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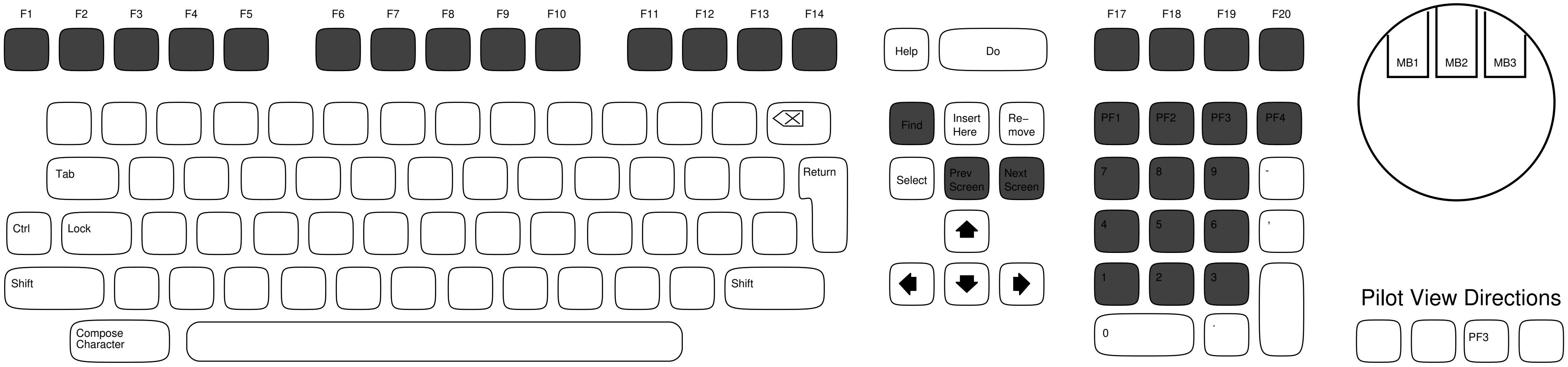
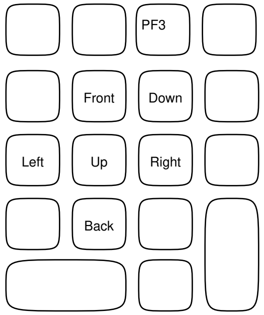
View Controls



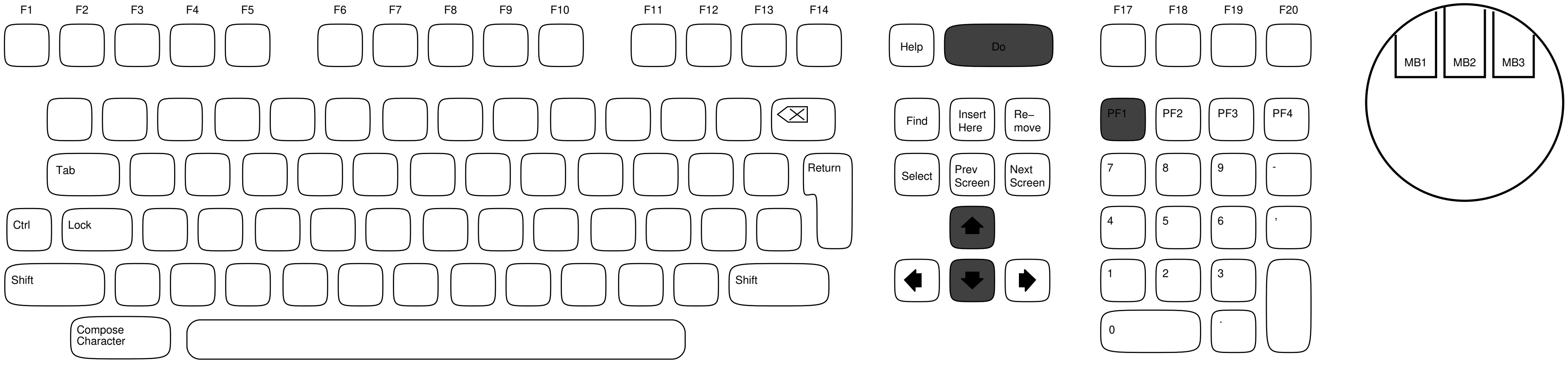
Pilot View Directions



KP7	View from aircraft
PF3-KP7	View from aircraft (show aircraft)
PF1-KP7	View from world location
PF2-KP**n**	Change to world location **n**
PF3-KP**n**	Look in a direction from aircraft
PF4-F**n**	Change to aircraft view **n**
Find	Cycle between aircraft view directions

