

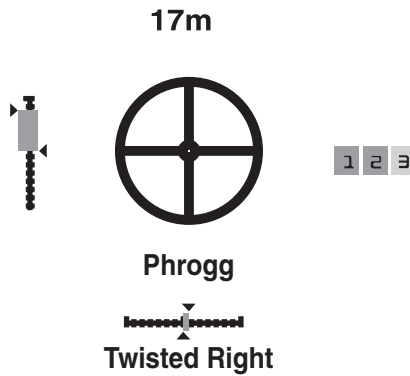
COMM MFD



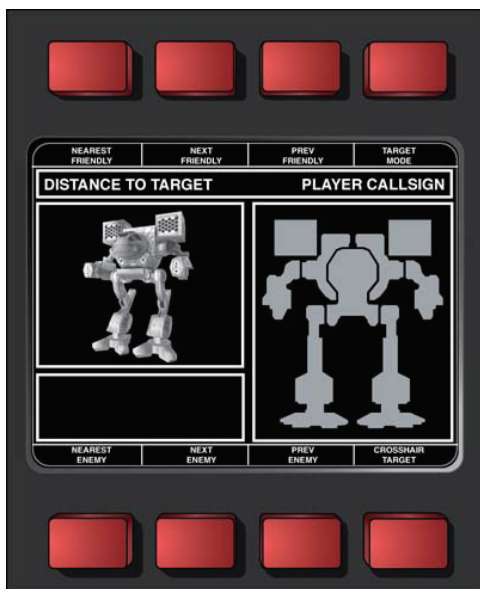
NAV MFD



ARMOR MFD



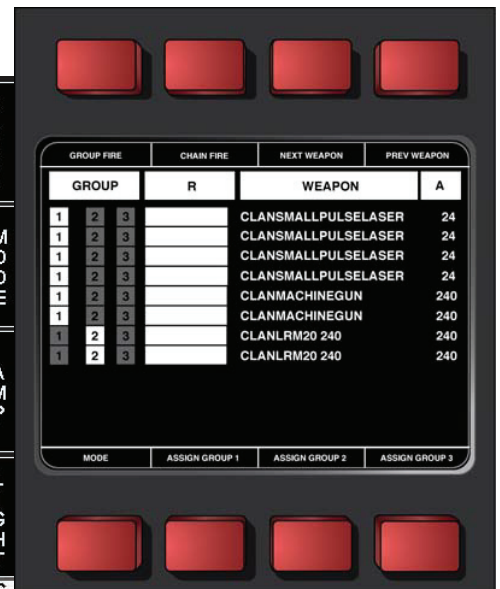
MAIN VIEWSCREEN - HUD



TARGET MFD



SECONDARY SCREEN



WEAPONS MFD

# SECONDARY SCREEN

MISSION TIME  
10:00

JUMP

SHOW

AUXIL

MAP

DMG

TGT

FLUSH

CROUCH

PROGRAM

RANGE

RADAR

LIGHT

SEARCH

COUNTER

Pilot Mode  
BAS  
MID  
ADV

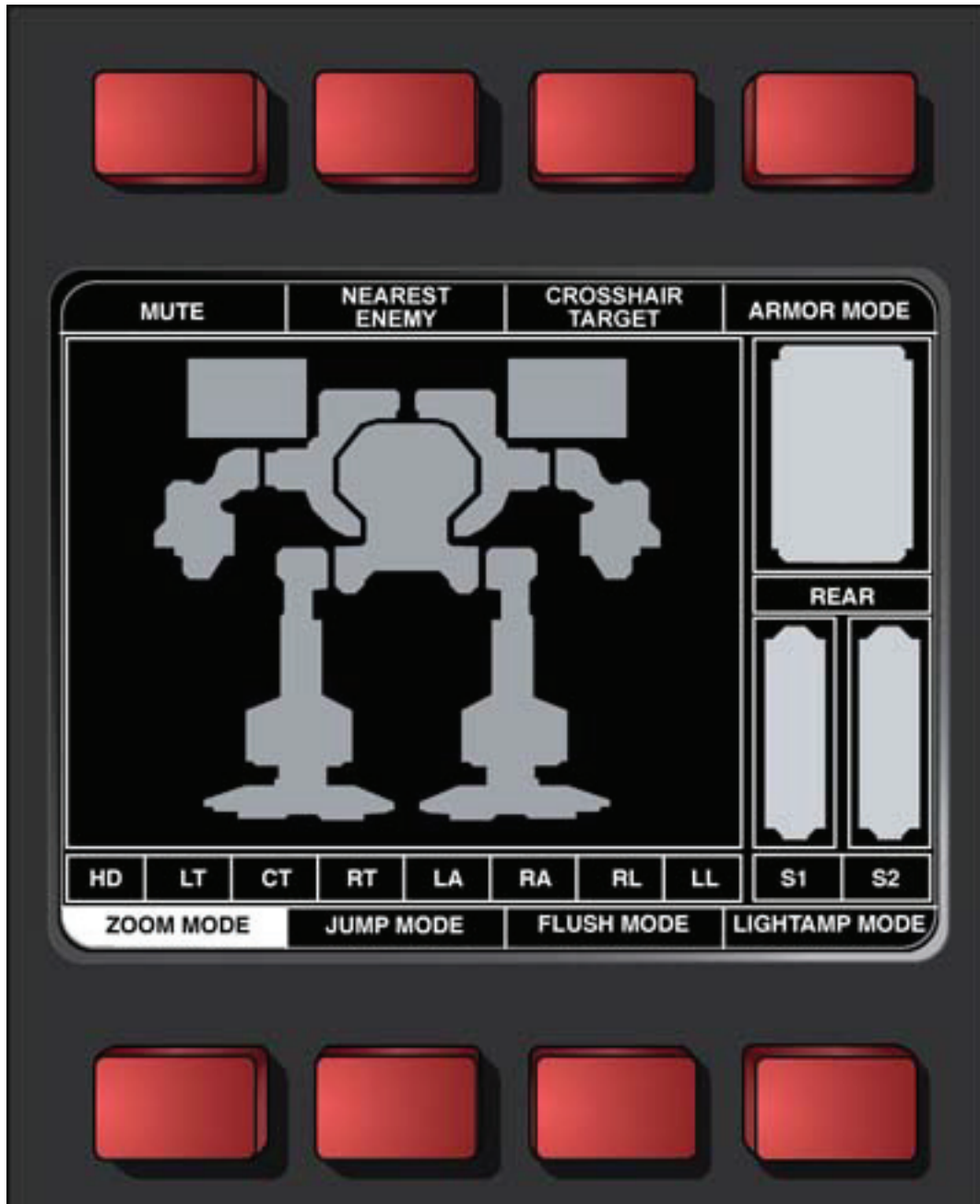
RADAR RANGE  
1000

RADAR MODE  
Active


HEAT  
100%

SPEED  
85KPH


# Armor MFD




# COMM MFD







1	2	3	4
PLAYER CALLSIGN KILLS <input type="checkbox"/>	PLAYER CALLSIGN KILLS <input type="checkbox"/>	PLAYER CALLSIGN KILLS <input type="checkbox"/>	PLAYER CALLSIGN KILLS <input type="checkbox"/>
DEATHS <input type="checkbox"/>	DEATHS <input type="checkbox"/>	DEATHS <input type="checkbox"/>	DEATHS <input type="checkbox"/>
KILLS <input type="checkbox"/>	KILLS <input type="checkbox"/>	KILLS <input type="checkbox"/>	
DEATHS <input type="checkbox"/>	DEATHS <input type="checkbox"/>	DEATHS <input type="checkbox"/>	
PLAYER CALLSIGN	PLAYER CALLSIGN	PLAYER CALLSIGN	
5	6	7	ALL




1	2	3	4
1- OHHHH, That'll Leave a Mark...			
2- Feel the Love!!!			
3- Here, Hold my Ammo!!!			
4- Like Shooting Fish in a Barrel			
5- Is that the best you can DO!!!			
6- Here, let me remove that for you!!			
7- There's more where that came from!!			
5	6	7	EXIT

