**True & False**

1. In advance mode exercise predefined data terrain is selected in 81MM Mortar Simulator. (T/F) **True**
2. We cannot change PL setup/OP location custom mode exercise in 81MM Mortar Simulator. (T/F) **False**
3. Error show “Server application not initialized” due to hardware in 81MM Mortar Simulator.(T/F) **False**
4. MFC Inst can change various method of firing in 81MM Mortar Simulator. (T/F) **False**
5. Micro switches are used to for Digital input. (T/F) **True**
6. Permanent brake apply causes veh Stalling in ‘B’ veh simulator.(T/F) **True**
7. Veh does not march if calibration out.(T/F) **True**
8. IP Address of IIS and CGI is class ‘C’.(T/F) **True**
9. Difference between Drona MK-II and Drona Mk-III is IIS and CGI are merged.(T/F) **False**
10. No of sensors are used in INSAS Rif.(T/F) **False**
11. PCI Maxtor image capturing card fitted in IIS system in Drona MK-II.(T/F) **False**
12. Projector is directly connected to the on board VGA port of CGI system.(T/F) **False**
13. PCI 1020 64 Bits configurable Digital to IO card.(T/F) **False**
14. Maruty Gypsy ‘B’ Veh simulator have IIS and IOS stations.(T/F) **False**
15. Mixer amplifier amplify the voice of MPC only.(T/F) **True**
16. If ODBC is not updated correctly, it show debug error.(T/F) **False**
17. We can connect same type of weapon in Drona MK-III.(T/F) **False**
18. In Drona MK-II max 8 weapon can be connected(T/F) **False**
19. A fault diagnostic utility to check the system has been incorporated in Drona MK-II.(T/F) **True**
20. KVM is keybd, voltage and mouse(T/F) **False**
21. 4 port hub is used in Drona MK-III(T/F) **False**
22. Dual input projector is used in 81MM Mortar simulator.(T/F) **True**
23. Key no 2 is common in VEGA license utility wizard, in 81mm Mortar simulator.(T/F) **True**
24. CCD camera is connected to the Maxtor Image capturing card, in CGI station of Drona MK-II(T/F) **True**
25. Mac address of NIC card can be changed permanently(T/F) **False**