Next Screen	Zoom in
Prev Screen	Zoom out
PF1-Next	Zoom out a large amount
PF1-Prev	Zoom in a large amount

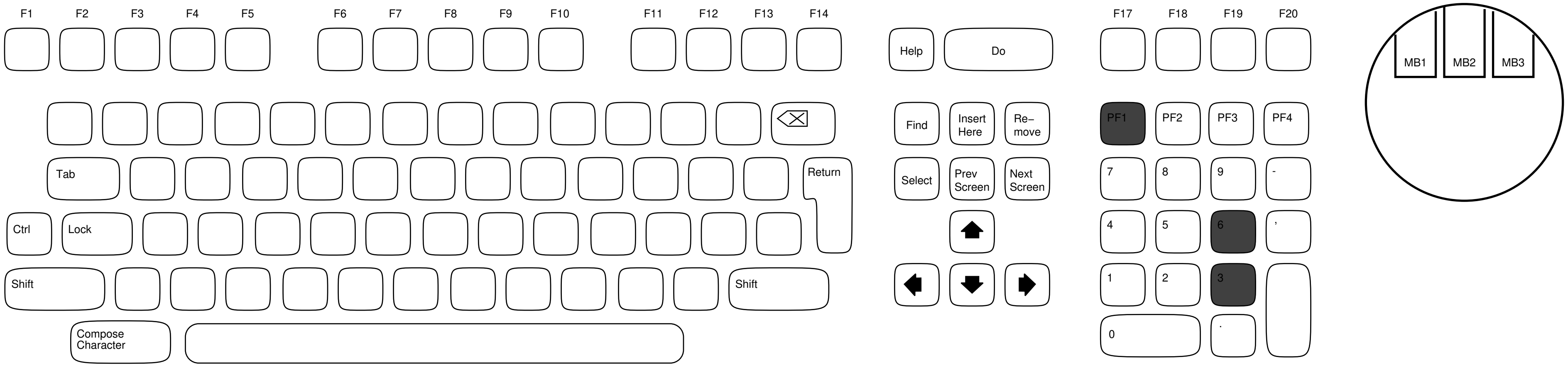
Engine Controls



Up	Advance throttle one step
Down	Back off throttle one step
PF1-Up	Full throttle
PF1-Down	Idle throttle
Do	Engage/disengage afterburner

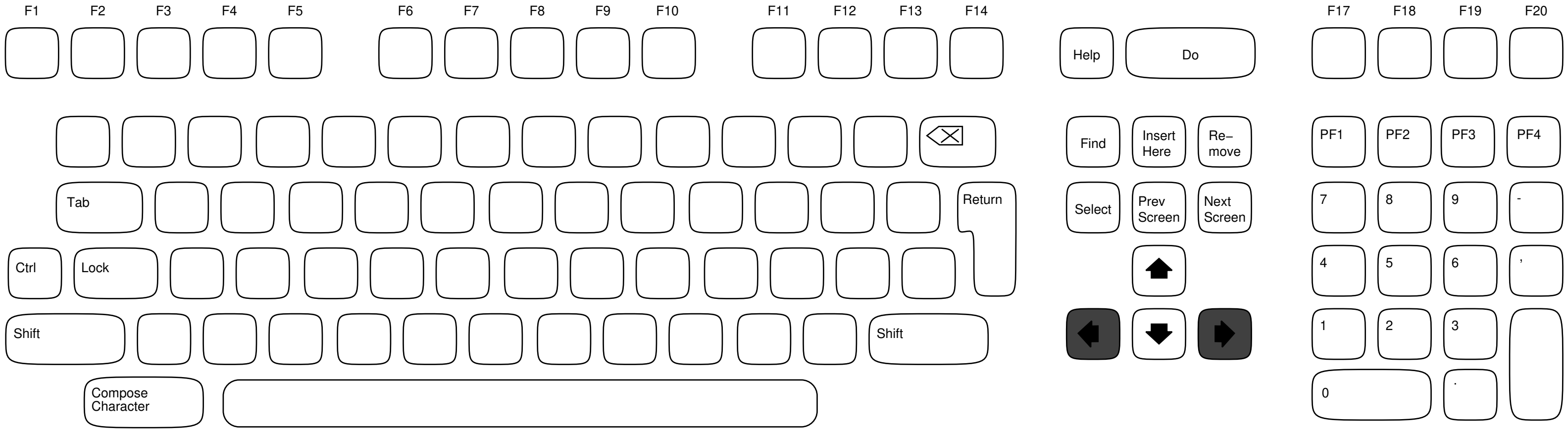
A screen toggle is always present on aircraft. It must be toggled to the ’on’ position in order to start the aircraft engine.

