Chapter 2D GUNNERY TRAINING INSTALLATION

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1. Training in the gunnery role is facilitated by the introduction of a four-position Armament Master Selector (A.M.S.). With the C.R.T./L.F.S. switch set to L.F.S. the sighting head graticule lamp is illuminated, and selection of GUNS on the A.M.S. causes the sighting head aiming mark to be deflected upwards. The aiming mark can be caged by depressing the GUNSIGHT CAGING PUSH BUTTON on the pupil's control column handle. When the target is in range, the range light will illuminate.

2. With the C.R.T./L.F.S. switch set to C.R.T., selection of GUNS on the A.M.S. causes the event markers on the AI 23C display unit to illuminate and the steering dot to deflect upwards. The light fighter sight remains operative when C.R.T. is selected, but not illuminated. L.F.S. must be selected on the C.R.T./L.F.S. switch when changing from "head down" to "head up" position to illuminate the graticule lamp. If GUNS is selected on the A.M.S. after G.W. operation, the missiles will remain armed.

3. When either firing trigger is pressed, with AI 23C operating, event markers illuminate on the AI 23C indicators and recorder visual *(Sect.9, Chap.3)*. Further information on the gunnery role is contained in A.P.114C-0200-1AB, Sect.1.

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