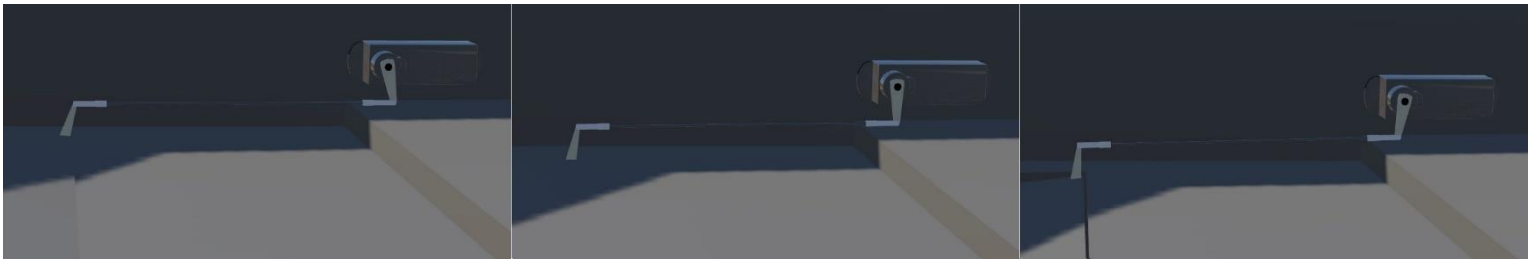
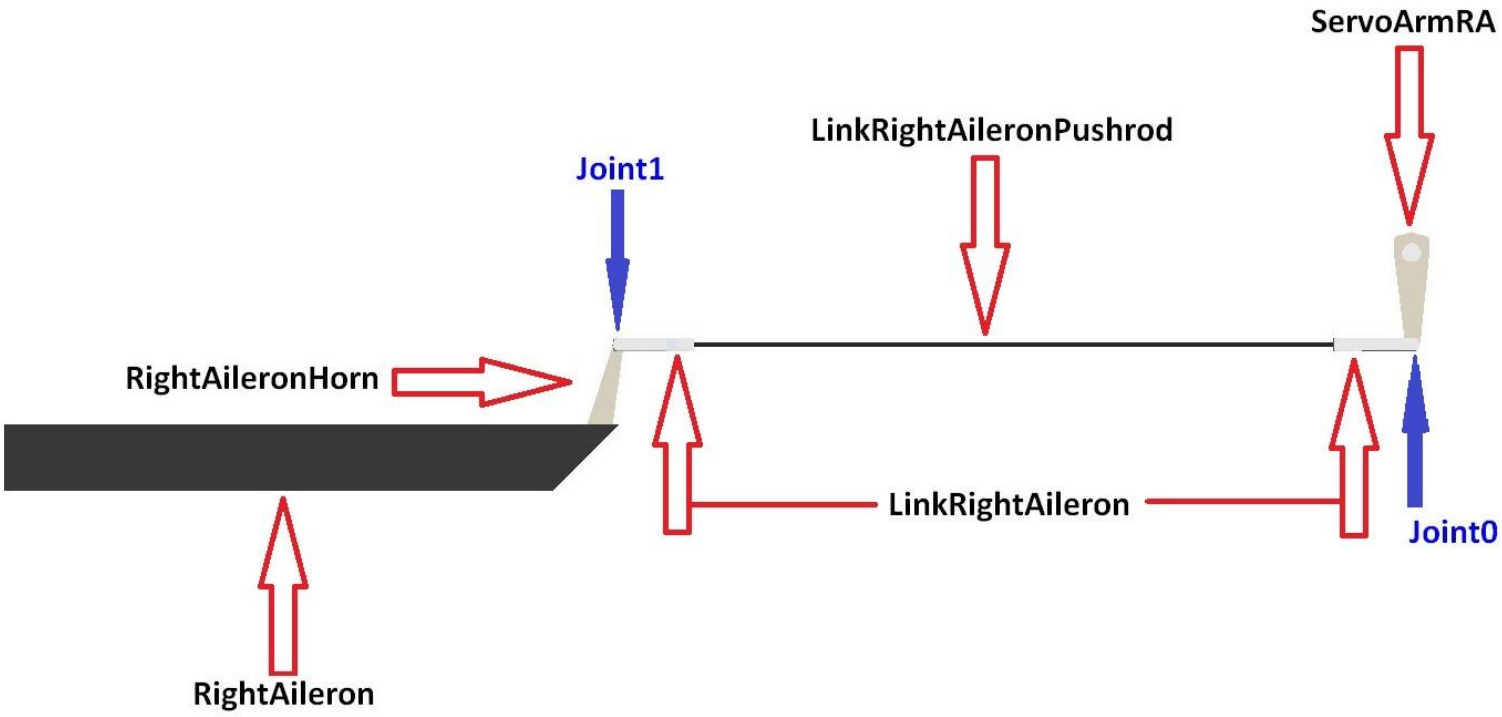
hingedbodygraphics and **linkagegraphics**



To move rudder, elevator, aileron and flaps like in ‘real life’ it is necessary that the parts that belong together should be connected to one another and also move together.



