



TGP Tutorial – How do I use it?

With the above knowledge in your hip pocket, you can begin to learn how to use the enhanced capabilities of this new targeting pod. It will take some practice to get used to the system and its quirks and to become proficient. The following should get you started off in the right direction. First, we'll look at air-to-ground operations.

Air-to-Ground

We'll start off with a typical scenario that you the pilot have started off in Taxi or Takeoff mode. All of your systems are up and running, including the TGP. This means you will not have to wait for the system to cool down before you can use it as would be the case if you did a Ramp start.

You are safely airborne and on your way to your target. The first thing you will want to do is call up Air-to-Ground (AG) mastermode (mm). On your left MFD, you probably have the AG GM radar up and sweeping. On your right MFD, you will want to call up the TGP base page. If you have the WPN page in one of the MFD slots and don't have any weapons that require its use (e.g., Mavericks), then replace that page with the TGP base page (I typically run with HSD, SMS and TGP as my set up on the right MFD). Hit the OSB (option selection button) under "WPN" to switch to that page (if you're not already on it), then hit that same OSB again to switch to the main MFD menu. Hit the OSB next to "TGP". You should now see the TGP is STBY mode, waiting for you to select the operating mode. Next, hit OSB 1 (upper left) above "STBY". Next select the OSB next to "A-G" (OSB #6). That commands AG mode for the TGP. At this point the TGP page may still be blanked. If it is, select Master Arm on (if you're actually getting ready to attack or just want to arm the laser) and that will bring the video to life. *NOTE: At this point in time, to arm the Laser, you must be in Master Arm on. So, arm up the laser.* If you're not going to be attacking a target, select Master Arm Simulate.

From here, you will want to decide what FCR radar mode and submode you will need to use which is dependent upon your target. Are you hitting a building or looking for a column of tanks? Is the building at a steer point of mine? Is the column moving or holding their position? Does the target(s) require continuous lasing or can I use delayed/automatic lasing? All of these are questions you should think about while you are still planning your mission so you will know prior to getting to the target what modes you will need to call up. We'll run through two examples.