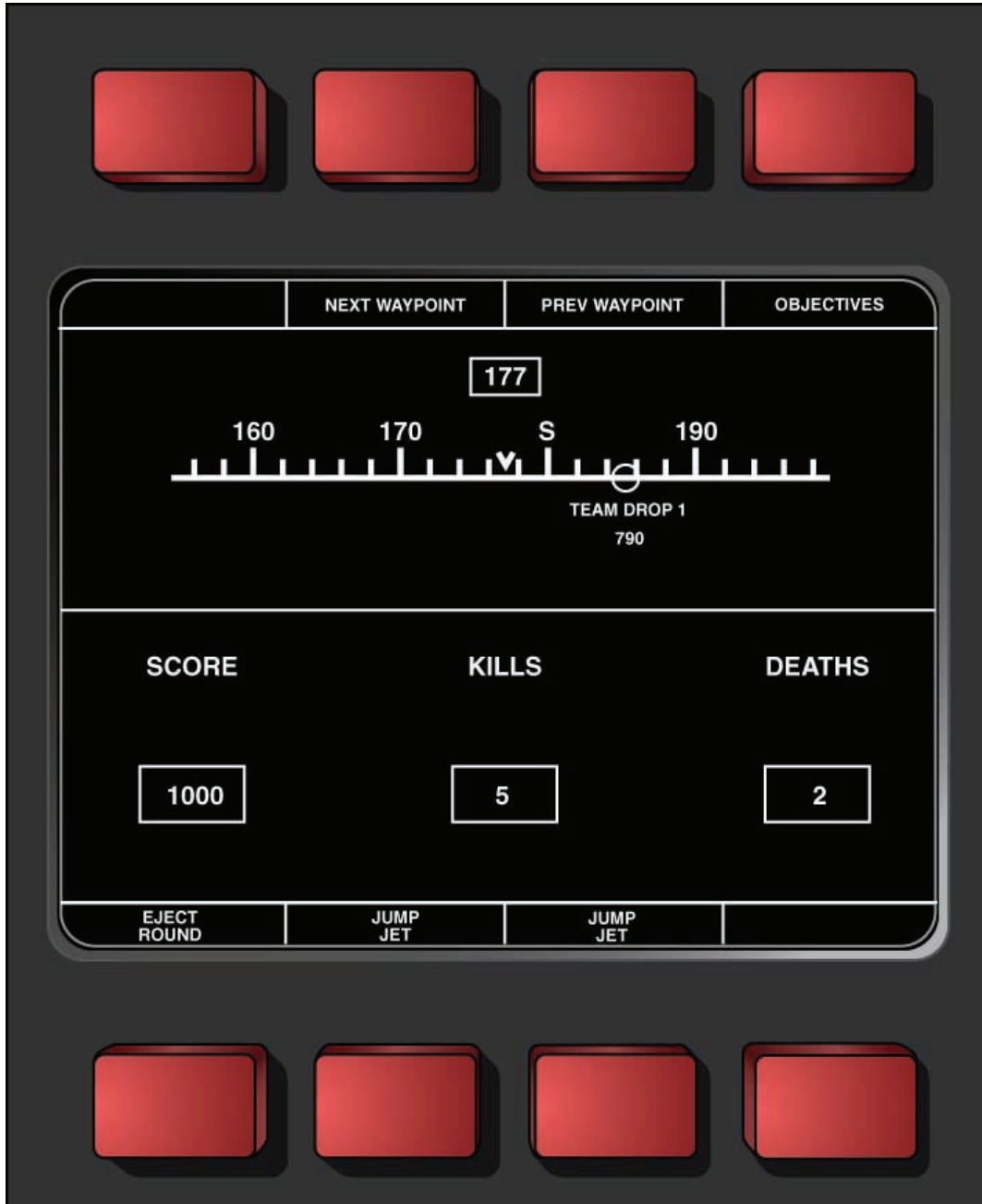



TEAM ALL	TEAM MATE 1	TEAM MATE 2	TEAM MATE 3
			
Ronin destroys Scarabs AWESOME Ronin: Here, hold my ammo!!! Firestorm: Attack my target! Scarab: Negative!			
ALL	ALL OTHERS	AFFIRMATIVE	NEGATIVE

