

Falcon BMS

Your Acronym Companion

Compiled by Outpost

Acronyms are listed in alphabetical order but I recommend using the search function in your PDF reader.

2D: 2 Dimensional

3D: 3 Dimensional

A/A TR: Air-To-Air Transmit/Receive Mode

A/A: Air to Air
A-A:

A/B: Afterburner
AB:

A/C GW: Aircraft Gross Weight

A/P: Autopilot
AP:

AA: Aspect Angle

AAA: Anti-Aircraft Artillery

AAF: Attitude Advisory Function

AAM: Air to Air Missile

AAR: Air to Air Refueling

AARA: Air to Air Refueling Area

AARC: Air to Air Refueling Controller

AATR: Air-To-Air Transmit/Receive

ABCCC: Airborne Battlefield Command And Control Center

ABP: Air Battle Plan

AC: ❖ Aircraft
❖ Aircraft Control
❖ Alternating Current

ACA: Airspace Coordination Area

ACAL: Altitude Calibration
A-CAL:

ACBT: Air Combat Training

ACC: Air Combat Command

ACE: ❖ Aviation Combat Element
❖ Airborne Command Element

ACFT: Aircraft

ACM: ❖ Air Combat Maneuvering
❖ Air Combat Mode
A radar mode used against targets that are within visual range

ACMI: Air Combat Maneuvering Instrumentation
A system used to record your flight for later review

ACO: Airspace Control Order

ACQ: Acquisition Cursor
The RADAR acquisition cursor (aka captain's bars) on the FCR

ACT: ❖ Air Combat Tactics
❖ Activity

AD: Arming Delay

ADA: Air Defense Artillery

ADC: Air Data Converter

ADF: Automatic Direction Finder

ADI: Attitude Direction Indicator
The round instrument in the center of the panel showing your attitude relative to the horizon

ADIZ: Air Defense Identification Zone

ADLINK: Air to Air Datalink information

Admin: Administrative

ADV: ❖ Advanced
❖ Air Defense Variant

AETC: Air Education and Training Command

AEW: Airborne Electronic Warfare

AF: ❖ Air Force
❖ Anisotropic Filtering

AFAC: Airborne Forward Air Controller

AFB: Air Force Base

AFFSA: Air Force Flight Standards Agency

AFI: Air Force Instruction

AFM: ❖ Advanced Flight Model
❖ Accurate Flight Model
❖ Aircraft Flight Manual

AFMAN: Air Force Manual

AFP: ❖ American Fighter Pilot
❖ Area Flight Plan
❖ Air Force Program
❖ Adaptive Force Packaging

AFPD: Air Force Policy Directive

AFRC: Armed Forces Reserve Command

AFSOC: Air Force Special Operations Command

AFT: Not an acronym.
Meaning: toward, or in the stern of a ship or the tail of an aircraft

AFTO: Air Force Technical Order

AFTTP: Air Force Tactics, Techniques, and Procedures

AG:
A/G: Air to Ground
A-G:

AGL: Above Ground Level

AGM: Air to Ground Missile

AGR: Air-To-Ground Ranging

AGSM: Anti-G Straining Maneuver

AGTS: Aerial Gunnery Target System

AHAS: Avian Hazard Advisory System

AHC: Aircraft Handling Characteristics

AI: ❖ Artificial Intelligence
❖ Airborne Intercept
❖ Air Interdiction

AIFF: Advanced Identification, Friend or Foe

AIM: Air Intercept Missile

AIP: Aeronautical Information Publication

AIS: Aircraft Instrumentation System

AJP: Allied Joint Publication

AL: Aft Left

FR: Forward Right

Marked on the needles of the fuel gauge, and points to the fuel quantity remaining in the left internal wing tank or left external tank depending on the position of the knob on the Fuel Quantity panel.

ALB: Air Land Battle

ALE: Air Launched Expendable

ALIC: Air Launcher Interface Computer
Sends instructions to a missile

ALN: Align

ALO: Altitude Low symbology

ALLOW: Automatic Low Altitude Warning

A-LOW: Altitude-LOW
Found on the center console (ICP)
Where the pilot can setup the altitude advisory system.

ALR: Artillery Locating Radar

ALRS: Alerting Service

ALS: Airport Lighting System

ALSF: Approach Lighting System with
Sequenced Flashing Lights

ALT: ❖ Altitude
❖ Altimeter
❖ Alternate

ALTRV: Altitude Reservation

AM: Amplitude Modulation

AMC: Air Mobility Command

AMD: Acceleration Monitoring Device

AMMO: Ammunition

AMRAAM: Advanced Medium Range Air to Air
Missile

AMS: Advanced Mode switch

AMUX: A-Multiplex Bus

AN: Not an acronym

AN/: Most U.S. military electronics equipment has designations in the form AN/ABC-99, in which AN/ (note slash) is purely an identification for a designation system, not an abbreviation. This always-evolving system began as the Joint (Army-Navy) Electronics Type Designation System.

ANG: Air National Guard

ANT: Antenna

ANT: Antenna

ANV: Aviation Night Vision

AOA: Angle of Attack

The difference between pitch attitude and flight path angle.
(Assumes no wind).

AOB: ❖ Air Order of Battle
❖ Angle of Bank

AOD: Aim-Off Distance

AOR: Area of Responsibility

APC: Armored Personnel Carrier

API: Armor Piercing Incendiary

APRON: (Not an acronym)
The area of an airport where aircraft are parked, unloaded or loaded, refueled, or boarded.

