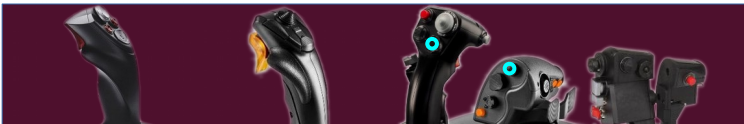


Optimum Allocation of Ergonomic Limits and Legacy Human Interface for Tool [and Vehicle] Control



Primary $O \rightarrow M \circ$	Trim	
Primary $O \rightarrow U \uparrow$	Weapon Select	
Primary $O \rightarrow D \downarrow$	\uparrow Helmet/HUD Imaging (sp) \downarrow Helmet/HUD Symbology (sp)	\uparrow VR/AR Zoom (lp) \downarrow VR/AR Align (x-lp)
Primary $I \leftarrow M \circ$	Variant unique hat. A10C Data Management.	
Primary $I \leftarrow U \uparrow$	Variant unique hat. A10C Target Management.	
Primary $I \leftarrow D \downarrow$	Variant unique buttons. \uparrow RADAR/FLIR FOV	A10C Boat Forward/Aft[Center] [A10C China Hat Forward/Aft]



Sensors $O \rightarrow M \circ$	Targeting – Threat, Subsystems, Ahead	
Sensors $O \rightarrow U \uparrow$	Un-Cage or Toggle Cage	
Sensors $O \rightarrow D \downarrow$	Turret, Attacker, Ahead	
Sensors $I \leftarrow M \circ$	Designator/SensorOfInterest	
Sensors $I \leftarrow U \uparrow$	Variant unique buttons. F5E RADAR Resume. A10C China Hat.	
Sensors $I \leftarrow D \downarrow$	Variant unique buttons. Intelligence. Accessories. Detailed updated reference. Satellite view. Target view, zoom in/out. Stellar analysis.	



Ship $O \rightarrow M \circ$	Quick Power	
Ship $O \rightarrow U \uparrow$	Standby Readiness OR Variant Unique Hat. A10C Master Mode. F18C AA, A/G Mode.	
Ship $O \rightarrow D \downarrow$	Lockouts, Accessories	
Ship $I \leftarrow M \circ$	Gear	
Ship $I \leftarrow U \uparrow$	Panels	
Ship $I \leftarrow D \downarrow$	Reference, Quick Nav	



Comm $O \rightarrow M \circ$	Radio 3. Default PTT.	
Comm $O \rightarrow U \uparrow$	Radio 1. Special/Magic/Default PTT.	
Comm $O \rightarrow D \downarrow$	Radio 2. Ground/Intercom PTT.	
Comm $I \leftarrow M \circ$	Target (friendly) wing. Pull target's target. Target comm transmitter to rescue (long press – unusual).	
Comm $I \leftarrow U \uparrow$	Scripted orders. Individual/wing specific.	
Comm $I \leftarrow D \downarrow$	Scripted orders. Menu/keys. Support/Tanker/Repair request.	



Automation $O \rightarrow M \circ$	Thrust Reversal	
Automation $O \rightarrow U \uparrow$	Limiter Override	
Automation $O \rightarrow D \downarrow$	Variant Unique button. FA18C Throttle Lift	
Automation $I \leftarrow M \circ$	Flight Assist. Automatic Thrust.	
Automation $I \leftarrow U \uparrow$	Autopilot. A10C Autopilot Toggle. FA18C Attitude and Altitude Hold.	
Automation $I \leftarrow D \downarrow$	Variant unique button. F5E Pitch Damper Cutoff. F22 Thrust Vectoring Disable.	

Reserved

Do not occupy modifiers-off ($O \rightarrow M$) layer of typical buttons/hats with controls which may need to be variant unique.

Shell

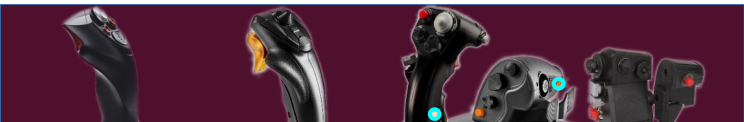
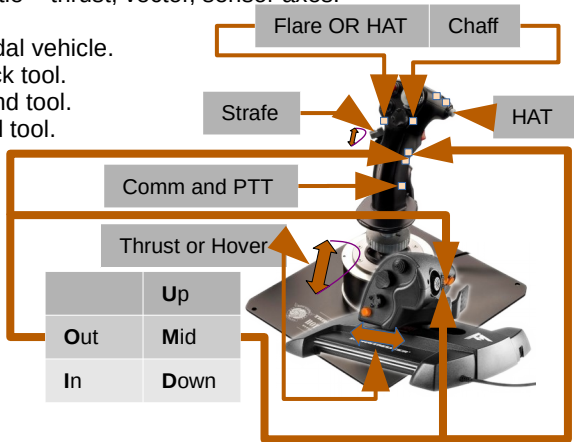
Must be provisioned separately from any typical buttons/hats which may need to be variant unique.

Multiple configurations are compliant and feasible. Redundant force feedback and springs recommended. Thrust and Strafe vertical may swap to become Hover and Strafe forward.

Left stick vehicle.
Right stick tool.

Right stick vehicle.
Left throttle – thrust, vector, sensor axes.

Right pedal vehicle.
Right stick tool.
Right hand tool.
Left hand tool.



PTT $O \rightarrow M \circ$	Standby PTT	
PTT $O \rightarrow U \uparrow$	Whisper PTT	RESERVED (sp)
PTT $O \rightarrow D \downarrow$	Team PTT	
PTT $I \leftarrow M \circ$	Shell/Sim Command/Assistant PTT	
PTT $I \leftarrow U \uparrow$	RESERVED	
PTT $I \leftarrow D \downarrow$	RESERVED	