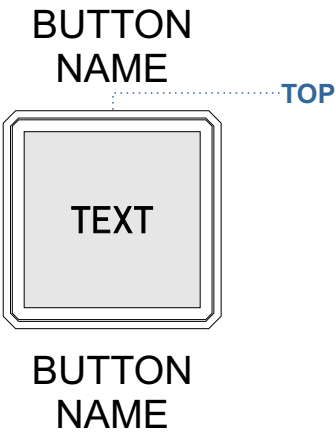


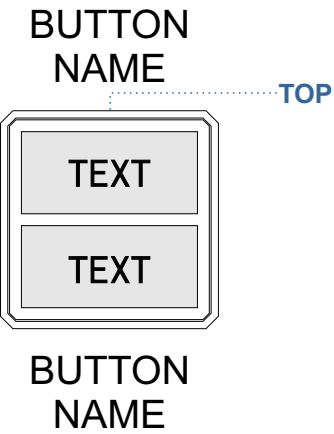
- The “ASET Modular Push-button” is configured as a momentary or alternate action push-button switch or as an indicator.
- The cap assembly contains transforms for legend indicia used for system functional indication and surfaces and shaders for color illumination and status indication.
- The button cap or dashboard backlight feature allows the operator to use the "ASET MPB" in an completely dark environment

CAP CONFIGURATIONS

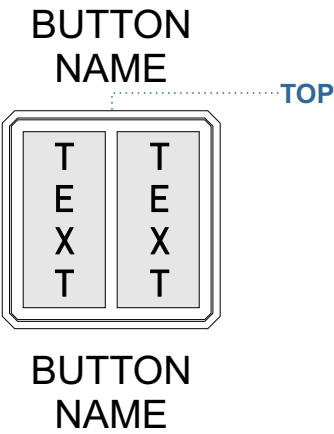
FULL



SPLIT
(HORIZONTAL)



SPLIT
(VERTICAL)



PRIMARY COLORS

	normal	backlighted
BLACK	R:0, G:0, B:0	
GRAY	R:128, G:128, B:128	
WHITE	R:255, G:255, B:255	
AMBER	R:247, G:181, B:18	R:160, G:115, B:9
RED	R:255, G:0, B:0	
GREEN (Light Green)	R:51, G:201, B:102	R:40, G:150, B:70
BLUE (Sky Blue)	R:0, G:204, B:255	R:0, G:100, B:255

OPTIONAL COLORS

YELLOW	R:255, G:255, B:0	
ORANGE	R:255, G:102, B:0	
GREEN (Clear Green)	R:0, G:255, B:0	
MAGENTA	R:255, G:0, B:255	R:160, G:0, B:160
BLUE (Clear Blue)	R:0, G:0, B:255	
PINK	R:255, G:153, B:204	

