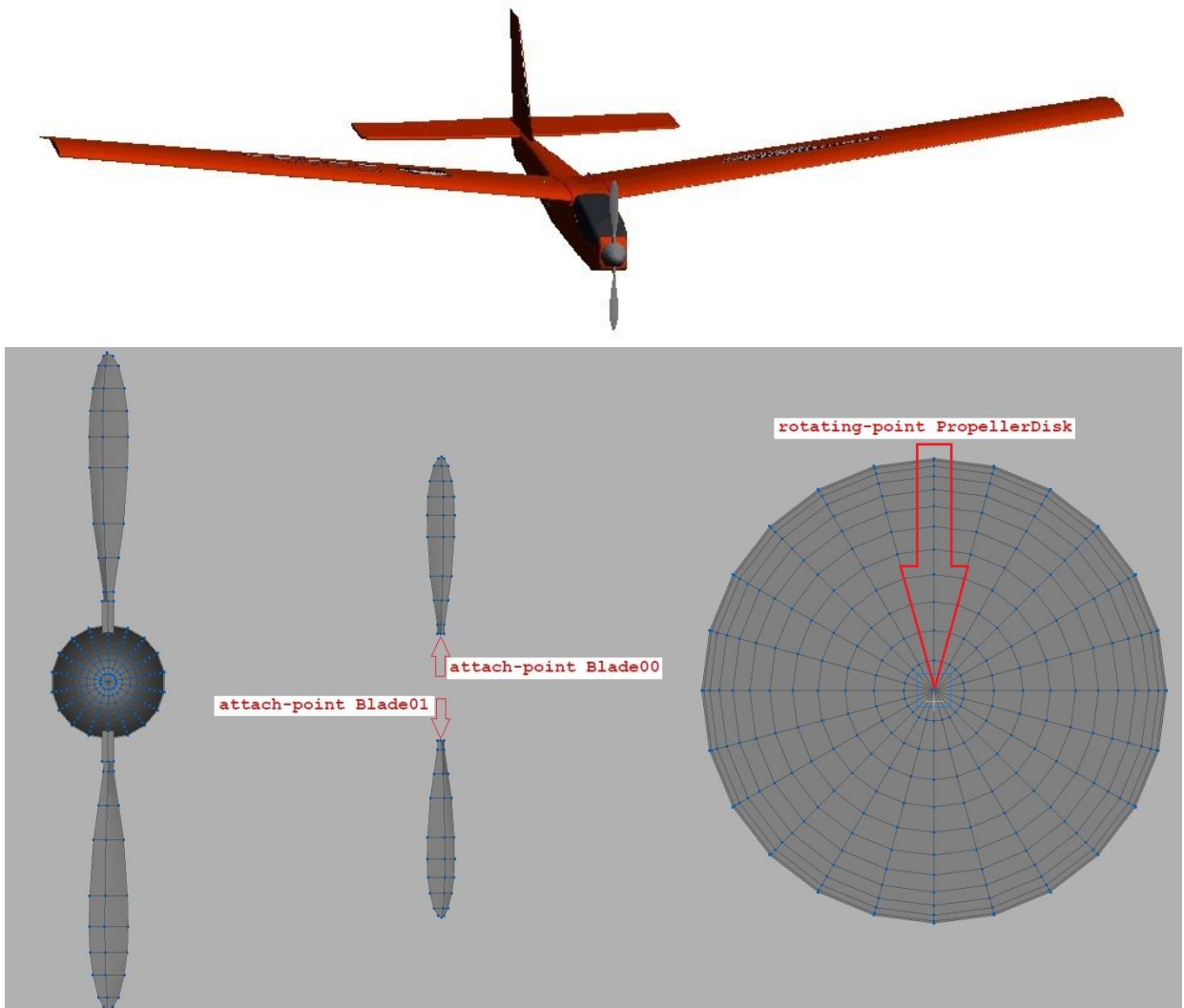


How to create a folding propeller



With Metasequoia a folding propeller must be created as a normal propeller with unfolded blades:



To make it foldable you need the following sections from the *.tmd file:

```
<[string8][object][aeropropeller]
  <[string8][Name][Propeller]>
  <[tmvector3d][R0][ 0.215 0.0 0.004 ]>
  <[tmvector3d][X0][ 1.0 0.0 0.0 ]>
  <[float64][Radius][0.095]>
  <[float64][Pitch][0.1016]>
  <[float64][Inertia][0.0002000]>
  <[string8][Body][Fuselage]>
  <[string8][EngineRotationSpeed][DriveShaft.GetRotationSpeed]>
  <[string8][AddTorque][DriveShaft.AddTorque]>
  <[float64][LateralDragCoefficient][0.0]>
  <[bool][Folding][true]>
  <[float64][AspectRatio][8.0]>
  <[string8][DamageOnCrash][Engine.Damage]>
>

<[string8][object][engineelectric]
  <[string8][Name][Engine]>
  <[string8][ThrottleControl][ServoThrottle.Output]>
  <[string8][RotationSpeed][DriveShaft.GetRotationSpeed]>
  <[float64][RotationInertia][0.001]>
  <[string8][AddTorque][DriveShaft.AddTorque]>
  <[string8][AddInertia][DriveShaft.AddInertia]>
  <[float64][Ns][157.08]>
  <[float64][U0][7.4]>
  <[float64][I0][3.0]>
  <[float64][Ri][0.05]>
  <[bool][Brake][true]>
>

<[string8][object][propellerbladegraphics]
  <[string8][Name][ ]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[uint32][AngleID][Propeller.RotationAngle]>
  <[uint32][RotationSpeedID][Propeller.RotationSpeed]>
  <[tmvector3d][Axis][ -1.0 0.0 0.0 ]>
  <[tmvector3d][Pivot][ 0.215 0.0 0.004 ]> rotating-point PropellerDisk
  <[tmvector3d][FoldingAxis][ 0.0 -1.0 0.0 ]>
  <[tmvector3d][FoldingPivot][ 0.217 0.0 -0.018 ]> attach-point Blade01
  <[float64][FoldingAngle][1.25]>
  <[string8][GeometryList][ Blade01 ]>
  <[float64][Radius][0.095]>
  <[float64][BladePitch][-0.5]>
  <[uint32][DamageID][Propeller.Damaged]>
>

<[string8][object][propellerbladegraphics]
  <[string8][Name][ ]>
  <[uint32][PositionID][Fuselage.R]>
  <[uint32][OrientationID][Fuselage.Q]>
  <[uint32][AngleID][Propeller.RotationAngle]>
  <[uint32][RotationSpeedID][Propeller.RotationSpeed]>
  <[tmvector3d][Axis][ -1.0 0.0 0.0 ]>
  <[tmvector3d][Pivot][ 0.215 0.0 0.004 ]> rotating-point PropellerDisk
  <[tmvector3d][FoldingAxis][ 0.0 1.0 0.0 ]>
  <[tmvector3d][FoldingPivot][ 0.217 0.0 0.026 ]> attach-point Blade00
  <[float64][FoldingAngle][1.25]>
  <[string8][GeometryList][ Blade00 ]>
  <[float64][Radius][0.095]>
  <[float64][BladePitch][-0.5]>
  <[uint32][DamageID][Propeller.Damaged]>
>
```

To find the right **FoldingAngle** you must try it out.