To realize such a function you need the **hingedbodygraphics** and **linkagegraphics**.

```
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   <[string8][GeometryList][ RightAileron RightAileronHorn ]>
   <[list_string8][ShowInside][]>
   <[uint32][PositionID][RightWing.R]>
   <[uint32][OrientationID][RightWing.Q]>
   <[uint32][AngleID][ServoRightAileron.Output]>
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   <[vector3_float64][Pivot][-0.049433 -0.141606 0.018712]>
   <[float64][AngleMax][-0.5]>
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   <[uint32][AngleID][ServoRightAileron.Output]>
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```

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<[string8][Graphics0][ServoArmRightAileron]>
<[string8][Graphics1][RightAileron]>
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<[vector3_float64][**Joint1**][-0.0563 -0.0421 0.031]>
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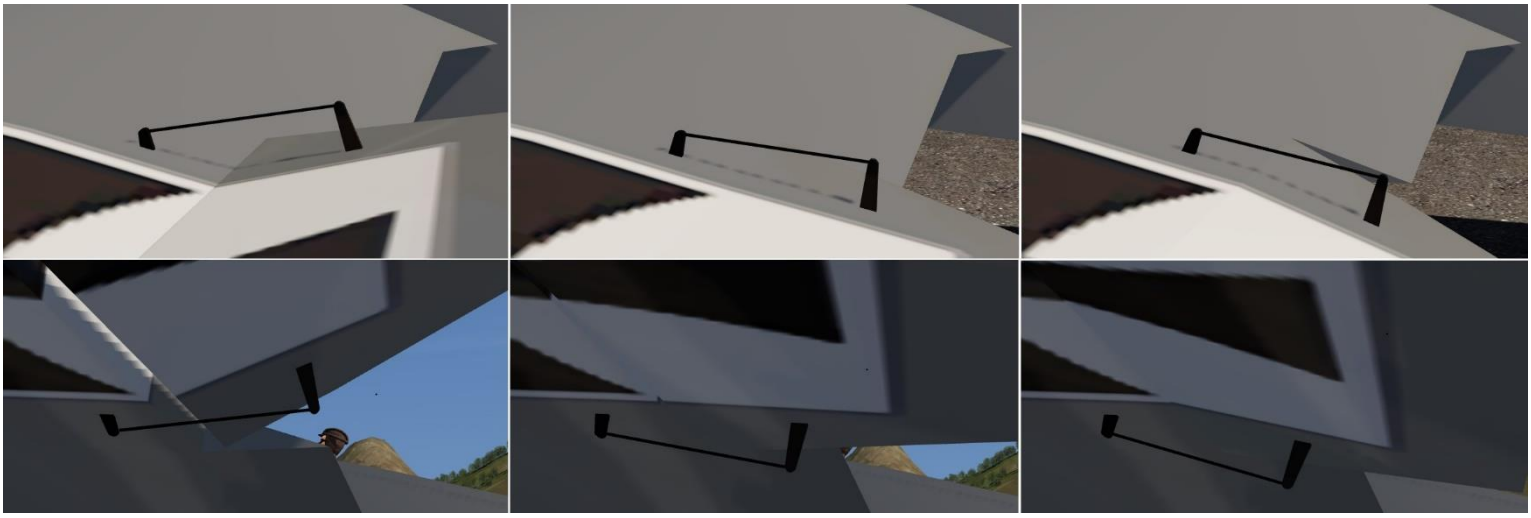
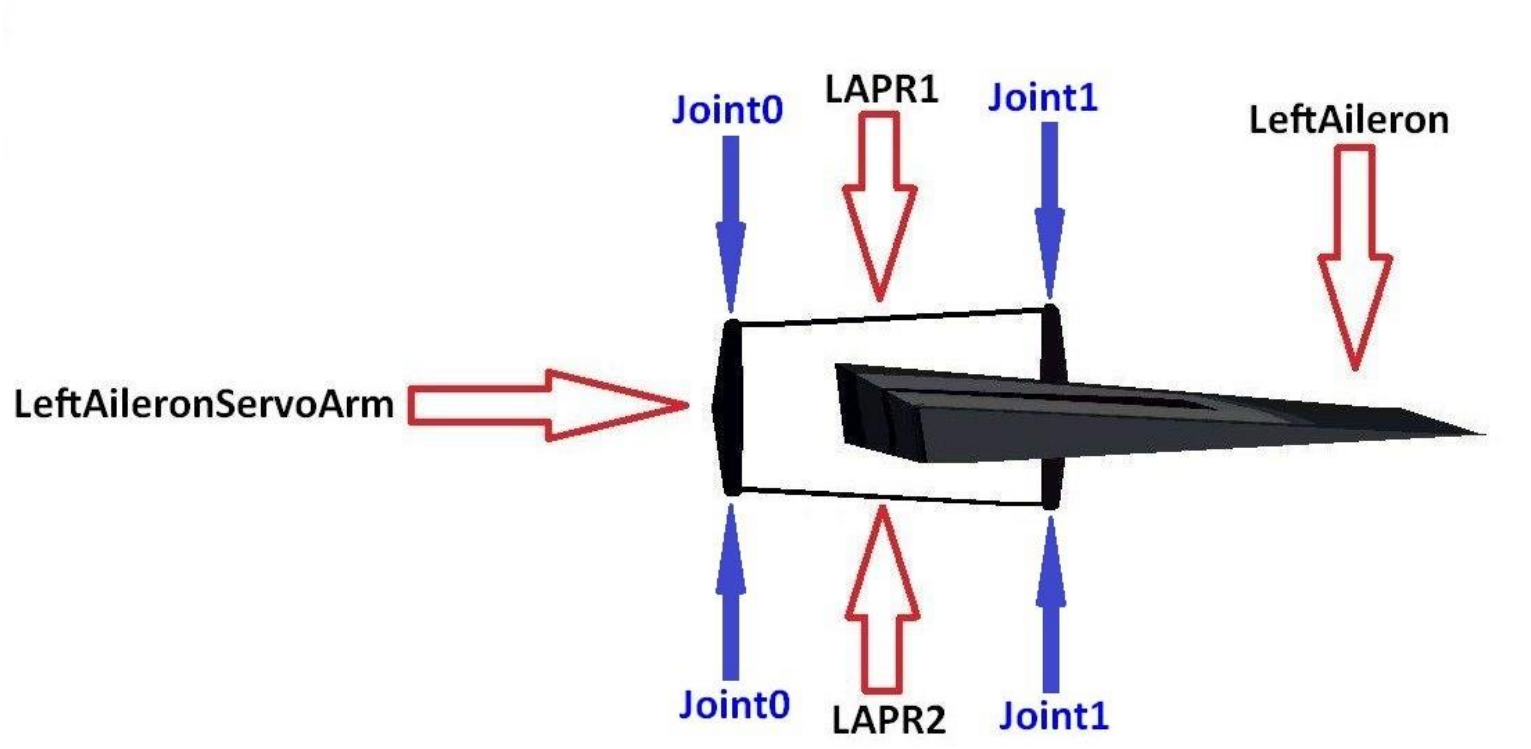
Another example:





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