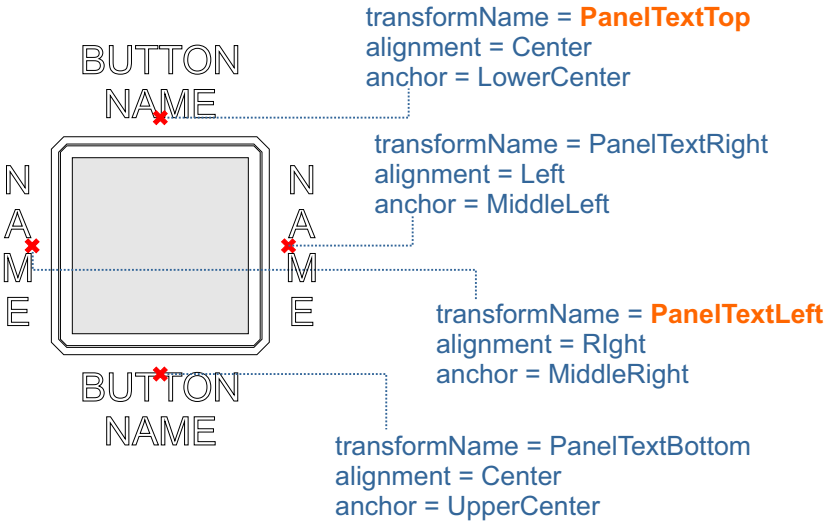
TEXT TRANSFORM LAYOUT

PANEL LABELS

Panel backlight.....✗

Guard.....✗

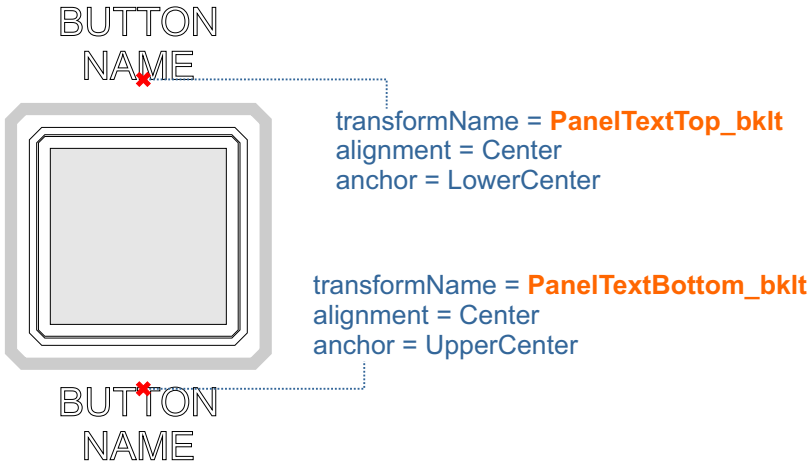
Protective cover.....✗



Panel backlight.....✓

Guard.....✓

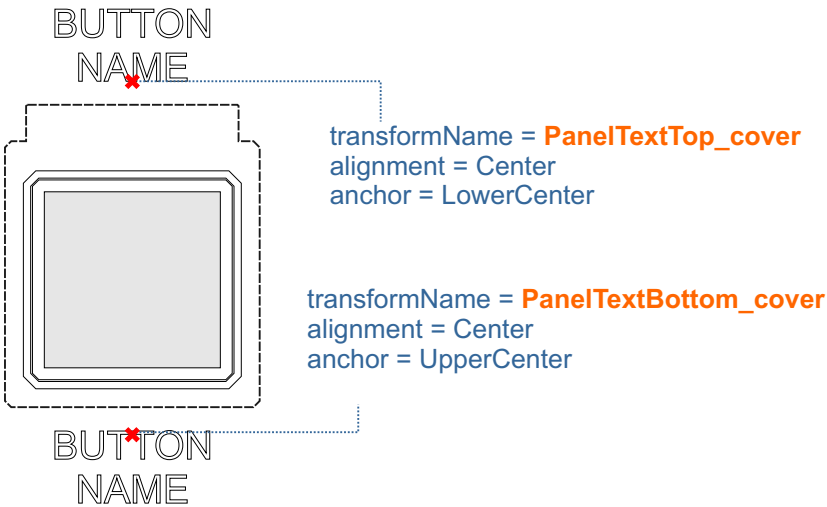
Protective cover.....✗



Panel backlight✗

Guard.....✗

Protective cover.....✓



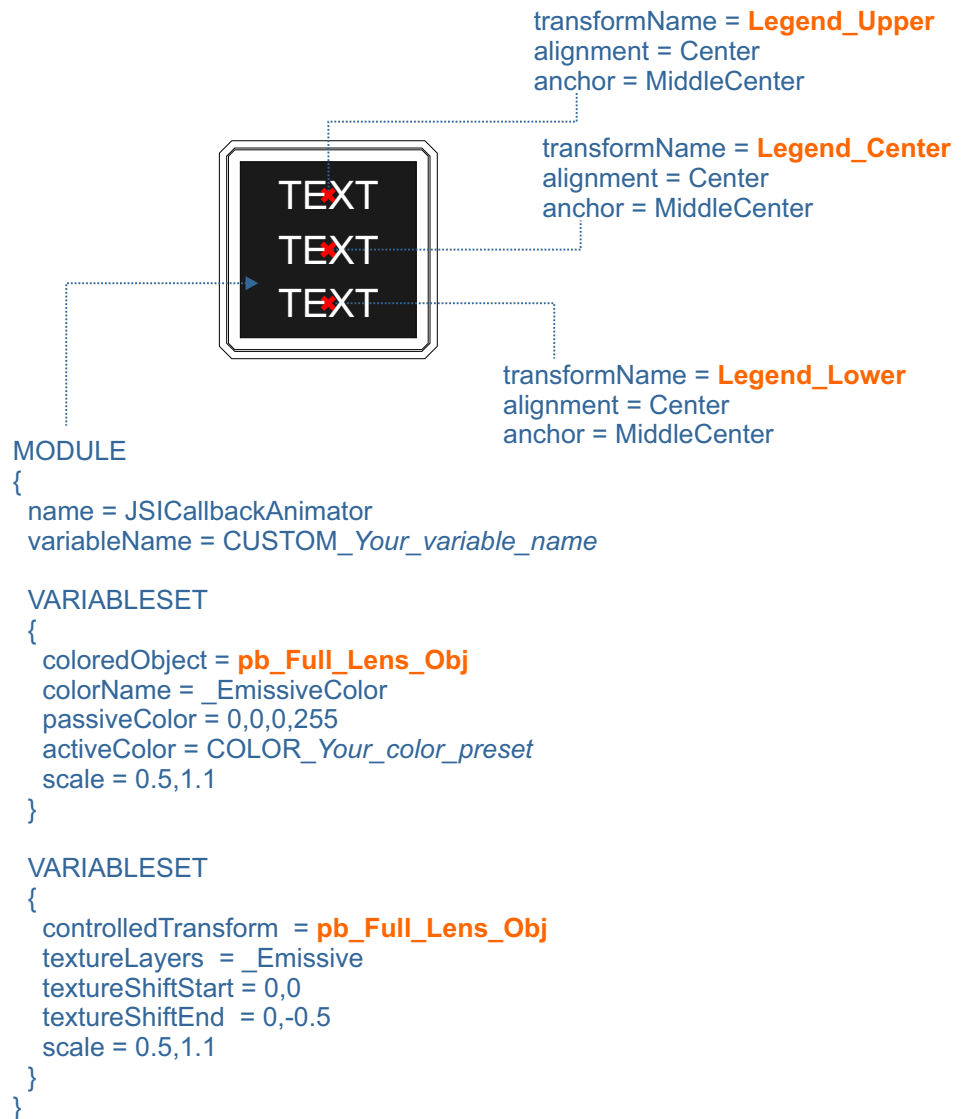
FONT SIZE

