

## DCS Apache Abbreviated Cockpit Procedures

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# DCS Apache Abbreviated Cockpit Procedures

## 1.0 Tactical Situation Display

### Add a Point on the TSD

- a. Using "Cursor Drop" method
  - (1) **TSD** fixed action button.
  - (2) **POINT** (B6) – Select.
  - (3) **ADD** (L2) – Select.
  - (4) Type select (L3 thru L6) – **WP**, **HZ**, **CM**, or **TG**.
  - (5) Cursor Select – Select desired location on **TSD**.
- b. Using the KU
  - (1) **TSD** fixed action button
  - (2) **POINT** (B6) – Select.
  - (3) **ADD** (L2) – Select.
  - (4) **ABR** (T4) – Select, as required.
  - (5) Type select (L3) thru L6) – **WP**, **HZ**, **CM**, or **TG**.
  - (6) **IDENT>** (L1) – Select and enter identifier with the KU, and press ENTER.
  - (7) Enter free text data with the **KU**, and press **ENTER**.
  - (8) Enter location data with the **KU**, and press **ENTER**.
  - (9) Enter altitude data with the **KU** and press **ENTER**.

### Edit a Point on the TSD

- a. **TSD** fixed action button.
- b. **POINT** (B6) – Select.
- c. **POINT>** (L1) – Select and enter point type and number (i.e., "W01", "H09", "C51", "T05", etc.)
- or
- c. **Cursor select** – Select desired point on **TSD**.
- d. **EDIT** (L3) – Select
- e. **FREE>** (L1) Select and enter free text with the **KU**, and press **ENTER**. If the existing free text is desired, simply press **ENTER** without a different free text entry.
- f. Enter location data with the **KU**, and press **ENTER**. If the existing location is desired, simply press **ENTER** without a different location entry.
- g. Enter altitude data with the **KU**, and press **ENTER**. If the existing altitude is desired, simply press **ENTER** without a different altitude entry.

### Delete a Point from the TSD

- a. **TSD** fixed action button.
- b. **POINT** (B6) – Select.

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### Delete a Point from TSD (Cont.)

c. **POINT>** (L1) – Select and enter point type and number (i.e., “W01”, “H09”, “C51”, “T05” etc.)

or

c. **Cursor Select** – Select desired point on **TSD**.

d. **DEL** (L4) – Select.

e. Confirm deletion (L3 or L4) – **YES** or **NO**.

### Store a Point on the TSD

a. Store a Point at the current aircraft position.

(1) **TSD** fixed action button – Press.

(2) **POINT** (B6) – Select.

(3) **STO** (L5) – Select.

(4) **TYPE** (L6) – Select **WP** or **TG** as desired.

(5) **NOW** (L1) – Select

b. Store a Point using the TADS with LRFD (CPG)

(1) **NVS Mode** switch – **Off**, if applicable.

(2) **Sight Select** – **TADS**.

(3) Sight Manual Tracker – Slew to center the location within the LOS reticle.

(4) **Arm/Safe** Switch – **ARM**.

(5) **TSD** fixed action button – Press.

(6) **POINT** (B6) – Select.

(7) **STO** (L5) – Select.

(8) **TYPE** (L6) – Select **WP** or **TG** as desired.

(9) **TEDAC RHG laser trigger** – 1<sup>st</sup> detent range, or 2<sup>nd</sup> detent Designate as required.

(10) **TEDAC LHG Store/Update** switch – **STO**.

c. Store Point using TADS with Automatic range (CPG)

(1) **NVS Mode** switch – **Off**, if applicable.

(2) **Sight Select** – **TADS**.

(3) Sight Manual Tracker – Slew to center the location within the LOS reticle.

(4) **WPN** fixed action button – Press.

(5) **MANRNG** (B6) – Select and enter “A” on the **KU** and press **ENTER**.

(6) **TSD** fixed action button – Press

(7) **POINT** (B6) – Select.

(8) **STO** (L5) – Select.

(9) **TYPE** (L6) – Select **WP** or **TG** as desired.

