|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 01 | Right HDPT | | On | | | | | ↑ | CL |
| 02 | Master Arm | | Armed | | | | | ↑ | CL |
| 03 | ICP | | A-G | | | | | ↓ | CM |
| 04 | MFD R - SMS Page | | Menu / SMS | | | | | ↓ | CR |
| 05 | MFD R - Weapon Select | | As desired GBU type | | | | | ↓ | CR |
| 06 | MFD R - PWR ON/OFF GBU | | | | PWR ON | | | ↓ | CR |
| 07 | MFD R - Profile | | | | PROF 1 | | | ↓ | CR |
| 08 | MFD R - Control Page | | | | CNTL | | | ↓ | CR |
| 09 | MFD R - Arming Delay (WPN RLS to Fuse Arming) | | | | | | AD / Set as desired | ↓ | CR |
| 10 | MFD R - AIR (Fusing Options) | | | | Set as desired | | | ↓ | CR |
|  | AIR: Air burst above target – Improves area effect  GND: Weapon will explode on impact or set FZ milliseconds post impact.  \* FZ: Fusing Delay in milliseconds for target penetration prior to exploding  GND DLY: Weapon will explode on impact or set hour interval post impact | | | | | | | |  |
| 11 | MFD R - Impact Angle | | Set as desired (45° recommended) | | | | | ↓ | CR |
| 12 | MFD R - Impact Azimuth | | Set as desired (0° = no angle) | | | | | ↓ | CR |
| 13 | MFD R - Impact Velocity | | Set as desired (Higher = Deeper penetration) | | | | | ↓ | CR |
| 14 | MFD R - SMS Page | | CNTL | | | | | ↓ | CR |
| 15 | MFD R - Mode | | PRE | | | | | ↓ | CR |
| 16 | MFD L – TPOD On | | FCR / TPG | | | | | ↓ | CR |
| 17 | MFD L - TPOD AG | | STBY /A-G | | | | |  |  |
| 18 | ICP / DED | | Select Steer point at Target Area | | | | |  | CL |
| 19 | MFD L - SOI | | DMS Down | | | | |  | CL |
| 20 | MFD L - TGP Slew Enable | | | TMS Up | | | |  |  |
| 14 | MFD L – TPOD RDR Cursor Slew / Zoom | | | | | Identify Target | |  |  |
| 21 | MFD L - Target Lock | | | | | TMS Up / Right | | ↓ | CL |
| 22 | Aircraft | Align Flight Path Marker with Azimuth Steering Line | | | | | |  |  |
|  | Maintain level flight for Solution Cue to appear on Azimuth steering Line | | | | | | | |  |
| 23 | Stick – Weapon Release | | Depress and Hold | | | | | ↓ |  |
|  | Maintain level flight for Solution Cue to pass Flight Path Marker | | | | | | |  |  |
|  | Confirm Weapon release via HUD indicator flashing and aircraft movement | | | | | | |  |  |
|  | HUD - Monitor Time to Release changes to Time to Impact | | | | | | |  |  |
| 24 | Stick – Weapon Release | | Release | | | | |  |  |
| 25 | Com Broadcast | | “Ripple” | | | | |  |  |
|  |  | |  | | | | |  |  |
|  | END OF PROCEDURE | | | | | | | |  |
|  |  |