ARIAL / ARIAL BOLD	6.5
INCONSOLATAGO-REGULAR / INCONSOLATAGO-BOLD	7.0

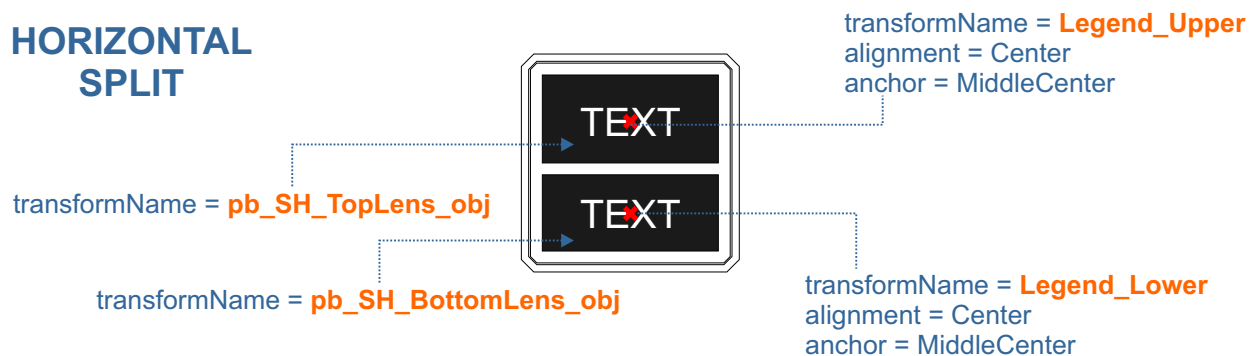
TEXT TRANSFORM LAYOUT

LEGEND

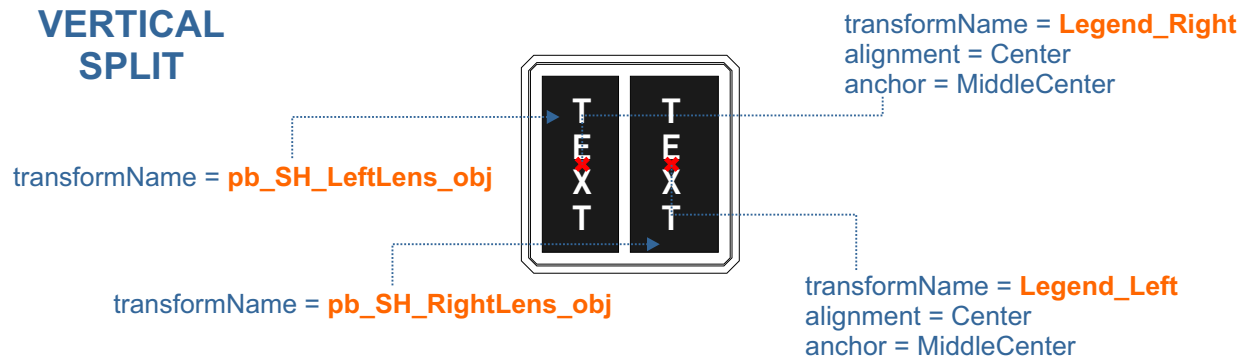
FULL CAP



HORIZONTAL SPLIT



VERTICAL SPLIT



PANEL BACKLIGHT

1

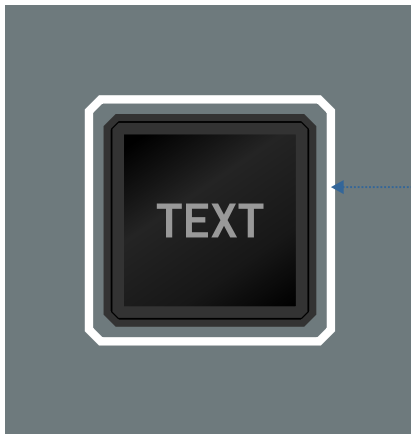


```
MODULE
{
  name = JSICallbackAnimator
  variableName = CUSTOM_ALCOR_BACKLIGHT_ON

  VARIABLESET
  {
    coloredObject = GlowBorder
    passiveColor = 0,0,0,255
    activeColor = COLOR_ASET_SWITCHER_NAME_POSITIVECOLOR
    scale = 0.5,1.1
  }
}
```

```
MODEL
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Bcklt_1
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

2

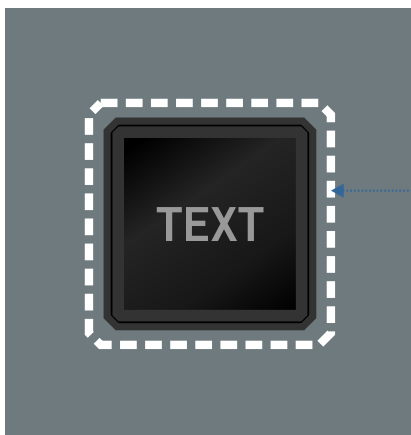


```
MODULE
{
  name = JSICallbackAnimator
  variableName = CUSTOM_ALCOR_BACKLIGHT_ON