(10) **TEDAC LHG Store/Update** switch – **STO**.

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### Store a Point on the TSD (Cont.)

d. Store a Point using HMD with Automatic range (CPG)

- (1) **Sight Select** – HMD.
- (2) **WPN** fixed action button – Press.
- (3) **MANRNG** (B6) – Select and enter “A” on the **KU**, and press **ENTER**.
- (4) **TSD** fixed action button – Press.
- (5) **POINT** (B6) – Select.
- (6) **STO** (L5) – Select.
- (7) **TYPE** (L6) – Select WP or TG as desired.
- (8) Center the location within the HMD LOS reticle.
- (9) **TEDAC LHG Store/Update** switch – **STO**.

## 2.0 Navigation

### Select a Point for Direct-To Navigation

- a. **TSD** fixed action button – Press.
  - b. **RTE** (B5) – Select.
  - c. **DIR** (L5) – Select.
  - d. **POINT>** (L1) – Select and enter point type and number (i.e., “W01”, “H09”, “C51”, etc.)
- or

d. **Cursor Select** – Select the desired point on the **TSD** (WPTHZ, CTRLM, or TGT/THRT).

### Add a Point to the Current Route

**Note:** Use Pan function as necessary then:

- a. **TSD** fixed action – Press.
  - b. **RTE** (B5) – Select.
  - c. **ADD** (L2) – Select.
  - d. **POINT>** (L1) – Select and enter point type and number (i.e., “W01”, “H09”, “C51”, etc.)
- or
- d. **Cursor select** – Select desired point on TSD (CPTHZ or CTRLM)
  - e. **Route sequence** – Select bezel button (R2 – R5) to insert the point at that location within the route.

### Delete a Point from the Current Route

**Note:** Use Pan function as necessary then:

- a. **TSD** fixed action – Press.
  - b. **RTE** (B5) – Select.
  - c. **DEL** (L4) – Select.
  - d. **Cursor select** – Select desired point on TSD (WPTHZ or CTRLM).
- or
- d. **Search buttons** (R1/R6) – Select

## DCS Apache Abbreviated Cockpit Procedures

### Delete a Point from the Current Route (Cont.)

- e. **Route sequence** – Select bezel button (R2-R5) to delete the corresponding point from the route sequence.

### Select a New Route

- a. **TSD** fixed action button – Press
- b. **RTE** (B5) – Select.
- c. **RTM** (B6) – Select.
- d. **NEW** (L5) – Verify Boxed
- e. **Route select** – Select bezel button (T1-T5) above the route to activate.

### Delete a Route

- a. **TSD** fixed action button – Press.
- b. **RTE** (B5) – Select.
- c. **RTM** (B6) – Select.
- d. **DEL** (L5) – Select.
- e. **Route select** – Select bezel button (T1-T5) above the route for deletion.
- f. Confirm deletion (L4 or L5) – **YES** or **NO**.

### Tune the ADF to a Manual Frequency

- a. **TSD** fixed action button – Press
- b. **INST** (L1) – Select.
- c. **FREQ>** (L3) – Select and enter identifier with the **KU**, and press **ENTER**.

### Tune the ADF to an NDB Preset

- a. **TSD** fixed action button – Press.
- b. **INST** (L1) – Select.
- c. **UTIL** (T6) – Select.
- d. **ADF** (B6) – Select.
- e. Preset (L2 thru L6 or R2 thru R6) – Select
- f. **TUNE** (T5) – Select.

### Edit an NDB Preset

- a. **TSD** fixed action button – Select
- b. **INST** (L1) – Select.
- c. **UTIL** (T6) – Select.
- d. Preset (L2 thru L6 or R2 thru R6) – Select.
- e. **ID>** (B4) Select and enter identified with the **KU**, and press **ENTER**.
- f. **FREQ>** (B5) – Select and enter identifier with the **KU**, and press **ENTER**.

## 3.0 Combat Employment

### Select an Acquisition Source

- a. Select and Acquisition Source from the ACQ expanded menu
  - (1) **TSD** or **WPN** fixed action button – Press.
  - (2) **ACQ** (R6) – Select.

