


# Optimum Allocation of Ergonomic Limits and Legacy Human Interface for Tool [and Vehicle] Control



<b>Primary O→M○</b>	Trim	
<b>Primary O→U↑</b>	Gadget Select	
<b>Primary O→D↓</b>	<ul style="list-style-type: none"> <li>↑ Helmet/HUD Imaging (sp)</li> <li>↓ Helmet/HUD Symbology (sp)</li> </ul>	<ul style="list-style-type: none"> <li>↑ VR/AR Zoom (lp)</li> <li>↓ VR/AR Align (x-lp)</li> </ul>
<b>Primary I←M○</b>	Variant unique hat. A10C Data Management.	
<b>Primary I←U↑</b>	Variant unique hat. A10C Target Management.	
<b>Primary I←D↓</b>	Variant unique buttons. ↑ RADAR/FLIR FOV	A10C Boat Forward/Aft/Center [A10C China Hat Forward/Aft] F14B sweep. P51D coolant.




<b>Automation O→M○</b>	Thrust Reversal. Variant Unique BAD MISUSE – stabilization if toggle.	
<b>Automation O→U↑</b>	Limiter Override	
<b>Automation O→D↓</b>	Variant Unique button. FA18C Throttle Lift	
<b>Automation I←M○</b>	Flight Assist. Automatic Thrust.	
<b>Automation I←U↑</b>	Autopilot. A10C Autopilot Toggle. FA18C Attitude and Altitude Hold.	
<b>Automation I←D↓</b>	Variant unique button. F5E Pitch Damper Cutoff. F22 Thrust Vectoring Disable.	



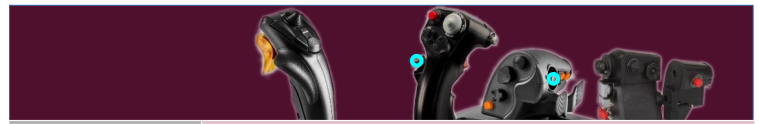
<b>Sensors O→M○</b>	Targeting – Threat, Subsystems, Ahead	
<b>Sensors O→U↑</b>	Un-Cage or Toggle Cage	
<b>Sensors O→D↓</b>	Turret, Attacker, Ahead	
<b>Sensors I←M○</b>	Designator/SensorOfInterest	
<b>Sensors I←U↑</b>	Variant unique buttons. F5E RADAR Resume. A10C China Hat.	
<b>Sensors I←D↓</b>	Variant unique buttons. Intelligence. Accessories. Detailed updated reference. Satellite view. Target view, zoom in/out. Stellar analysis.	




<b>Item O→M○</b>	Hostile+/-, Radar Elevation Control Up/Down.	
<b>Item O→U↑</b>	Emitter +/- (radar operate/standby).	
<b>Item O→D↓</b>	Radar Elevation Control Up/Down (RESERVED). Scan Zone Left/Right (F15-FC3).	
<b>Item I←M○</b>	Any +/-.	
<b>Item I←U↑</b>	Escort +/-.	
<b>Item I←D↓</b>	Cargo +/-.	



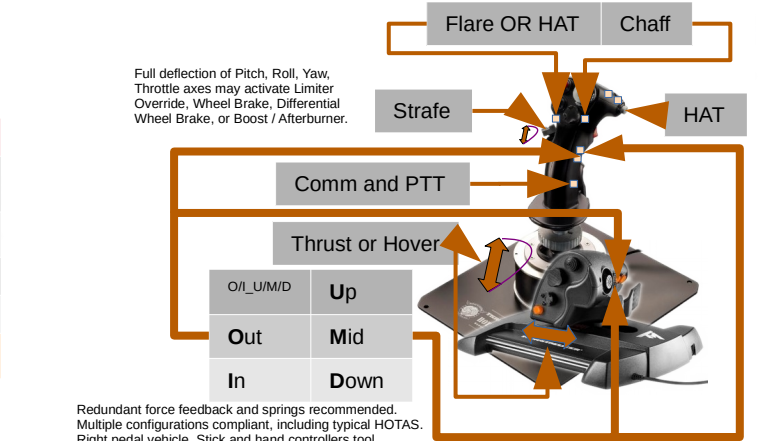
<b>Ship O→M○</b>	Quick Power	
<b>Ship O→U↑</b>	Standby Readiness OR Variant Unique Hat. A10C Master Mode. F18C AA, A/G Mode.	
<b>Ship O→D↓</b>	Lockouts, Accessories	
<b>Ship I←M○</b>	Gear	
<b>Ship I←U↑</b>	Panels	
<b>Ship I←D↓</b>	Reference, Quick Nav	



<b>MiniStick O→M○</b>	Tool (eg. Throttle Designator Controller) or Strafe.	
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<b>Comm O→M○</b>	Radio 3. Default PTT.	
<b>Comm O→U↑</b>	Radio 1. Special/Magic/Default PTT.	
<b>Comm O→D↓</b>	Radio 2. Ground/Intercomm PTT.	
<b>Comm I←M○</b>	Target (friendly) wing. Pull target's target. Target comm transmitter to rescue (long press – unusual).	
<b>Comm I←U↑</b>	Scripted orders. Individual/wing specific.	
<b>Comm I←D↓</b>	Scripted orders. Menu/keys. Support/Tanker/Repair request.	




<b>PTT O→M○ (Press if Hat)</b>	Standby PTT	
<b>PTT O→U↑ (Press if Hat)</b>	Whisper PTT	RESERVED (sp)
<b>PTT O→D↓ (Press if Hat)</b>	Team PTT	
<b>PTT I←M○ (Press if Hat)</b>	Shell/Sim Command/Assistant PTT	
<b>PTT I←U↑ (Press if Hat)</b>	RESERVED	
<b>PTT I←D↓ (Press if Hat)</b>	RESERVED	

Short Press (sp), Long Press (lp), Extra Long Press (x-lp)  
 Reserved – Do not demand modifiers-off (O\_M) layer. Includes unspecified buttons/axes.  
 Shell – Separate. Not vehicle/tool control. Visualization, navigation, communication, admin.