  VARIABLESET
  {
    coloredObject = GlowBorder
    passiveColor = 0,0,0,255
    activeColor = COLOR_ASET_SWITCHER_NAME_POSITIVECOLOR
    scale = 0.5,1.1
  }
}
```

```
MODEL
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Bcklt_2
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

3

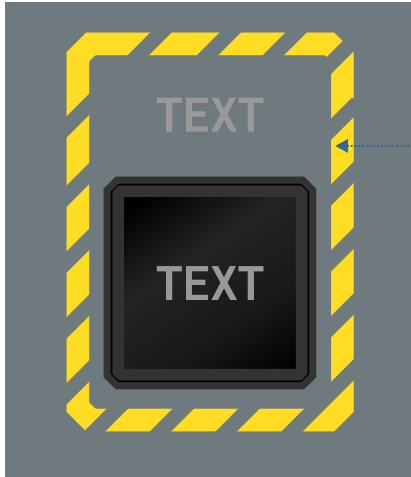


```
MODULE
{
  name = JSICallbackAnimator
  variableName = CUSTOM_ALCOR_BACKLIGHT_ON

  VARIABLESET
  {
    coloredObject = GlowBorder
    passiveColor = 0,0,0,255
    activeColor = COLOR_ASET_SWITCHER_NAME_POSITIVECOLOR
    scale = 0.5,1.1
  }
}
```

```
MODEL
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Bcklt_3
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

4

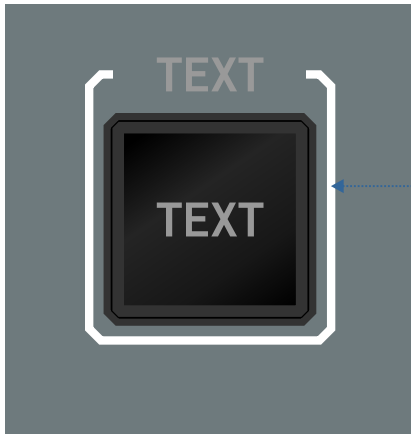


```
MODULE
{
  name = JSICallbackAnimator
  variableName = CUSTOM_ALCOR_BACKLIGHT_ON

  VARIABLESET
  {
    coloredObject = GlowBorder
    passiveColor = 0,0,0,255
    activeColor = COLOR_ASET_SWITCHER_NAME_POSITIVECOLOR
    scale = 0.5,1.1
  }
}
```

```
MODEL
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Bcklt_4
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

5

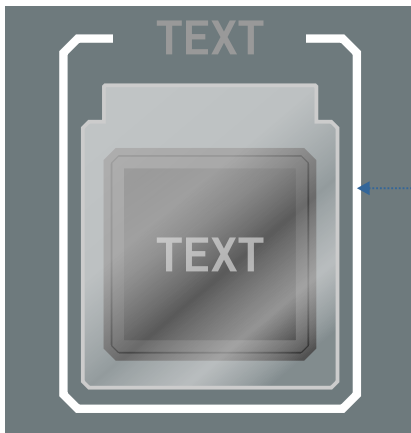


```
MODULE
{
  name = JSICallbackAnimator
  variableName = CUSTOM_ALCOR_BACKLIGHT_ON

  VARIABLESET
  {
    coloredObject = GlowBorder
    passiveColor = 0,0,0,255
    activeColor = COLOR_ASET_SWITCHER_NAME_POSITIVECOLOR
    scale = 0.5,1.1
  }
}
```

```
MODEL
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Bcklt_5
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

6



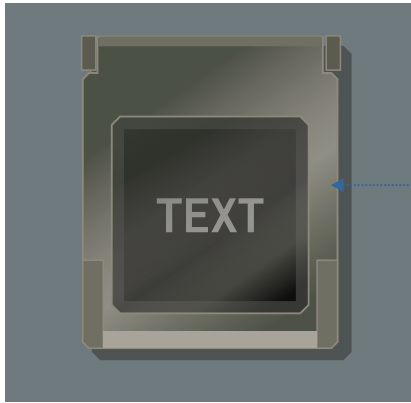
```
MODULE
{
  name = JSICallbackAnimator
  variableName = CUSTOM_ALCOR_BACKLIGHT_ON

