

```
#
# Plane Mongan
# Mass & Inertia breakdown
#
# xyz is location of item's own CG
# Ixx.. are item's inertias about item's own CG
#
# x back
# y right
# z up
#
# x,y,z system here must have origin
# at same location as AVL input file
#
Lunit = 1.0 ft
Munit = 1.0 slug
Tunit = 1.0 s

g = 32.18
rho = 0.002378

#
# mass x y z Ixx Iyy Izz [ Ixy Ixz Iyz ]
0.1773 0.02463 0. 0.2239 1.350 0.7509 2.095
```