

## **External:**

### Nose Gear Steering:

$((-LandingGear+1)*Yaw)*((-floor(min((TAS/13.41), 1)))+1)$

Prevents steering while gear is up or travelling above 30 MPH

### Gear Lights

$-(LandingGear)*(floor(min((AltitudeAgl/2.4), 1)))+1$

Prevents gear light toggle while on the ground

### Gear

$LandingGear*(floor(min((AltitudeAgl/2.4), 1))$

Prevents gear from retracting while on the ground

### Canopy

$(((-floor(min((TAS/13.41), 1)))+1)*Activate8$

Lowers and locks canopies in the down position when travelling above 30 MPH - Toggled with AG8

### Wingtip Folding

$(((-floor(min((TAS/13.41), 1)))+1)*Activate8$

Lowers and locks wingtips in the down position when travelling above 30 MPH - Toggled with AG8

## **Cockpit:**

### Gear Lever

$LandingGear*(floor(min((AltitudeAgl/2.4), 1))$

Prevents gear lever from retracting while on the ground

### Nose Gear Turning Indicator

$(-LandingGear+1)*((-floor(min((TAS/13.41), 1)))+1)$

Turns off when gear is up or travelling above 30 MPH

### Green Gear Indicator

$-LandingGear$

Turns on when gear is down

### Red Gear Indicator

$LandingGear$

Turns on when gear is up

### Mach Counter

TAS/330

180° turn for Mach 1

Speedometer

TAS/450

36° turn for every 200 MPH

Attitude Indicator

RollAngle/180

PitchAngle/180

Keeps output stable with horizon

Radar

Time\*1.3

Turns without input

Compass

Heading/180

Turns 1° for every 1° aircraft heading changes

Fuel

Fuel

Turns from rotator 0-100 as a percentage of aircraft fuel

Flap Indicator

max(-Activate8, VTOL)

Turns as VTOL lowers, resets and is disabled when AG8 is deactivated

Altimeter 10000 Needle

Min: 0

Max: 0.000656

Altitude

Rotates 36° for every 1000 feet in altitude

Altimeter 1000 Needle

Min: 0

Max: 0.00656

Rotates 36° for every 100 feet in altitude

Yoke Trigger

FireGuns

Activates when guns are fired

Throttle Afterburner

$\text{floor}(\text{Throttle}) * \text{Activate8}$

Activates at 100% throttle with AG8

Brake Pedals

$\text{Brake} * (-(\text{floor}(\min((\text{AltitudeAgl}/2.35), 1))) + 1)$

Activates with brakes and on the ground

### **Augmented Camera:**

AC Pitch

$(\min(\text{TAS}/178.82, 1) * \text{Pitch})$

Pitches to a proportion of TAS up to 400 MPH

AC Roll

$(\min(\text{TAS}/178.82, 1) * \text{Roll})$

Rolls to a proportion of TAS up to 400 MPH

AC Yaw

$(\min(\text{TAS}/178.82, 1) * \text{Yaw})$

Yaws to a proportion of TAS up to 400 MPH

### **Engine:**

Main Engine

$\text{Throttle} * \text{Activate8}$

Operates with throttle, engages with AG8

VFX Engine

$\text{Throttle} * \text{Activate8}$

Operates with throttle, engages with AG8

False Engine

$\text{Throttle} * \text{Activate8}$

Operates with throttle, engages with AG8

Idle Engine

$\text{Activate8}$

Engages with AG8

VTOL Engine

$\min(\text{Activate8}, \text{floor}(\text{Throttle}) * \text{Activate8})$

Activates at 100% throttle and AG8, engages with AG8

Nozzle Flap Regular

$\text{Throttle} * \text{Activate8}$

Operates with throttle, engages with AG8

Nozzle Flap Afterburner

$\min(\text{Activate8}, \text{floor}(\text{Throttle}) * \text{Activate8})$

Rotates at 100% throttle and AG8, engages with AG8