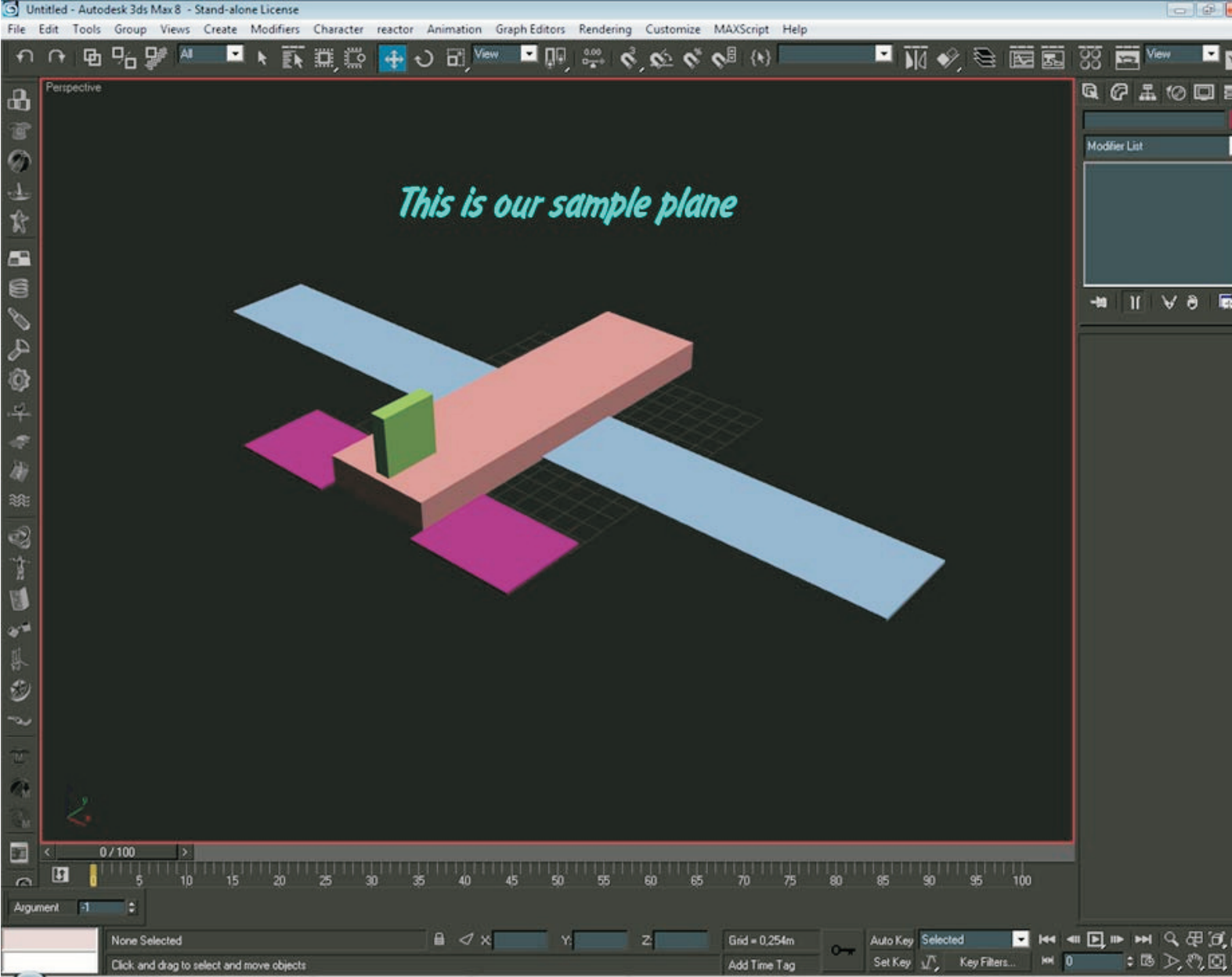
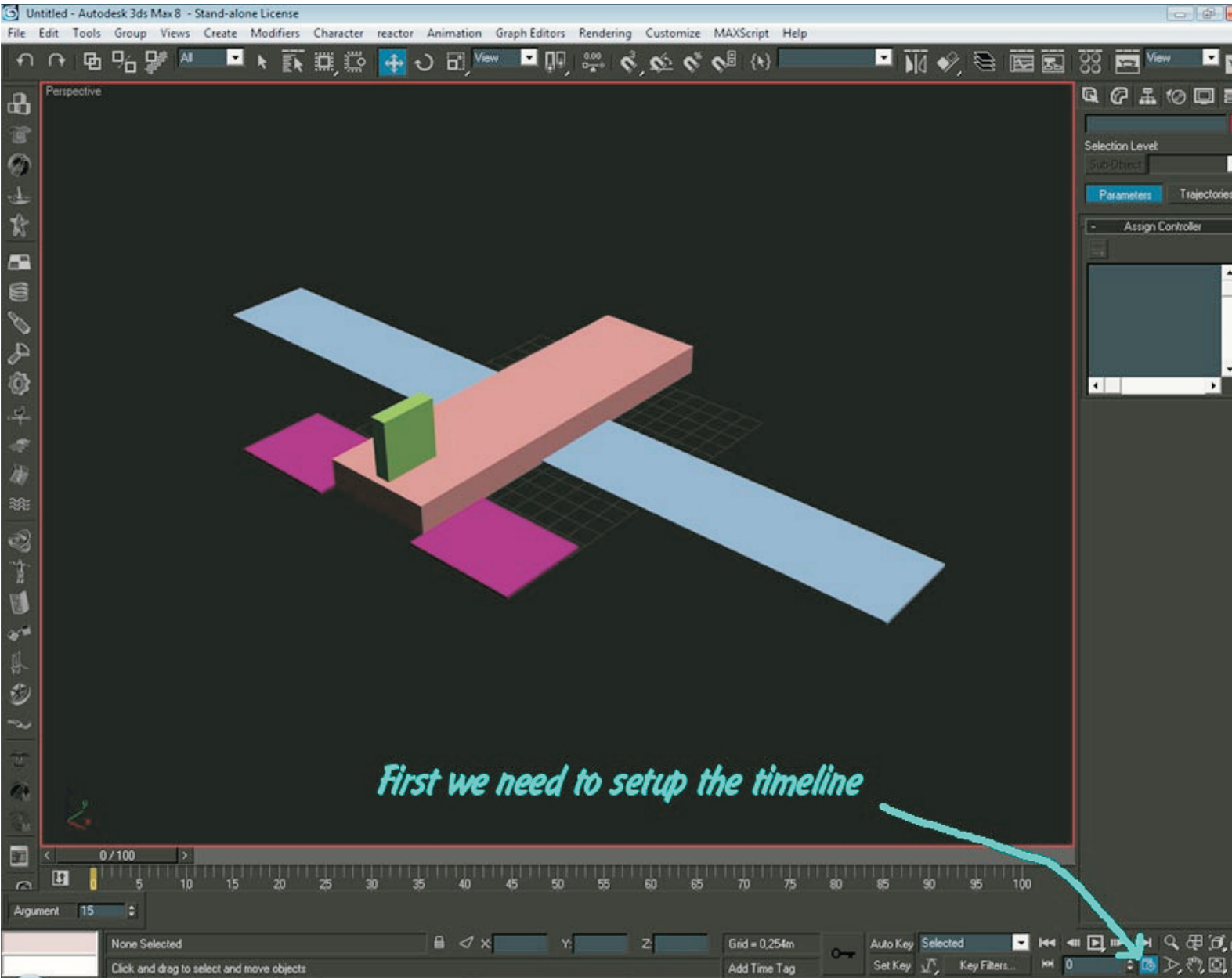
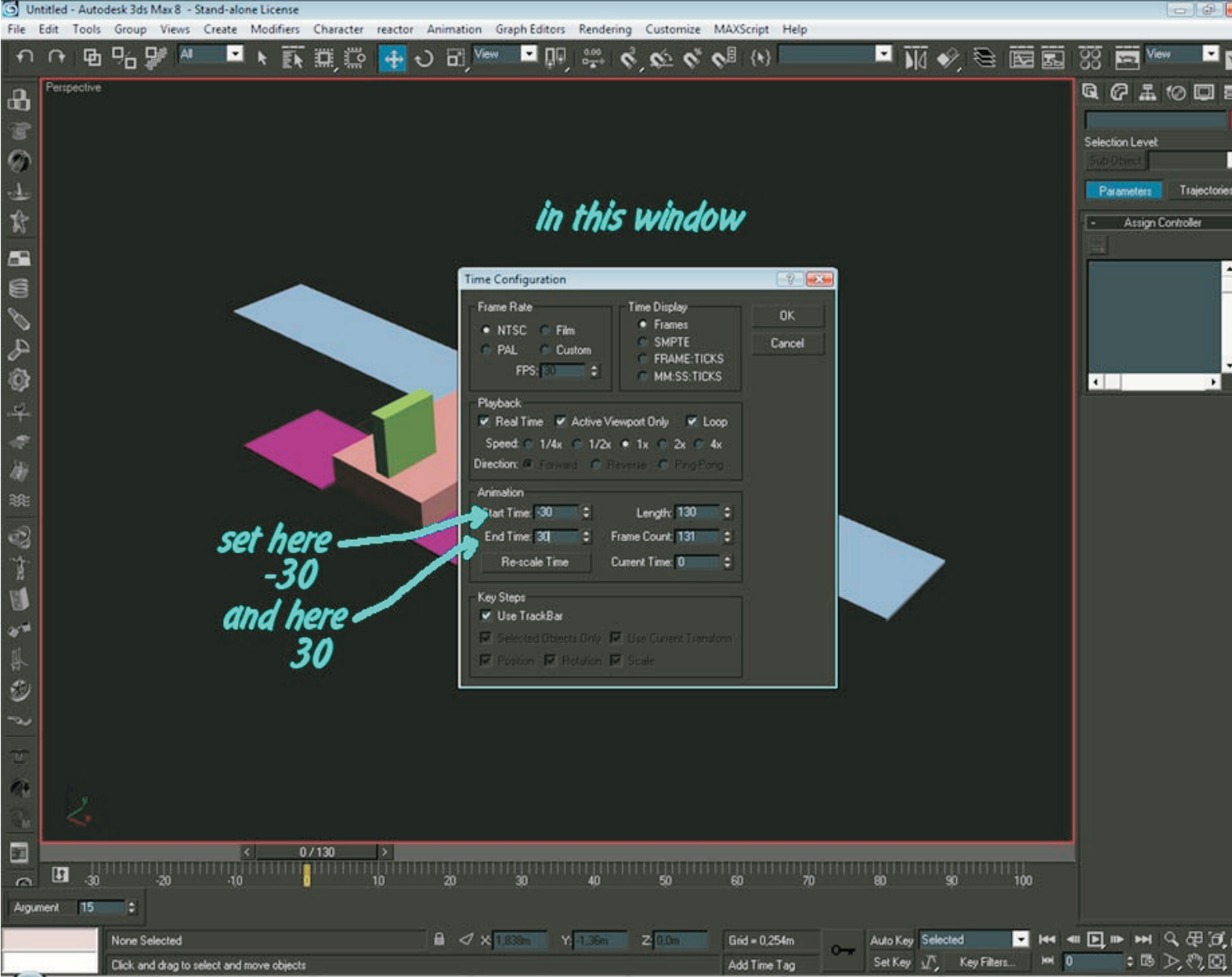
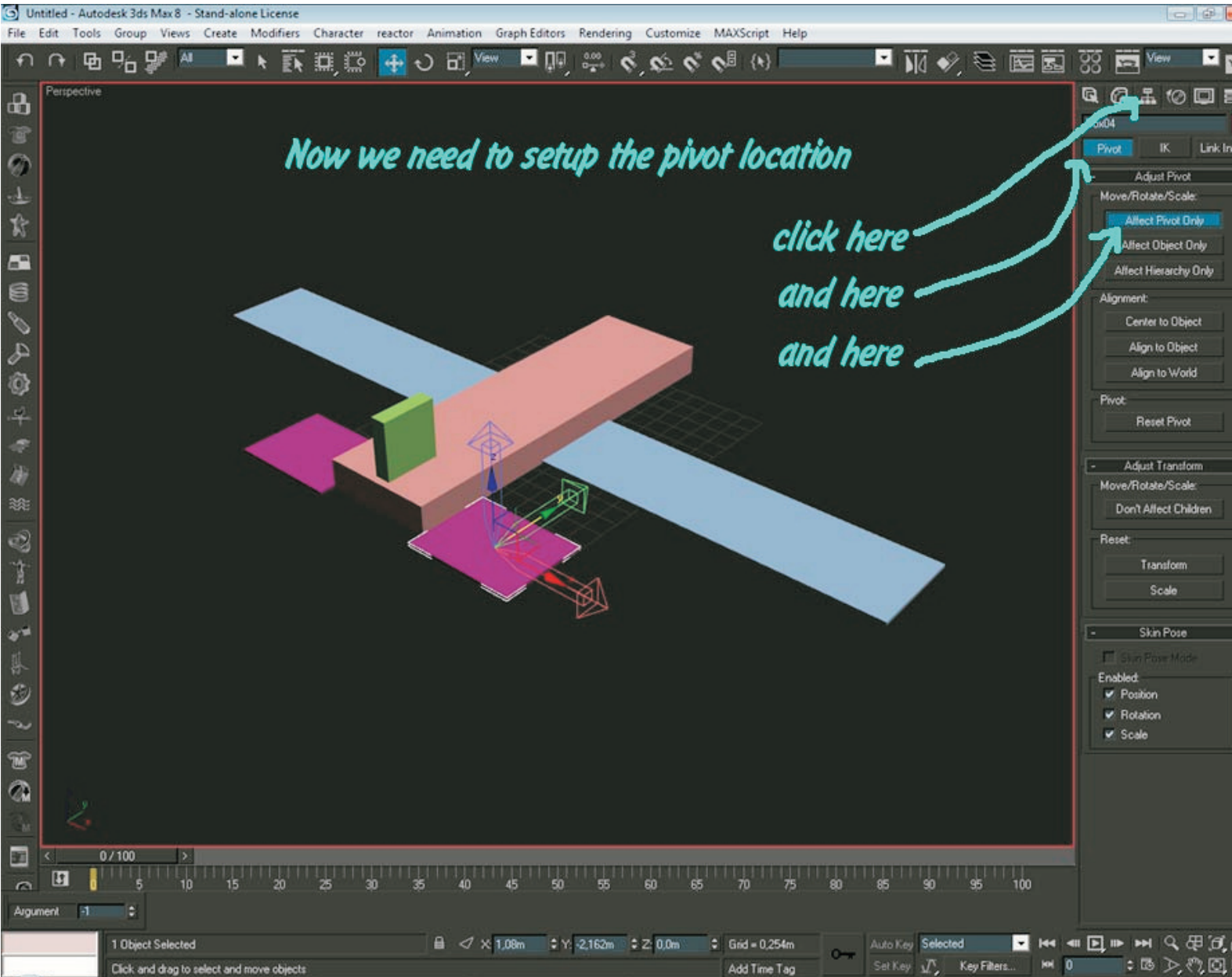
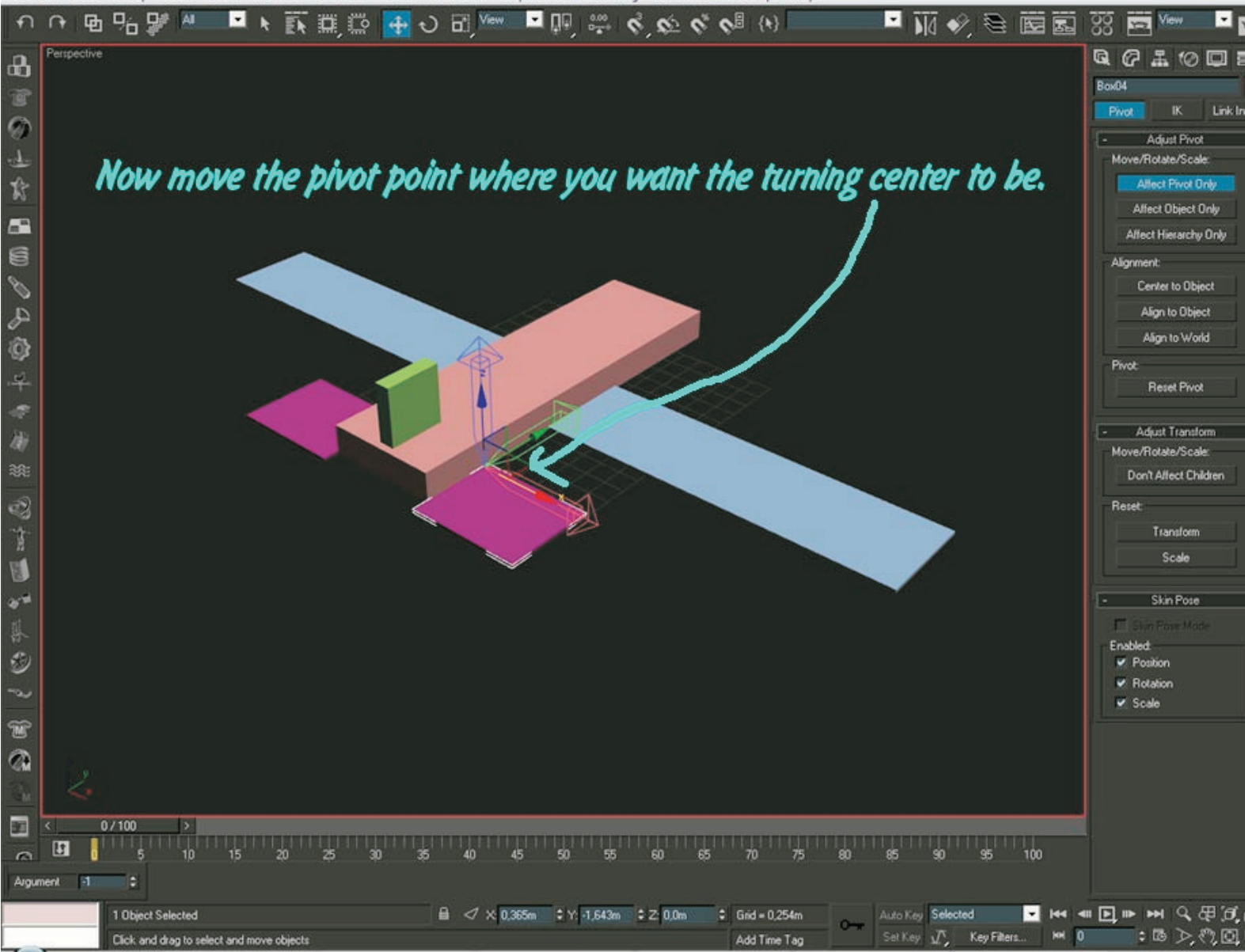












In the 1.0 version - arguments from 0 to 114.
In the 1.1 version - arguments from 0 to 336. Was added new arguments for Su-25T model.
Some arguments from list are not used.

Arg	Function	Value	Action
