

Blender MFSF 2020 Jetway Tutorial

Part 4: Light

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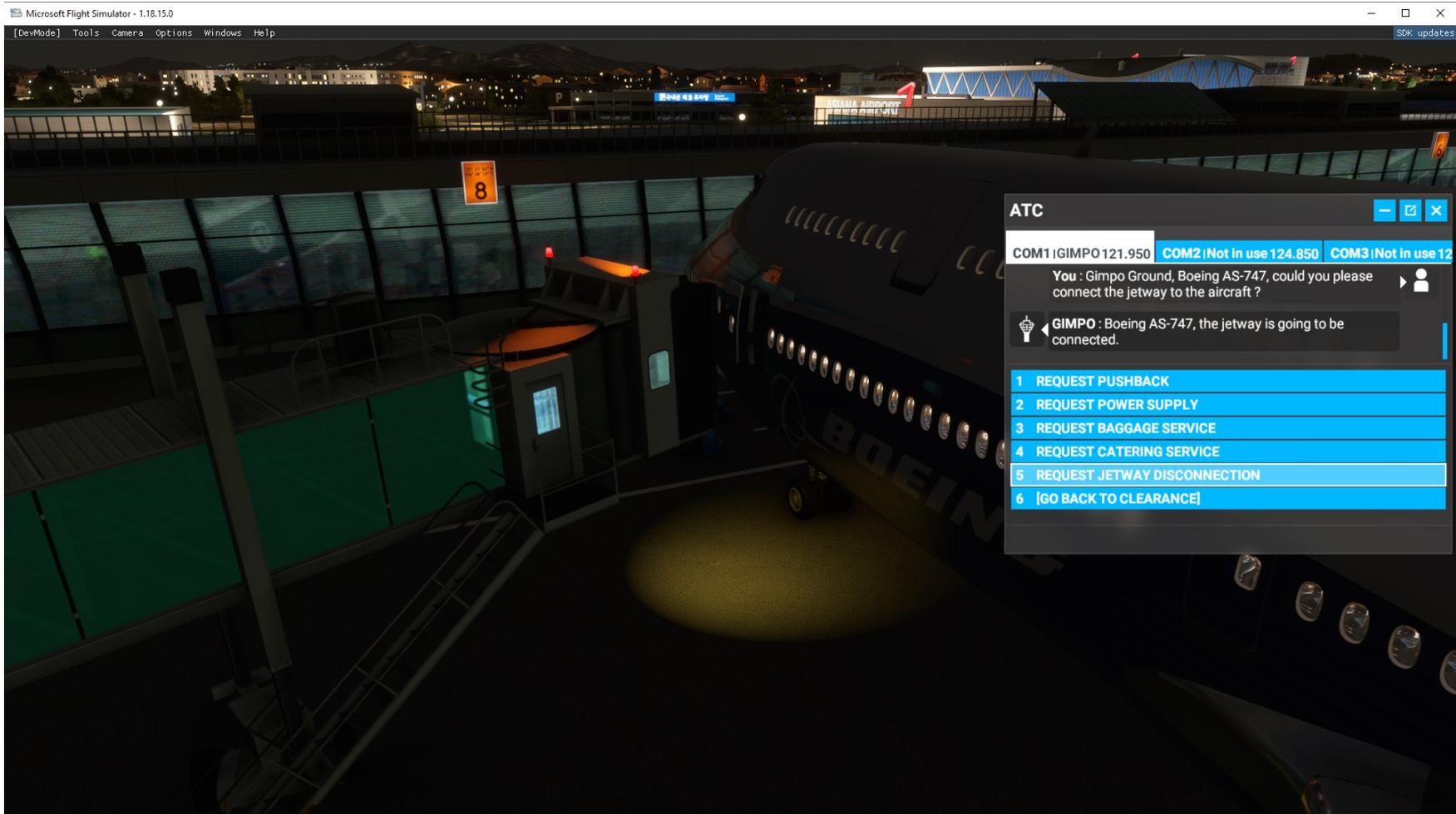
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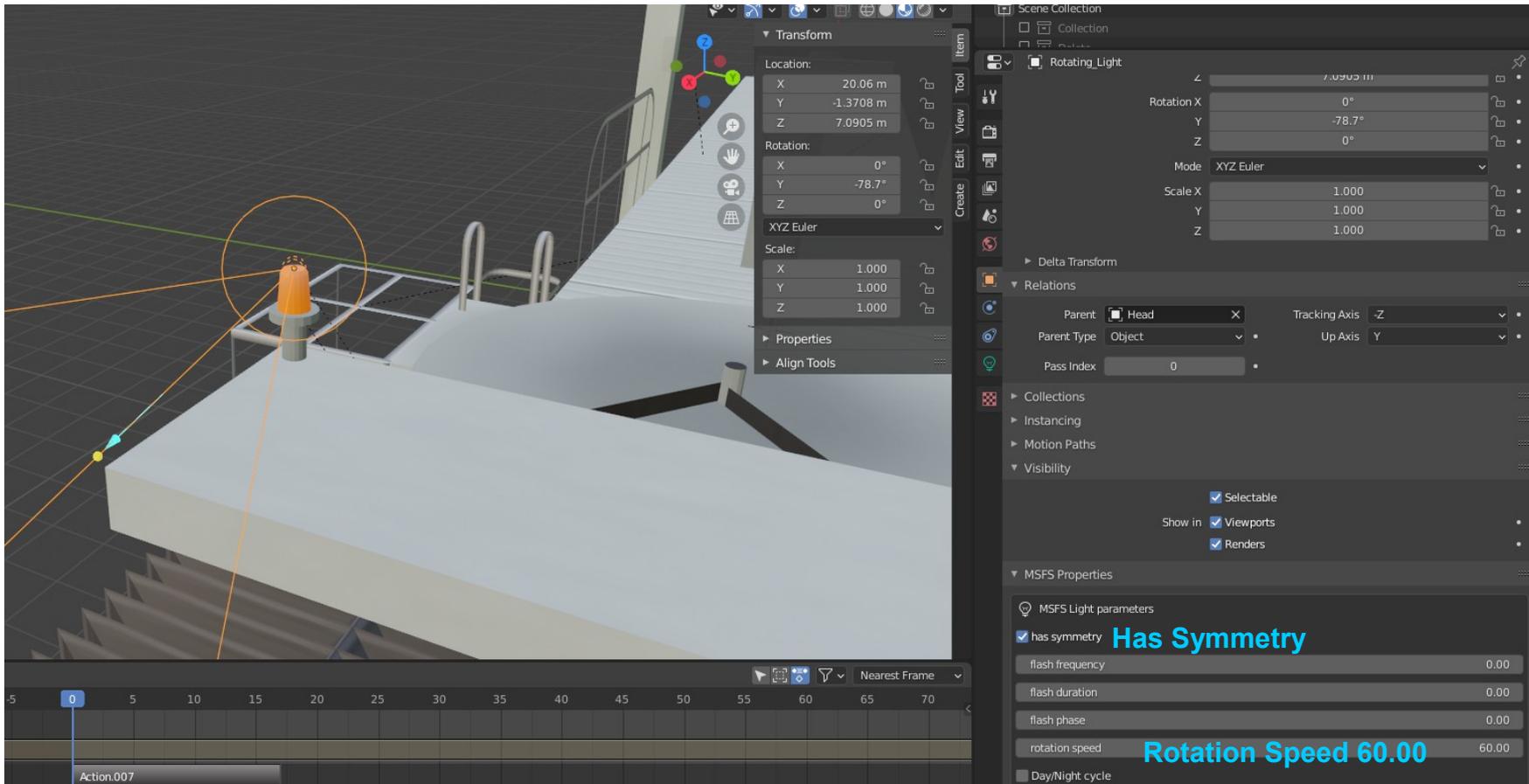


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1. Adding a Spot Light in Blender



In Blender add a Spot Light to the model. Give the Spot Light a name, for example Rotating_Light. Set the moving part of the jetway head as parent, so the light will move together with the Jetway.

