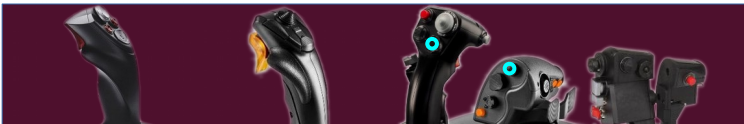


# Optimum Allocation of Ergonomic Limits and Legacy Human Interface for Tool [and Vehicle] Control



<b>Primary O<sub>⇒</sub>M<sub>○</sub></b>	Trim	
<b>Primary O<sub>⇒</sub>U<sub>↑</sub></b>	Weapon Select	
<b>Primary O<sub>⇒</sub>D<sub>↓</sub></b>	↑ Helmet/HUD Imaging (sp) ↓ Helmet/HUD Symbology (sp)	↑ VR/AR Zoom (lp) ↓ VR/AR Align (x-lp)
<b>Primary I<sub>⇐</sub>M<sub>○</sub></b>	Variant unique hat. A10C Data Management.	
<b>Primary I<sub>⇐</sub>U<sub>↑</sub></b>	Variant unique hat. A10C Target Management.	
<b>Primary I<sub>⇐</sub>D<sub>↓</sub></b>	Variant unique buttons. ↑ RADAR/FLIR FOV	A10C Boat Forward/Aft[/Center] [A10C China Hat Forward/Aft]



<b>Sensors O<sub>⇒</sub>M<sub>○</sub></b>	Targeting – Threat, Subsystems, Ahead	
<b>Sensors O<sub>⇒</sub>U<sub>↑</sub></b>	Un-Cage or Toggle Cage	
<b>Sensors O<sub>⇒</sub>D<sub>↓</sub></b>	Turret, Attacker, Ahead	
<b>Sensors I<sub>⇐</sub>M<sub>○</sub></b>	Designator/SensorOfInterest	
<b>Sensors I<sub>⇐</sub>U<sub>↑</sub></b>	Variant unique buttons. F5E RADAR Resume. A10C China Hat.	
<b>Sensors I<sub>⇐</sub>D<sub>↓</sub></b>	Variant unique buttons. Intelligence. Accessories. Detailed updated reference. Satellite view. Target view, zoom in/out. Stellar analysis.	



<b>Ship O<sub>⇒</sub>M<sub>○</sub></b>	Quick Power	
<b>Ship O<sub>⇒</sub>U<sub>↑</sub></b>	Standby Readiness OR Variant Unique Hat. A10C Master Mode. F18C AA, A/G Mode.	
<b>Ship O<sub>⇒</sub>D<sub>↓</sub></b>	Lockouts, Accessories	
<b>Ship I<sub>⇐</sub>M<sub>○</sub></b>	Gear	
<b>Ship I<sub>⇐</sub>U<sub>↑</sub></b>	Panels	
<b>Ship I<sub>⇐</sub>D<sub>↓</sub></b>	Reference, Quick Nav	



<b>Comm O<sub>⇒</sub>M<sub>○</sub></b>	Radio 3. Default PTT.	
<b>Comm O<sub>⇒</sub>U<sub>↑</sub></b>	Radio 1. Special/Magic/Default PTT.	
<b>Comm O<sub>⇒</sub>D<sub>↓</sub></b>	Radio 2. Ground/Intercom PTT.	
<b>Comm I<sub>⇐</sub>M<sub>○</sub></b>	Target (friendly) wing. Pull target's target. Target comm transmitter to rescue (long press – unusual).	
<b>Comm I<sub>⇐</sub>U<sub>↑</sub></b>	Scripted orders. Individual/wing specific.	
<b>Comm I<sub>⇐</sub>D<sub>↓</sub></b>	Scripted orders. Menu/keys. Support/Tanker/Repair request.	



<b>Automation O<sub>⇒</sub>M<sub>○</sub></b>	Thrust Reversal	
<b>Automation O<sub>⇒</sub>U<sub>↑</sub></b>	Limiter Override	
<b>Automation O<sub>⇒</sub>D<sub>↓</sub></b>	Variant Unique button. FA18C Throttle Lift	
<b>Automation I<sub>⇐</sub>M<sub>○</sub></b>	Flight Assist. Automatic Thrust.	
<b>Automation I<sub>⇐</sub>U<sub>↑</sub></b>	Autopilot. A10C Autopilot Toggle. FA18C Attitude and Altitude Hold.	
<b>Automation I<sub>⇐</sub>D<sub>↓</sub></b>	Variant unique button. F5E Pitch Damper Cutoff. F22 Thrust Vectoring Disable.	

## Reserved

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

## Shell

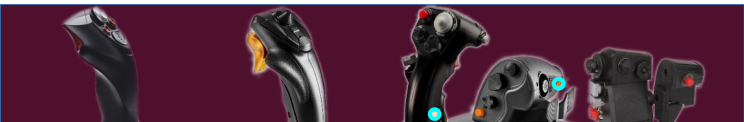
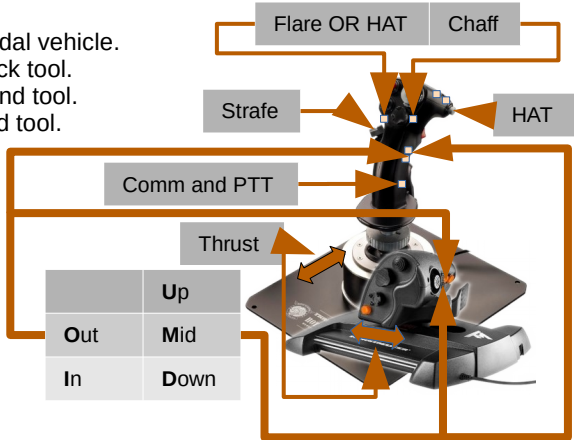
Must be provisioned separately from any typical buttons/hats which may need to be variant unique.

Multiple configurations are compliant and feasible.  
Redundant force feedback and springs recommended.

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.



<b>PTT O<sub>⇒</sub>M<sub>○</sub></b>	Standby PTT	
<b>PTT O<sub>⇒</sub>U<sub>↑</sub></b>	Whisper PTT	RESERVED (sp)
<b>PTT O<sub>⇒</sub>D<sub>↓</sub></b>	Team PTT	
<b>PTT I<sub>⇐</sub>M<sub>○</sub></b>	Shell/Sim Command/Assistant PTT	
<b>PTT I<sub>⇐</sub>U<sub>↑</sub></b>	RESERVED	
<b>PTT I<sub>⇐</sub>D<sub>↓</sub></b>	RESERVED	