Miltech Fighters: M2K-C

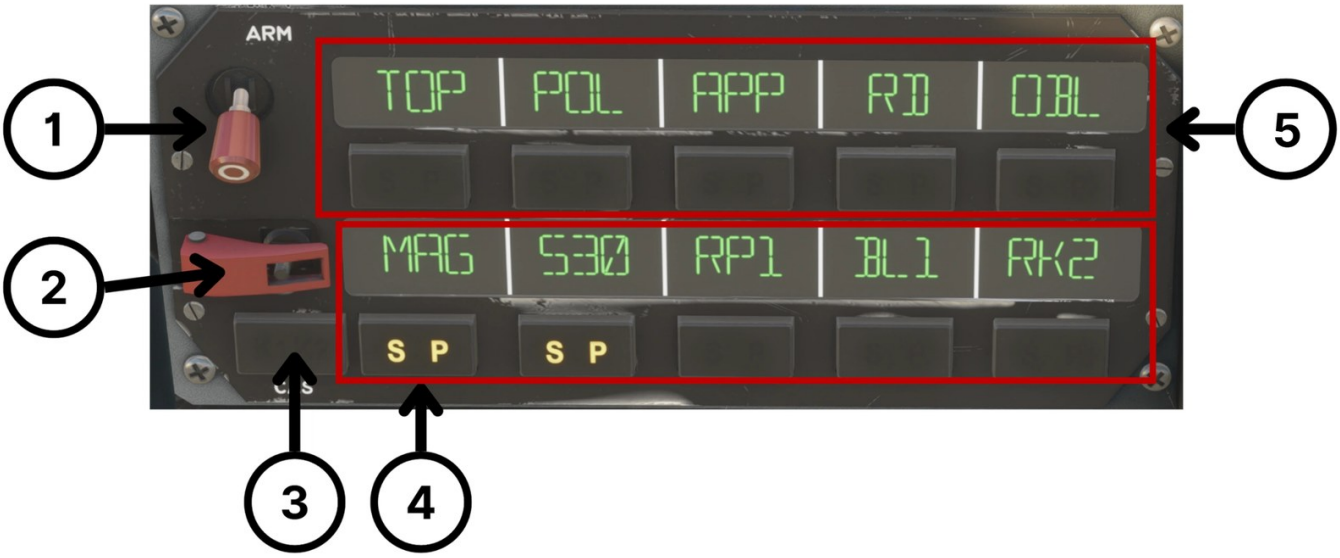
PCA and PPA Panels

Weapons are primarily controlled from the PCA: Poste de Commande Armement - Weapons Control Panel and the PPA: Poste de Préparation Armement - Weapons Configuration Panel.

This page features a general description of each panel. You must be familiar with these terms in order to use the system correctly.

PCA: Poste de Commande Armement

Located to the LEFT of the VTB Display, this panel is used to select and arm weapons.



PCA Panel

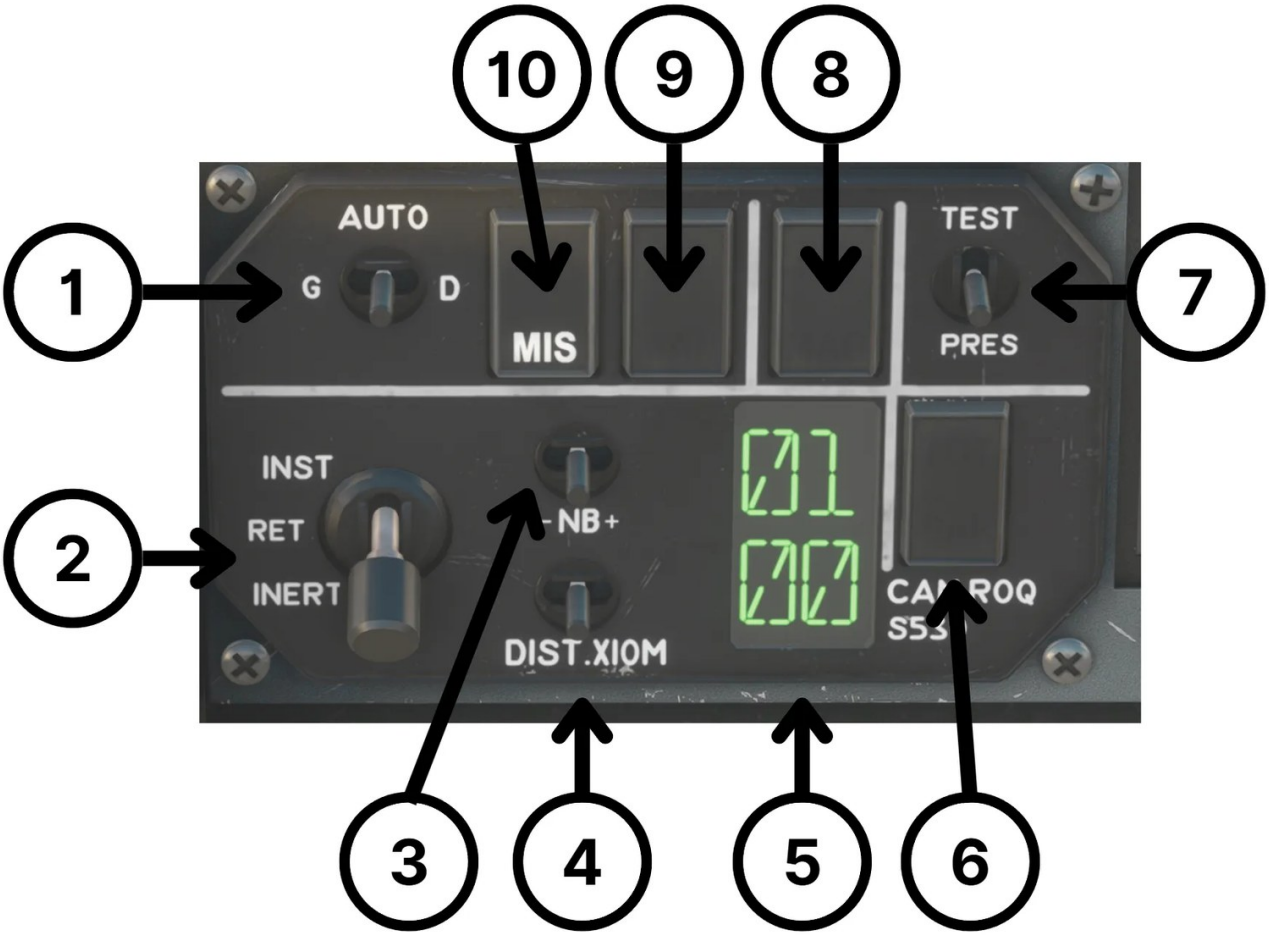
1. ↔ **Master Arm Switch:** Arms the weapons System
2. ↔ **Weapon Jettison Switch:** INOP
3. ◇ **Gun Selector Switch:** Two modes - K1 (only left gun operational) and K1K2 (both guns operational)
4. **Weapon Selector Panel and Pushbuttons:** Use these pushbuttons to select which weapon to load. These are grouped by weapon type.
5. By default, all displays are in the OFF position. Pressing on any of the buttons will begin cycling through the weapon options.
6. From left to right:

1. Heat Seeking Missiles (eg. MAG)
2. Radar Tracking Missiles (eg. 530)
3. RPs (INOP)
4. Bombs (eg. BL1 and LGB)
5. RKs (INOP).

7. The selection buttons have two lights - S for SELECTED and P for PRET (ready). When the selected weapon is loaded onto the aircraft, S light will display. When selected weapon is ready to armed and ready to shoot, P will display.
8. You may deselect/turn off any specific weapon group by cycling through the options until the display turns off.
9. You may have more than one weapon selected at a time. In general, the aircraft will follow a "Shooting priority" depending on which options are selected. However, it is highly recommended that only one weapon type is selected and armed **(SP)** at a time. Weapons that are not planned to be used immediately should be deselected.
10. **Aircraft/HUD System Configuration:** Similar to the Weapon Selector, these buttons can be used to configure different system and HUD modes.
11. Currently, the only modeled mode is APP, which displays the target AOA and glideslope on the HUD to assist with landing.For more information, Head-Up Display (HUD) under Special HUD Symbology. Upon selection, P (Prep) will light up on the pushbutton.
12. No other mode is supported or planned to support, and therefore INOP.

PPA: Poste de Préparation Armement

Located to the RIGHT of the VTB Display, this panel is used to configure weapons, and select how the weapon will be used.



PPA Panel

1. ◇ **Missile Pylon Priority Selector:** Selects the launch order priority when using weapons. G will prioritize weapons on LEFT pylons, AUTO (Default) will shoot missiles from both sides of the aircraft to maintain the weight balanced, D will prioritize weapons in the RIGHT pylons.
2. ◇ **Bomb Fusing Selector:** INOP
3. ◇ **Increase/Decrease Bomb Quantity Selector:** Use this switch to select the number of bombs released on a single trigger. By default "01" (a single bomb is released with the trigger). Up to 6 bombs can be released at a time.
4. ◇ **Bomb Release Distance Interval Selector:** Use this switch to select the interval between bomb releases, in distance x10 meters. A value of 00 means that all bombs are released at the same time. A value of 01 indicates that the aircraft will automatically time the releases so the distance between both bombs is approximately 10 meters.
5. **LCD Display:** Displays Bomb Quantity and Distance, as selected with 3 and 4.
6. ◇ **Salvo Firing Selector:** INOP
7. ↔ **TEST Switch:** INOP
8. ↔ **R550 Preparation Switch:** If R550 missile is loaded AND selected AND armed (**SP** displayed on PCA), this switch with light up with a white "MAG" adivisory to indicate the weapon is available for selection. Pressing on it with highlight "P" (PRET), indicating the weapon is armed and ready to be shot. More information in Air to Air Operations (Missiles)
9. ◇ **Missile Fire Selector:** INOP
10. ↔ **S530 Preparation Switch:** If S530 missile is loaded AND selected AND armed (**SP** displayed on PCA), this switch with light up with a white "MIS" adivisory to indicate the weapon is available for selection. Pressing on it with highlight "P" (PRET), indicating the weapon is armed and ready to be shot. More information in Air to Air Operations (Missiles)