

■ BEYOND VISUAL RANGE SUBMODES

AWACS

1. Switch to **ДВБ** mode (**[1]**).
2. Select desired missile using the **[D]** key. Weapon type will be displayed on HUD.
3. View MFD for contacts.
4. Adjust range on MFD and HUD (**[-]** or **[+]**).
5. Cycle through contacts on MFD using the **[~]** key.
6. Lock on target using the **[Tab]** key.
7. Wait for Launch Authorization (**ΠP** or **LA**) to appear on the HUD when launch parameters are met.
8. Fire missile using the **[Spacebar]** or joystick trigger.

Scan & Track While Scan

1. Switch to **ДВБ** mode (**[2]**).
2. Select desired missile using the **[D]** key. Weapon type will be displayed on HUD.
3. Select either the Electro-Optical System (EOS) using the **[O]** key or the Radar using the **[I]** key.
4. Adjust range on MFD and HUD (**[-]** or **[+]**).
5. Adjust EOS/Radar scan cone (**[Shift]** - **[.]** , **[Shift]** - **[;]** , **[Shift]** - **[,]** , or **[Shift]** - **[/]**); contacts (up to 24) will appear on HUD as dashes.
6. Steer the HUD target designator box over the desired contact (**[.]** , **[;]** , **[,]** , or **[/]** , or using the joystick coolie hat).
7. Designate contact to Track While Scan by using the **[Tab]** key; the contact will now appear on MFD and change to a triangle on the HUD. Repeat for each contact you to be track (up to 8); to select up to 8 contacts to TWS simultaneously, press the **[2]** key again.
8. Steer the HUD target designator box over the desired tracked contact (triangles) (**[.]** , **[;]** , **[,]** , or **[/]** , or using the joystick coolie hat).
9. Lock on target using the **[Tab]** key. System will switch to Attack mode (**АТК**).
10. Wait for Launch Authorization (**ΠP** or **LA**) to appear on the HUD when launch parameters are met.
11. Fire missile using the **[Spacebar]** or joystick trigger.

■ CLOSE AIR COMBAT SUBMODES

Vertical Scan

1. Switch to **БВБ - BC** submode by pressing the **[3]** key.
2. Select desired missile using the **[D]** key. Weapon type will be displayed on HUD.
3. Select either the Electro-Optical System (EOS) using the **[O]** key or the Radar using the **[I]** key.
4. Adjust EOS/Radar scan cone (**[,]** , **[/]**). Left and right only.
5. Maneuver to place enemy aircraft within the boundaries of the vertical scan bar displayed on the HUD.
6. With enemy aircraft inside the scan bar, lock on target using the **[Tab]** key.
7. Wait for Launch Authorization (**ΠP** or **LA**) to appear on the HUD when launch parameters are met.
8. Fire missile using the **[Spacebar]** or joystick trigger.

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