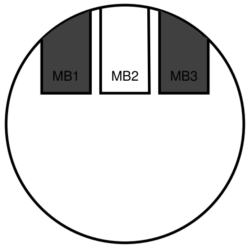
Flap Controls



KP3	Lower flaps one step
KP6	Raise flaps one step
PF1-KP3	Lower full flaps
PF1-KP6	Raise flaps completely

Flight Controls



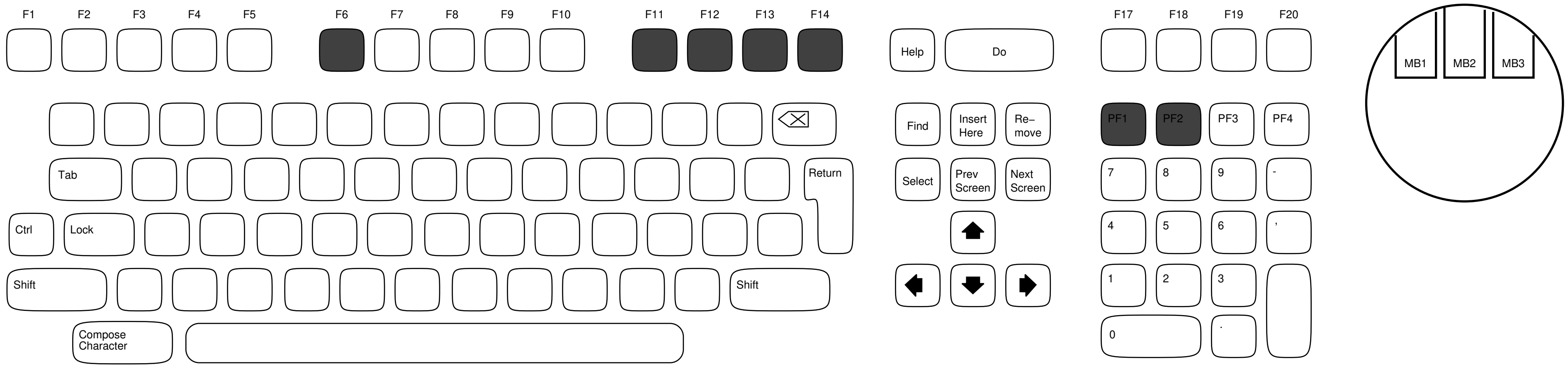


MB1	Lock/unlock current control
MB3	Center current control, center rudder
Left	Move rudder to the left one step
Right	Move rudder to the right one step
PF1-Left	Apply full left rudder
PF1-Right	Apply full right rudder

The ‘current’ control is defined as being the control instrument over which the workstation pointer is positioned. All unlocked control instruments will track the pointer regardless of where it goes on the workstation screen.

The current position of any control instrument is indicated by a small circle. The circle is hollow when the control is unlocked and filled when the control is locked.