  VARIABLESET
  {
    coloredObject = GlowBorder
    passiveColor = 0,0,0,255
    activeColor = COLOR_ASET_SWITCHER_NAME_POSITIVECOLOR
    scale = 0.5,1.1
  }
}
```

```
MODEL
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Bcklt_6
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

PROTECTIVE COVER

C1

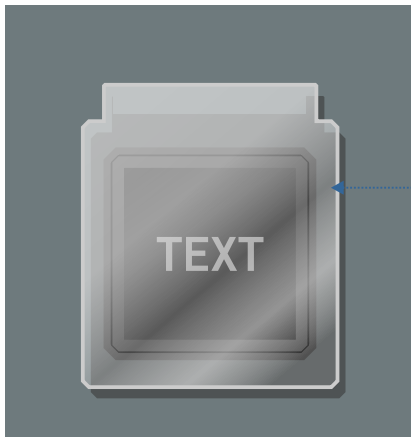


```
MODULE
{
  name = JSIActionGroupSwitch
  animationName = pb_Cover_Anim
  switchTransform = pb_Cover_Collider
  actionName = dummy
  switchSound = ASET/ASET_Props/Sounds/RPB02
}
```

MODEL

```
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Cover01
  texture = pb_Glass_Diffuse,ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Glass_Diffuse
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

C2

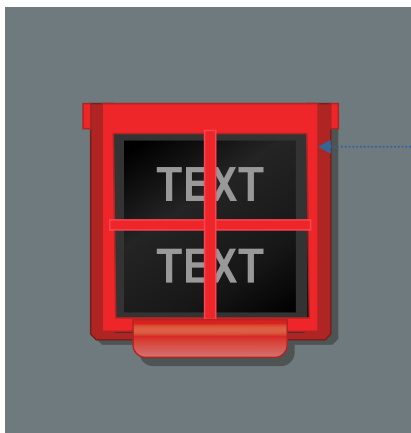


```
MODULE
{
  name = JSIActionGroupSwitch
  animationName = pb_Cover_Anim
  switchTransform = pb_Cover_Collider
  actionName = dummy
  switchSound = ASET/ASET_Props/Sounds/pb_Cover02
}
```

MODEL

```
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Cover02
  texture = pb_Glass_Diffuse,ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Glass_Diffuse
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

C3R



```
MODULE
{
  name = JSIActionGroupSwitch
  animationName = pb_Cover_Anim
  switchTransform = pb_Cover_Collider
  actionName = dummy
  switchSound = ASET/ASET_Props/Sounds/OpenSwitchCover
}
```

