Engine reverse trust like HobbyKing  Avios Albatross HU-16

<[string8][object][aeropropeller]
  <[string8][Name][LeftPropeller]>
  <[string8][Body][LeftWing]>
  <[string8][EngineRotationSpeed][LeftDriveShaft.GetRotationSpeed]>
  <[string8][AddTorque][LeftDriveShaft.AddTorque]>
  <[string8][DamageOnCrash][LeftEngine.Damage]>
  <[float64][Radius][0.1016]>
  <[float64][Pitch][0.0]>
  <[float64][Twist][-0.05]>
  <[float64][CutOut][0.2]>
  <[float64][Inertia][1e-05]>
  <[float64][LateralDragCoefficient][0.02]>
  <[string8][PitchControl][ServoLeftPropeller.Output]>
  <[float64][PitchChange][0.2]>
  <[uint32][NumberBlades][2]>
  <[float64][AspectRatio][5]>
  <[float64][LateralForceCoefficient][0.95]>
  <[float64][TorqueReduction][0.2]>
  <[float64][SideThrust][-0]>
  <[float64][DownThrust][-0]>
  <[float64][RotationSpeedStall][50]>
  <[bool][LinearTwist][true]>
  <[bool][Folding][false]>
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<[string8][object][aeropropeller]
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  <[string8][Body][RightWing]>
  <[string8][EngineRotationSpeed][RightDriveShaft.GetRotationSpeed]>
  <[string8][AddTorque][RightDriveShaft.AddTorque]>
  <[string8][DamageOnCrash][RightEngine.Damage]>
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  <[float64][Pitch][0.0]>
  <[float64][Twist][-0.05]>
  <[float64][CutOut][0.2]>
  <[float64][Inertia][1e-05]>
  <[float64][LateralDragCoefficient][0.02]>
  <[string8][PitchControl][ServoRightPropeller.Output]>
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  <[uint32][NumberBlades][2]>
  <[float64][AspectRatio][5]>
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  <[float64][SideThrust][-0]>
  <[float64][DownThrust][-0]>
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  <[bool][Folding][false]>
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.

```
<[string8][object][servoclassic]
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  <[float64][P0][0.0]>
  <[float64][P1][-1.0]>
  <[float64][P2][0.0]>
  <[float64][P3][0.0]>
  <[float64][Position][0.0]>
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<[string8][object][servoclassic]
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  <[float64][P0][0.0]>
  <[float64][P1][-1.0]>
  <[float64][P2][0.0]>
  <[float64][P3][0.0]>
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.

<[string8][object][receiver]
  <[string8][Name][Receiver]>
  <[array_string8][ChannelInputNames][Throttle-1 Throttle-2 Aileron Elevator Rudder AUX-1(1-way) AUX-2(1-way) ]>
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.
.

<[string8][object][receiveroutput]
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  <[string8][Input][Receiver.Channel7]>
  <[array_float64][Range][-1 1 ]>
  <[bool][ClampToRange][true]>
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