



Right Stick Left Quad: Per Operator Mode

5 | 6 | 7

10 | 9 | 8

Scanning Range - |

ng | Range +

Guns

| Cycle Group |

Missiles/Bombs

Prev. Type	Armed #*	Next Type
HUD Range -	Bomb T.	HUD Range +

* (Double Tap) Reset

Mininco

Sw. Laser | Jettison
Gadget 1 | Gadget 2 | Gadget 3

Salvage

Left Head	Fracture	Right Head
On/Off		On/Off
Left Mod	Disintegrate	Right Mod