Choose a light colour you like. Check “Has Symmetry” and set Rotation Speed to 60.00, it is up to you. Also you could check day/night if you want.

Export the model with the light as usual.

2. Add the light to the xml-file

The Jetway has some variables and one can be used. "JETWAY MOVING" is true, if the jetways moves and false if not. To use this variable, we need to include "Asobo\Misc\SimObjects.xml" into the Behaviors section. But this should be done earlier to use the Hood-Animations.

```
<Behaviors>  
  <Include ModelBehaviorFile="Asobo\Misc\SimObjects.xml"/>  
  .....
```

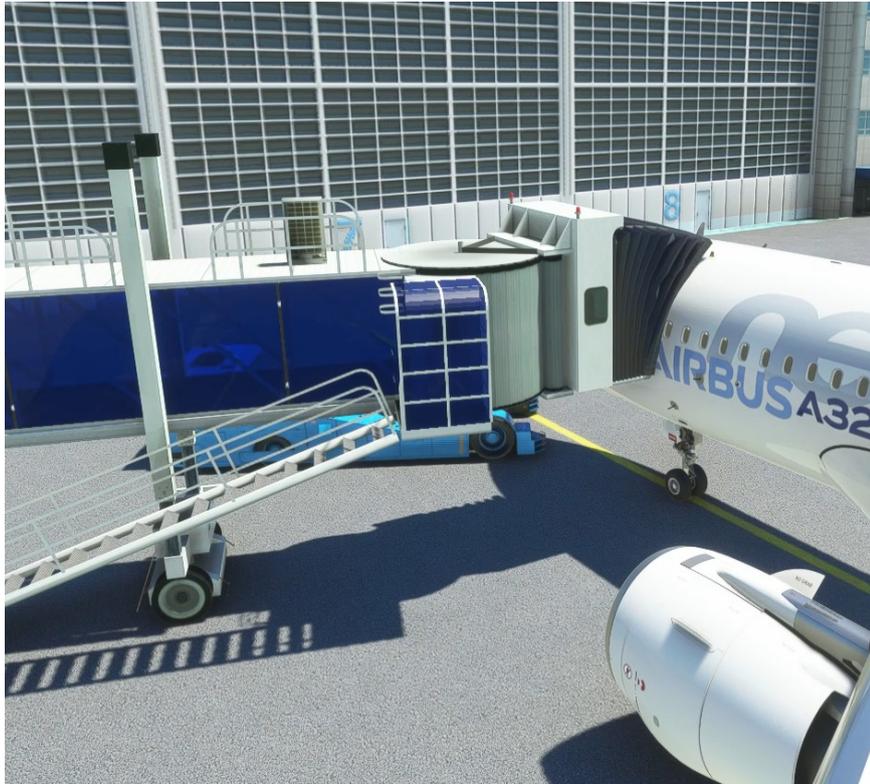
The only new part will be the Component Rotating Light. It is possible to give it another name. But in the Node="" must be the correct name of the Spot Light.

```
<Component ID="Rotating_Light" Node="Rotating_Light">  
  <UseTemplate Name="ASOBO_GT_Visibility_Code">  
    <VISIBILITY_CODE>(A:JETWAY MOVING,bool)</VISIBILITY_CODE>  
  </UseTemplate>  
</Component>
```

Bool means, the variable can be true or false. If JETWAY MOVING is true, the the light is visible, if false, it is not visible.

This can be used with other objects too. The object, for example a cube, will be visible if the Jetway Moves. All SimVars can be found in the SDK.

For the Jetway there is no variable like moving to connect or disconnect. Other Simobjects use different variables. Maybe someone has an idea how to use them to trigger animation of stairs.



Special Tutorials MAYBE will follow

Please support if you think this Tutorial has usage to you.