

Special Key Definitions

<SLEW>	Click on target beacon
<INIT CNTL>	<FN-3>
<TERM CNTL>	<FN-4>
<MULTIFUNC>	<FN-7>
<CA>	<FN-11>

Tracking Targets

<INIT CNTL><SLEW>	Start track on target
<TERM CNTL><SLEW>	Drop track on target
(SECTOR ID)<SLEW>	Initiate target handoff to sector
<SLEW>	Accept incoming handoff
<TERM CNTL><SLEW>	Reject incoming Handoff

Data Block Manipulation

<SLEW>	Show full data block for 3 seconds
--------	------------------------------------

Display Manipulation

<CNTL>+<ALT>+(#)	Set bookmark
<CNTL>+(#)	Load bookmark
<MOUSE WHEEL>	Increase/decrease display range
<DRAG>	Move display center

Preview Area Manipulation

<ESC>	Clear preview area
(PARTIAL CALLSIGN)<TAB>	Autocomplete track callsign

Tools

*<SLEW TARGET OR LOCATION><SLEW TARGET OR LOCATION>	Show range and bearing in preview area
<MULTIFUNC>D*	Show coordinates for the specified location on the scope
*J(#)<SLEW>	Activate TPA J-Ring for track with specified radius
*J<SLEW>	Remove TPA J-Ring from track
**J<ENTER>	Remove TPA J-Ring from all tracks
*P(#)<SLEW>	Activate TPA Cone for track with specified length
*P<SLEW>	Remove TPA Cone from track
**P<ENTER>	Remove TPA Cone from all tracks

Conflict Alerts

<SLEW>	Acknowledge track in conflict alert
<CA>K<SLEW>	Toggle conflict suppression for track

CRDA

<MULTIFUNC>N<ENTER>	Toggle CRDA system
<MULTIFUNC>(APT)(MASTER RWY)/(SLAVE RWY)<ENTER>	Add/remove airport/runways pairing from CRDA listing
<MULTIFUNC>(##)<ENTER>	Toggle the CRDA pairing corresponding to the id number
<MULTIFUNC>N<SLEW TARGET>	Force ghosting of track onto active slave runways
<MULTIFUNC>N<SLEW GHOST>	Inhibit ghost

Controlling Targets (MANAGER MODE ONLY)

REPO<SLEW TARGET><SLEW LOCATION>	Repositions the track to the desired location (only seen at next radar blip)
(TARGET CALLSIGN)<SPACE>TL<SPACE>(###)	Instruct the aircraft to turn left to the specified heading
(TARGET CALLSIGN)<SPACE><LEFT ARROW><SPACE>(###)	Instruct the aircraft to turn left to the specified heading
(TARGET CALLSIGN)<SPACE>TR<SPACE>(###)	Instruct the aircraft to turn right to the specified heading
(TARGET CALLSIGN)<SPACE><RIGHT ARROW><SPACE>(###)	Instruct the aircraft to turn right to the specified heading
(TARGET CALLSIGN)<SPACE>DM<SPACE>(#####)	Instruct the aircraft to descend to the specified altitude
(TARGET CALLSIGN)<SPACE><DOWN ARROW><SPACE>(#####)	Instruct the aircraft to descend to the specified altitude
(TARGET CALLSIGN)<SPACE>CM<SPACE>(#####)	Instruct the aircraft to climb to the specified altitude
(TARGET CALLSIGN)<SPACE><UP ARROW><SPACE>(#####)	Instruct the aircraft to climb to the specified altitude
(TARGET CALLSIGN)<SPACE>SPD<SPACE>(###)	Instruct the aircraft to maintain the specified airspeed
(TARGET CALLSIGN)<SPACE>.<SPACE>(###)	Instruct the aircraft to maintain the specified airspeed
(TARGET CALLSIGN)<SPACE>ILS<SPACE>(##)(L/C/R)	Instruct the aircraft to fly an ILS approach to the specified runway
(TARGET CALLSIGN)<SPACE>=<SPACE>(##)(L/C/R)	Instruct the aircraft to fly an ILS approach to the specified runway
(TARGET CALLSIGN)<SPACE>VA<SPACE>(##)(L/C/R)	Instruct the aircraft to fly a visual approach to the specified runway
(TARGET CALLSIGN)<SPACE>-<SPACE>(##)(L/C/R)	Instruct the aircraft to fly a visual approach to the specified runway