

Learning to do it right so you know how to do it wrong

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Had to find out – fast – what the inside of a glider cockpit was like, what all the diddly bits were called, how they worked, and where they were located – because I have to have a character create a glider that **doesn't** work right – but that doesn't work right for all the right reasons.

Did the Infamous Google Search for “glider cockpit” and came up with this absolute gem on the first try – the inside of a glider cockpit with RealPlayer explanations. God, the internet makes book research easier.

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