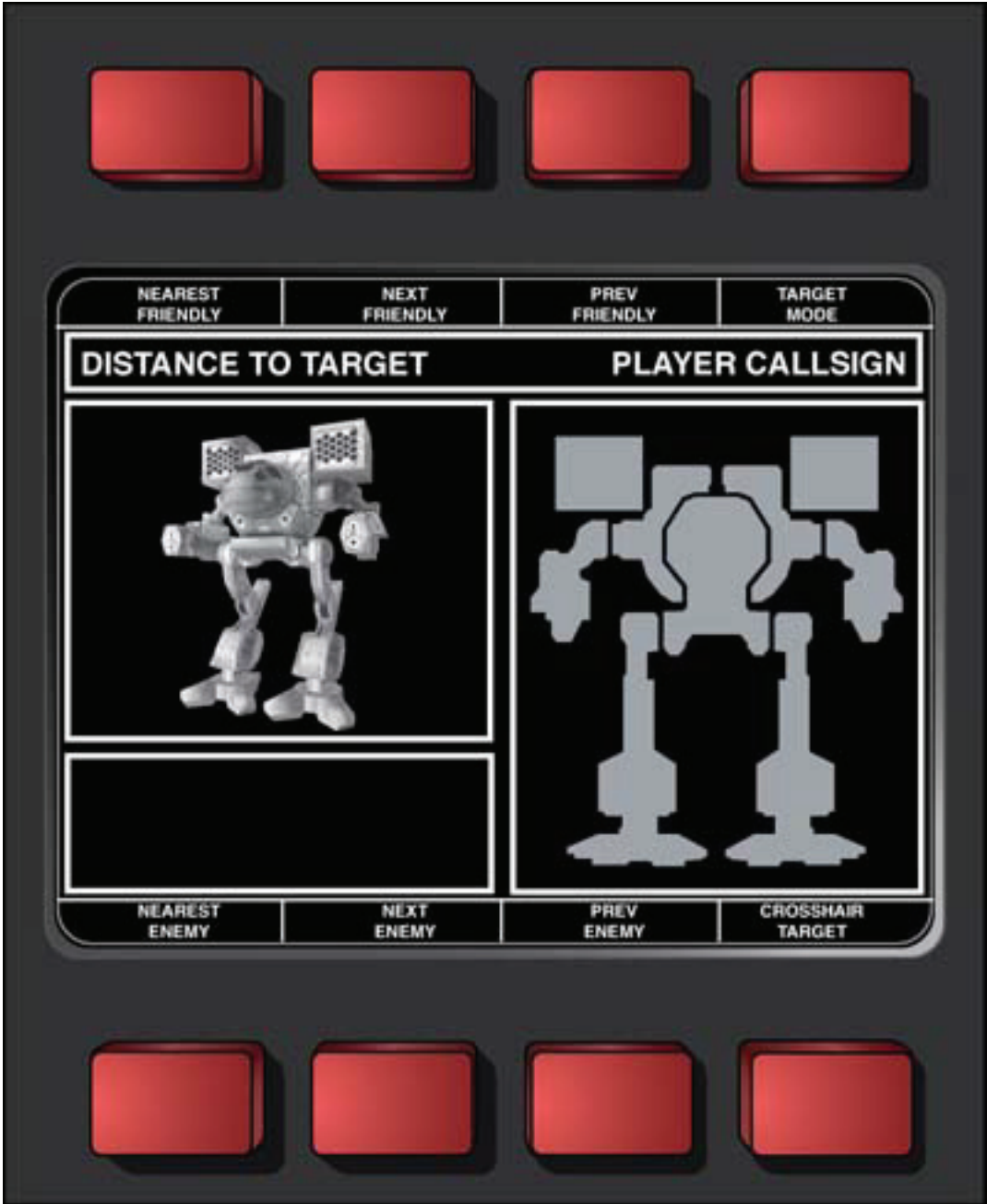



1	2	3	4
1- Attack my target			
2- Defend my target			
3- Form up on me			
4- Advance			
5- Fall back			
6- Enemy spotted			
7- Taking fire, need assistance			
5	6	7	EXIT





# Targeting MFD



# Weapons MFD

The interface features a central display area with a table of weapon assignments. The table has columns for GROUP, R, WEAPON, and A. The rows are as follows:

GROUP			R	WEAPON	A
1	2	3		CLANSMALLPULSELASER	24
1	2	3		CLANSMALLPULSELASER	24
1	2	3		CLANSMALLPULSELASER	24
1	2	3		CLANSMALLPULSELASER	24
1	2	3		CLANMACHINEGUN	240
1	2	3		CLANMACHINEGUN	240
1	2	3		CLANLRM20 240	240
1	2	3		CLANLRM20 240	240

Below the table are four buttons labeled: MODE, ASSIGN GROUP 1, ASSIGN GROUP 2, and ASSIGN GROUP 3.