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### Select an Acquisition Source (Cont.)

- (3) **ACQ select** – Select desired ACQ source from expanded menu options.
- b. Select an existing point as an acquisition source directly from TSD
  - (1) **TSD** fixed action button – Press.
  - (2) **CAQ** (R5) – Select
  - (3) **Cursor select** – Select desired point on TSD.
- c. Select an existing point as an acquisition source from the database
  - (1) **TSD** or WPN fixed action button – Press.
  - (2) **COORD** (T5) – Select.
  - (3) **WPTHZ** (T1) or **CTRLM** (T2) – Select if necessary.
  - (4) Use **paging controls** (B2/B3) – Select.
  - or
  - (4) **SRCH>** (B4) -Select and enter data with KU.
  - (5) **Point select** – Use the left bezel button (L1-L6) to select point.

### Engage a Target with 30mm Area Weapon System

- a. **Sight Select** – **TADS**, **HMD**, or **FCR** as desired or verify in **HAD Sight Select Status Field**.

### b. Weapon – Weapon Action Switch (WAS) – Forward on GUN

- c. **Arm/Safe** button – **ARM** (Performed by crewmember not on controls)

- d. **Range** – Set as desired or verify in **HAD Range/Source** field.

- e. Messages – Verify no inhibit messages are displayed. Verify **“ROUNDS #####”** is displayed in the **HAD Weapon Status Field**.

### Engage a Target with 2.75-inch Unguided Rockets

- a. Engage a target with independent (HMD/FCR) rockets

- (1) **Sight Select** – **TADS**, **HMD**, or **FCR** as desired or verify in **HAD Sight Select Status** field.

- (2) Weapon – **Weapon Action Switch (WAS)** – **Left** to **RKT**.

- (3) **Arm/Safe** button – **ARM** (Performed by crewmember not on the controls).

- (4) **Range** – Set as desired or verify in the **HAD Range/Range Source** field.

- (5) Messages – Verify no inhibit messages are displayed. Verify **“RKT NORMAL”** is displayed in the **HAD Weapon Status Field**.

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### Engage a Target with 2.75-inch Unguided Rockets (Cont.)

b. Engage a target with cooperative (COOP) rockets

- (1) **(PLT) Sight select – HMD.**
- (2) **(CPG) Sight select – TADS.**
- (3) **(PLT) Weapon – Cyclic Weapon Action Switch (WAS) – Left to RKT.**
- (4) **(CPG) Weapon – TEDAC LHG Weapon Action Switch (WAS) – Left to RKT**
- (5) **Arm/Safe button – ARM** (Performed by crewmember not on the controls).
- (6) **(CPG) Range – Set as desired or verify in HAD Range/Range Source Field.**
- (7) **(PLT & CPG) Messages – Verify no inhibit messages are displayed. Verify COOP is displayed in HAD Weapon Control Field and “RKT NORMAL” is displayed in the HAD Weapon Status Field.**

### Engage a Target with AGM-114K Laser-Guided Hellfire Missile

- a. **(CPG) Sight select – TADS**

b. **(CPG) Weapon – Weapon Action Switch (WAS) – Right to MSL.**

c. **Arm/Safe button – ARM**  
Performed by crewmember not on the controls).

d. **(CPG) Range – Set as desired or verify in the HAD Range/Range Source field.**

e. **(CPG) Messages – Verify no inhibits are displayed. Verify trajectory and modes is displayed as desired in HAD Weapon Status field.**

f. *(Optional, if launching in LOBL)*  
**Designate – Squeeze TEDAC RHG laser trigger, 2<sup>nd</sup> detent.**

g. *(Optional, if launching LOBL)*  
**Messages (CPG) – Verify no inhibits are displayed. Verify “PRI CHAN TRK” is displayed in the HAD Weapon Status field is launching LOBL.**

### Perform Post-Engagement Procedures

- a. Ensure finger is off the weapon trigger.
- b. Ensure weapon is de-actioned.
- c. **Arm/Safe button – SAFE**, as required (Performed by crewmember not on the controls).