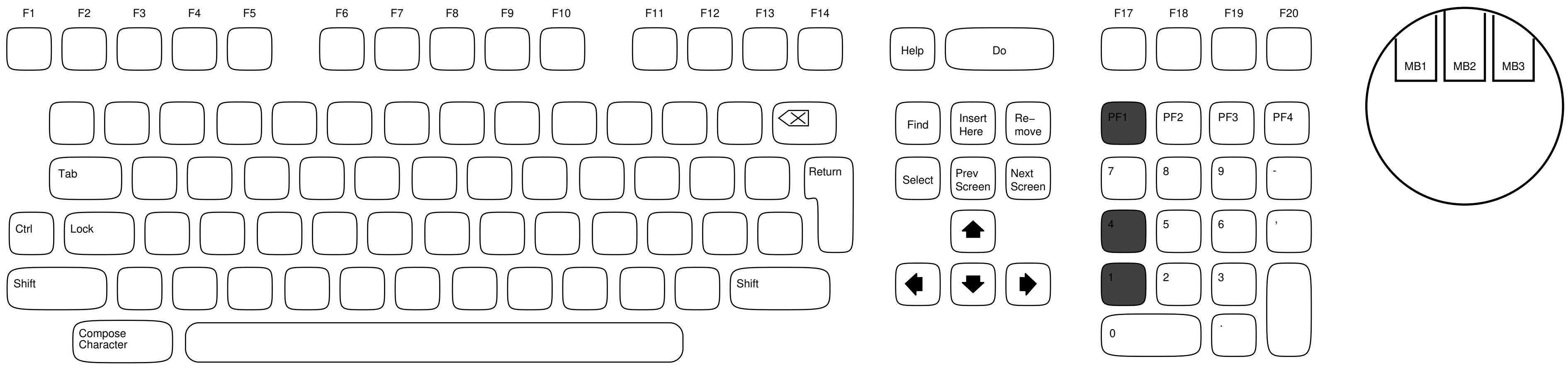
Flight Recorder Controls



F6	Snapshot current view to film canister
F11	Record
F12	Rewind to beginning of tape
F13	Stopplayback or recording
F14	Accelerate playback speed
PF1-F14	Deccelerate playback speed
PF2-F14	Pause playback

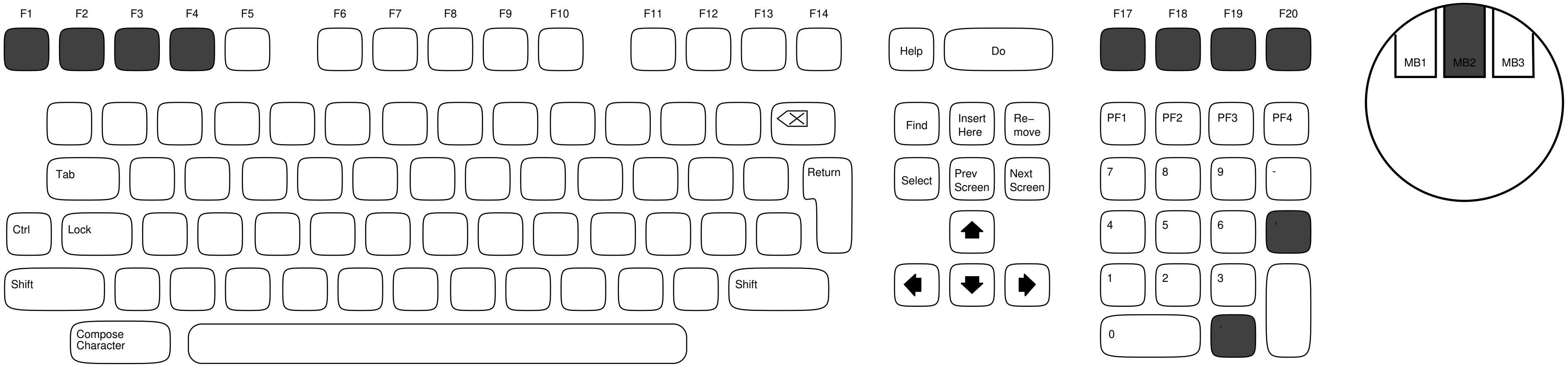
A flight recorder tape must be loaded through the interface prior to beginning a simulation which will be recorded or before a tape can be played back. These key sequences are for interactive control of the recorder only.

Brake Controls



KP4	Increase brake pressure one step
KP1	Decrease brake pressure one step
PF1-KP4	Apply full brakes
PF1-KP1	Release brakes

Weapon System Controls



KP-PERIOD Arm/disarm weapons
KP-COMMA Reload all weapons

F1	Select firing sequence 1
F2	Select firing sequence 2
F3	Select firing sequence 3
F4	Select firing sequence 4
F17	Fire weapons according to firing sequence 1
F18	Fire weapons according to firing sequence 2
F19	Fire weapons according to firing sequence 3
F20	Fire weapons according to firing sequence 4
MB2	Fire weapons according to current firing sequence.

