.0 ]>
  <[list_float64][OutputPosition][-1.5 -1.5 0.0]>
>
<[string8][object][hingedbodygraphics]
  <[string8][Name][FrontGearDoorL]>
  <[string8][GeometryList][ FGDoorL]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[uint32][AngleID][ServoFrontLid.Output]>
  <[vector3_float64][Axis][ 0.995539 -0 0.094352]>
  <[vector3_float64][Pivot][ 1.38965 0.0472 -0.12535]>
  <[float64][AngleMax][1]>
>
```

```
<[string8][object][hingedbodygraphics]
  <[string8][Name][FrontGearDoorR]>
  <[string8][GeometryList][FGDoorR]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>

  <[uint32][AngleID][ServoFrontLid.Output]>
  <[vector3_float64][Axis][ -0.994998 0 -0.099895]>
  <[vector3_float64][Pivot][ 1.38935 -0.0475 -0.1254]>
  <[float64][AngleMax][1]>
>
<[string8][object][hingedbodygraphics]
  <[string8][Name][LeftGearDoor]>
  <[string8][GeometryList][LeftGearDoor]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[uint32][AngleID][ServoMainLid.Output]>
  <[vector3_float64][Axis][ 0.998704 0.049467 0.011992]>
  <[vector3_float64][Pivot][ -0.21895 0.2785 -0.0229]>
  <[float64][AngleMax][1]>
>
<[string8][object][hingedbodygraphics]
  <[string8][Name][RightGearDoor]>
  <[string8][GeometryList][RightGearDoor]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[uint32][AngleID][ServoMainLid.Output]>
  <[vector3_float64][Axis][ -0.998704 0.049467 -0.011992]>
  <[vector3_float64][Pivot][ -0.21895 -0.2785 -0.0229]>
  <[float64][AngleMax][1]>
>
```