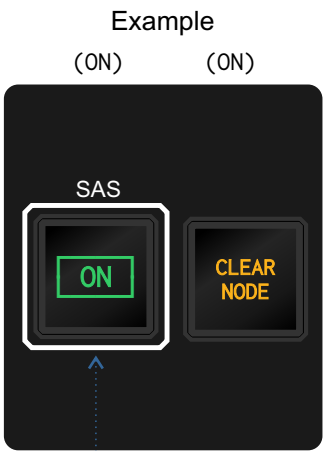
MODEL

```
{
  model = ASET/ASET_Props/Control/Push_Button_Modular/models/pb_Cover03_RED
  texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

CAP CONFIGURATION - **FULL**

F01 HIDDEN LEGEND. LETTERS NOT VISIBLE UNTIL ILLUMINATED LIGHTED COLORED LETTERS ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.

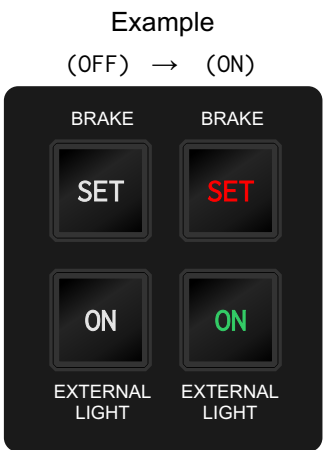
Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>



This type of button is recommended to be used in combination with the backlight of the instrument panel around the button: "pb_bklt_01", "pb_bklt_01" or "pb_bklt_03".

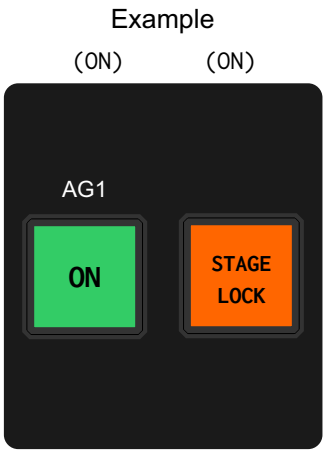
F02 WHITE LETTERS ON OPAQUE BLACK BACKGROUND. LETTERS SHOW COLOR WHEN ENERGIZED.

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>



F03 OPAQUE BLACK LETTERS ON WHITE BACKGROUND. BACKGROUND SHOWS COLOR WHEN ENERGIZED.

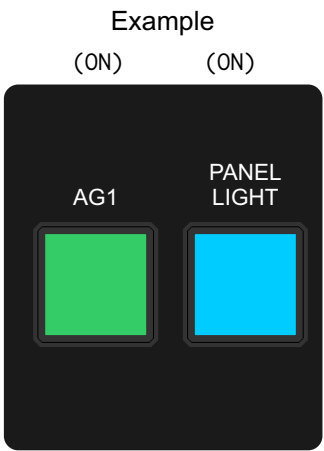
Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>	<div><div>BUTTON NAME</div><div>TEXT</div><div>BUTTON NAME</div></div>



CAP CONFIGURATION - **FULL**

F04 WHITE BACKGROUND. BACKGROUND SHOWS COLOR WHEN ENERGIZED.

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div><div>BUTTON NAME</div><div></div><div>BUTTON NAME</div></div> <div><div>BUTTON NAME</div><div></div><div>BUTTON NAME</div></div>		<div><div>BUTTON NAME</div><div></div><div>BUTTON NAME</div></div> <div><div>BUTTON NAME</div><div></div><div>BUTTON NAME</div></div>	



FDx TOP: COLORED LETTERS ON OPAQUE BLACK BACKGROUND.
BOTTOM: LETTERS (OR SYMBOLS) ARE HIDDEN. LIGHTED COLORED LETTERS (OR SYMBOLS) ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div><div>TEXT TEXT</div></div> <div><div>TEXT TEXT</div><div></div></div>		<div><div>TEXT TEXT</div></div> <div><div>TEXT TEXT</div><div></div></div>	



FD1
(TEXT)

FD2
(SYMBOLS)

FD3

FD4

FD5

TEXT
TEXT

ON

TEXT
TEXT

TEXT
TEXT

TEXT
TEXT

TEXT
TEXT

CAP CONFIGURATION - **FULL**

FT TOP AND BOTTOM: LETTERS (OR SYMBOLS) ARE HIDDEN. LIGHTED COLORED LETTERS (AND/OR SYMBOLS) ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div><div>BUTTON NAME</div><div><div>TEXT</div><div>TEXT</div></div><div>BUTTON NAME</div></div> <div><div>BUTTON NAME</div><div><div>TEXT</div><div>TEXT</div></div><div>BUTTON NAME</div></div>		<div><div>BUTTON NAME</div><div><div>TEXT</div><div>TEXT</div></div><div>BUTTON NAME</div></div> <div><div>BUTTON NAME</div><div><div>TEXT</div><div>TEXT</div></div><div>BUTTON NAME</div></div>	

Example

(ON) → (ON/CAUTION)

RCS

ON

FAULT

RCS

ON

FAULT

GEAR

▲UP▲

▼DN▼

GEAR

▲UP▲

▼DN▼

(OFF) → (ON)

CAP CONFIGURATION - HORIZONTAL SPLIT

SH01 TOP: LETTERS NOT VISIBLE UNTIL ILLUMINATED LIGHTED COLORED LETTERS ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.