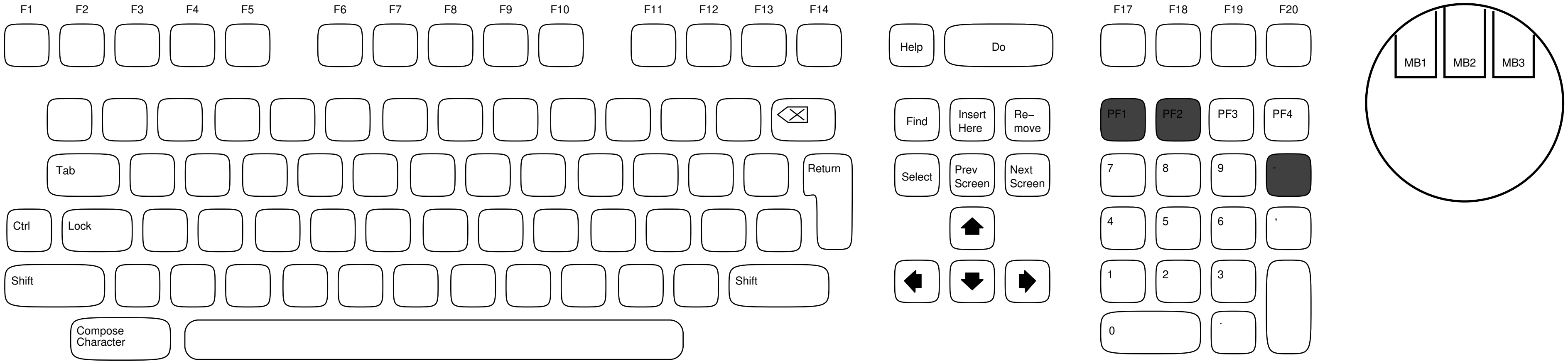
In order to fire any weapons, the aircraft weapon system must be in the armed state. Once armed, the weapon which will next be released from the selected firing sequence is enabled.

As an example, if the enabled weapon is a radar-guided missile, the missile will begin searching for targets and all information displays based on this tracking information will begin updating.

One such display is a Head Up Display. Frequently, HUDs show the target being tracked by the enabled weapon in a box on the HUD. The information displayed in a HUD varies from aircraft to aircraft.

It is not possible for a simulation user to vary the weapon load which an aircraft carries. It is determined by the aircraft designer.

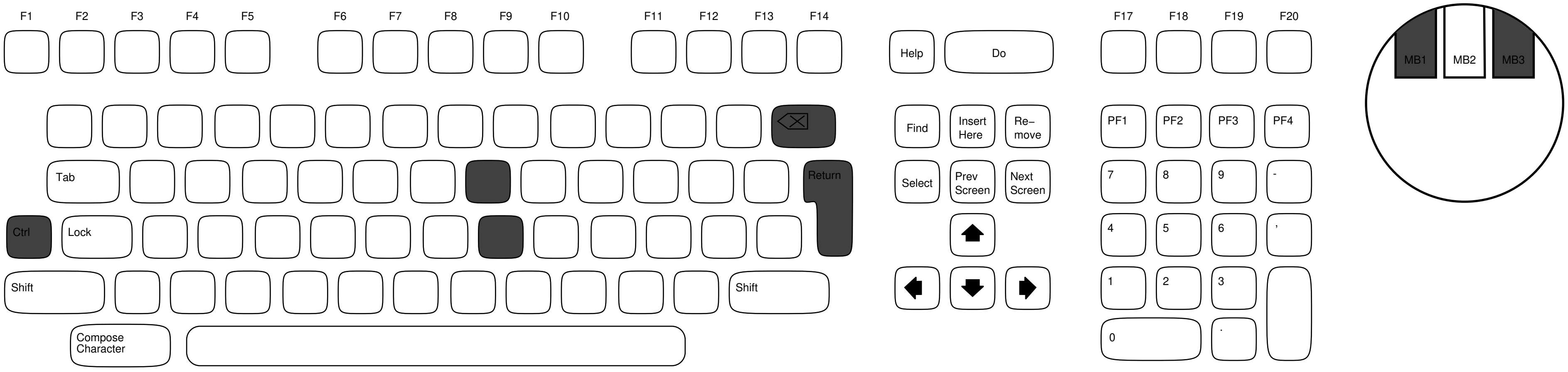
Exit/Suspend Controls



KP-DASH	Exit simulation
PF2-KP-DASH	Write simulation state to suspend / resume file
PF1-KP-DASH	Combination of above two functions

A simulation suspension file must be loaded through the interface prior to beginning a simulation which will be suspended or before a suspended simulation can be resumed. These key sequences are for interactive control of the suspension machinery only.

Radio Controls



CTRL/U	Erase transmission line
RETURN	Erase transmission line
CTRL/J	Delete word from end of transmission
DELETE	Delete letter from end of transmission
MB1	Increment frequency digit
MB3	Decrement radio frequency digit

Any printing character, including compose sequences, may be typed into the radio. You must be pointing at a digit on the radio frequency readout for the mouse buttons to change the frequency.