0	Angle of draw nose gear	0 1	Retracted Extended
1	Strut compression nose gear	0 0.5 1	Extended On parking Retracted
2	Steering angle nose gear	-1 1	Clockwise max Counterclockwise max
3	Angle of draw right gear	0 1	Retracted Extended
4	Strut compression right gear	0 0.5 1	Extended On parking Retracted
5	Angle of draw left gear	0 1	Retracted Extended
6	Strut compression left gear	0 0.5 1	Extended On parking Retracted
7	Wing variable sweep	0 1	min max
8	Folding wing	0 1	Extended Retracted
9	Angle of draw right flap	0 1	Retracted Extended
10	Angle of draw left flap	0 1	Retracted Extended
11	Angle of draw right aileron	-1 1	Down max Up max
12	Angle of draw left aileron	-1 1	Down max Up max
13	Angle of draw right slat	0 1	Retracted Extended
14	Angle of draw left slat	0 1	Retracted Extended
15	Angle of rotation right stabilizer or elevator	-1 1	Tail edge down Tail edge up
16	Angle of rotation left stabilizer or elevator	-1 1	Tail edge down Tail edge up
17	Angle of rotation right rudder	-1 1	Counterclockwise Clockwise
18	Angle of rotation left rudder	-1 1	Counterclockwise Clockwise
19	Angle of rotation right canard	-1 1	Tail edge down Tail edge up
20	Angle of rotation left canard	-1 1	Tail edge down Tail edge up
21	Drag parachute	0 1	Retracted Extended

Now we need to set the argument
Lets move the right stabilizer

The argument number is "15"

it says -1 is tail edge down
and 1 is tail edge up

This -1 means it should move at the
left side of 0 at the timeline
from -30 to 0

And 1 means it should move at the
right side of 0 at the timeline
from 0 to 30

if it says 0 to 1 like this
it means the animation is just
from 0 to 1