BOTTOM: LETTERS NOT VISIBLE UNTIL ILLUMINATED. LIGHTED COLORED BACKGROUND WITH OPAQUE BLACK LETTERS

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>

Example

(OFF)

(ON)

GIMBAL

FREE

LOCK

GIMBAL

FREE

LOCK

INPUT CTRL

PRECISE

NORMAL

INPUT CTRL

PRECISE

NORMAL

(OFF)

(ON)

SH02 TOP: LETTERS NOT VISIBLE UNTIL ILLUMINATED LIGHTED COLORED LETTERS ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.
BOTTOM: LETTERS NOT VISIBLE UNTIL ILLUMINATED. LIGHTED COLORED BACKGROUND WITH OPAQUE BLACK LETTERS

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>

Example

(OFF)

(ON)

RCS

ON

OFF

RCS

ON

OFF

SH03 TOP: LETTERS NOT VISIBLE UNTIL ILLUMINATED. LIGHTED COLORED BACKGROUND WITH OPAQUE BLACK LETTERS
BOTTOM: LETTERS NOT VISIBLE UNTIL ILLUMINATED. LIGHTED COLORED BACKGROUND WITH OPAQUE BLACK LETTERS

Backlight OFF		Backlight ON	
OFF CONDITION	ON CONDITION	OFF CONDITION	ON CONDITION
<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>

Example

(OFF)

(ON)

MAIN ENGINE

ENABLED

DISABLED

MAIN ENGINE

ENABLED

DISABLED

CAP CONFIGURATION - HORIZONTAL SPLIT

SHI01

CONFIGURED AS AN INDICATOR. TOP AND BOTTOM: HIDDEN LEGEND. LETTERS NOT VISIBLE UNTIL ILLUMINATED LIGHTED COLORED LETTERS ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.

Backlight OFF			Backlight ON		
OFF CONDITION	ON CONDITION#1	ON CONDITION#2	OFF CONDITION	ON CONDITION#1	ON CONDITION#2
<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>TEXT</div><div>TEXT</div></div> <div>BUTTON NAME</div>

Example

(OFF)

(ON 1)

(ON 2)

PITCH

U

D

PITCH

U

D

PITCH

U

D

CAP CONFIGURATION - **VERTICAL SPLIT**

SVI01

CONFIGURED AS AN INDICATOR. TOP AND BOTTOM: HIDDEN LEGEND. LETTERS NOT VISIBLE UNTIL ILLUMINATED LIGHTED COLORED LETTERS ON OPAQUE BLACK BACKGROUND WHEN ENERGIZED.

Backlight OFF			Backlight ON		
OFF CONDITION	ON CONDITION#1	ON CONDITION#2	OFF CONDITION	ON CONDITION#1	ON CONDITION#2
<div>BUTTON NAME</div> <div><div>T</div><div>E</div><div>X</div><div>T</div><div>T</div><div>E</div><div>X</div><div>T</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>T</div><div>E</div><div>X</div><div>T</div><div>T</div><div>E</div><div>X</div><div>T</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>T</div><div>E</div><div>X</div><div>T</div><div>T</div><div>E</div><div>X</div><div>T</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>T</div><div>E</div><div>X</div><div>T</div><div>T</div><div>E</div><div>X</div><div>T</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>T</div><div>E</div><div>X</div><div>T</div><div>T</div><div>E</div><div>X</div><div>T</div></div> <div>BUTTON NAME</div>	<div>BUTTON NAME</div> <div><div>T</div><div>E</div><div>X</div><div>T</div><div>T</div><div>E</div><div>X</div><div>T</div></div> <div>BUTTON NAME</div>

Example

(OFF)

(ON 1)

(ON 2)

ROLL

ROLL

ROLL

L

R

L

R

L

R

