
	<ul style="list-style-type: none"> * Sensors – Selection, tracking. * Tools – Gather other objects. * Avionics – head tracking optimized panels. * Thrust - Vectored with assist (adaptive PID equivalent). * Recoverable – glideslope. 	<p>VR HMD <i>PiTool</i> <i>SteamVR</i> <i>param</i></p> <p>HOTAS Right stick vehicle. Left throttle – thrust, vector, sensor axes. <i>JoystickGremlin</i></p>
 <div data-bbox="240 436 378 541"> DCS FA18C "Hornet" </div>	<ul style="list-style-type: none"> * Sensors – Selection, tracking, locking. * Thrust – Basic autopilot. * Recoverable – glideslope. 	<p>Voice <i>VoiceAttack</i></p> <p>Communications <i>SimpleRadioStandalone</i> <i>Discord</i> <i>TeamSpeak</i></p>
		<p>Panels Variant Unique <i>OVRDrop</i> <i>PanelBoard</i></p>

DISCLAIMER

Intended to identify and make use of commonality, the opposite of uniqueness, among widely understood control requirements, which are fundamental in nature as well as common knowledge, and therefore consequently found in various living organisms as well as human made systems.

Any indication of 'root' control requirements originating from a specific human made or natural system is expected to represent an arbitrary choice which may ignore at least some unnoticed human made or natural systems.

In no way whatsoever shall this document be misconstrued, in regards to control requirements, to imply any human made system possesses originality, novelty, non-obviousness, or other criteria which may be subject to any claim under any intellectual property law, including but not limited to patent or copyright.