AR: ❖ Air Refueling
❖ Action Range

ARA: Airborne Radar Approach

ARCDME: Arc-Distance Measuring Equipment
DME ARK: A procedure used to transition from the enroute environment to an instrument approach over a segment of an imaginary circle whose radius is defined by a DME distance from the VOR.

ARCP: Air Refueling Control Point

ARCT: Air Refueling Contact Time

ARE: Altitude Reservations East

AREP: Air Refueling Entry Point

ARI: Aileron-Rudder Interconnect

Provides automatic coordinated turns by moving the rudder along with the ailerons to compensate for aileron induced yaw effect.

ARIP: Air Refueling Initial Point

ARM: Anti-Radiation Missiles

ARMT: Armament

ARTCC: Air Route Traffic Control Center

ASAP: As Soon As Possible

ASC: Attack Steering Cue

ASCC: Air Standardization Coordinating Committee

ASCII: American Standard Code 2
A character encoding standard for electronic communication.

ASEC: Allowable Steering Error Circle

A variable diameter circle displayed on the HUD and MFD when an AIM-120 is the selected weapon.

ASGN: Assign

ASL: Azimuth Steering Line

ASLAR: Aircraft Surge Launch and Recovery

ASOC: Air Support Operations Center

ASR: Airport Surveillance Radar

ATA: Antenna Train Angle

ATC: Air Traffic Control

ATCAA: Air Traffic Control Assigned
Airspace

ATF: Automatic Terrain Following

ATIS: Automated Terminal Information
Service

ATK AZ: Attack Azimuth

ATK: Attack

ATLIS: Automatic Tracking and Laser
Integration System

ATO: Air Tasking Order
Known as the "frag order". A plan of
action used within a theater.

ATP: ❖ Advanced Targeting Pod
❖ Allied Tactical Publication

ATT: Attitude

ATTD: Attitude Discontinue
An indicator on the Pilot Fault List

AUTO: Automatic

AUX: Auxiliary

AV: Avionics

AVANA: Approval Void if Aircraft Not Airborne

AVTR: Airborne Video Tape Recorder
The video recorder used by the ACMI
system

AWACS: Airborne Warning and Control System

AWOS: Automated Weather Observation
System

AZ: Azimuth

BA: Burst Altitude
The altitude set for a bomb to explode

BAK: Barrier Arresting Kit

The arrestment cables used to stop an aircraft after landing.

BARO: Barometric

BATR: Bullets at Target Range

A 6-mil circle displayed after the trigger is squeezed and the bullets have travelled to the target to show a record of where the guns cross has been pointed (corrected for gravity drop).

BATT: Battery

BCN: Beacon

BD: Battle Damage

BDA: ❖ Boom Drogue Adapter

❖ Bomb Damage Assessment

❖ Battle Damage Assessment

Same as reconnaissance but post-strike to evaluate the strike effectiveness. Mission success conditions are the same as for recon flights.

BDU: Bomb Dummy Unit

BE: Bullseye

BFL: Bomb Fall Line

BFM: Basic Fighter Maneuvers

BHOT: Black Objects as Hot

The FLIR video can show white objects as hot (WHOT) or black objects as hot (BHOT). Polarity can be changed by pressing OSB 6 hands off or by TMS-left on the HOTAS (with TGP as SOI).

BI: Burst Interval

BIT: ❖ Built-In Test

❖ Binary Digit

BL: Bomb Live

BLK: Block

BLKR: Interference blanker unit

A subsystem mnemonic that can show up on the Maintenance Fault List (MFL)

BLU: Bomb Live Unit

BMC: Basic Mission Capable

BMP: Boyevaya Mashina Pehoti (Russian)
Meaning: Soviet Mechanized Infantry Vehicle

BMS: Benchmark Sims

BMUX: B-Multiplex Bus

BOL: Bearing Only Launch (mode)

BORE: Boresight

BOW: Black-On-White
(Polarity contrast option)

BP: Bypass

BQ: Burst Quantity

BR: Bomb Range

BRA: Bearing, Range, and Altitude

BRAA: Bearing, Range Altitude And Aspect

BRT: Bright

BSGT: Boresight Ground Target

BSU: Bomb Stabilizing Unit

BTF: Bugged Track File

BUC: Backup Fuel Control

BUP: Backup

BVR: Beyond Visual Range

BW: Bandwidth

BYP: Bypass

BZ: Buffer Zone

C.S.: Call Sign

C02: Carbon Dioxide

C3I: Command, Control, Communications,
and Intelligence

CADC: ❖ Corps Air Defense Center
❖ Central Air Data Computer
Internal malfunction (Status light)
Not implemented in BMS. It does
come on during the MAL & IND LTS
test though.

CAF: ❖ Combat Air Forces
❖ Canadian Air Force

CAL: Calibrate

CAOC: Combined Air Operation Centre

CAP: ❖ 1) *Critical Action Procedure*
❖ 2) *Combat Air Patrol*

CAPS: ❖ Critical Action Procedures

AMBUSHCAP: A Combat Air Patrol hiding from the
P: Opposing Force, usually behind a
mountain at low altitude.

BARCAP: ❖ BARrier Combat Air Patrol
A standard Combat Air Patrol
protecting a geographical area from
enemy aircraft.

HARMCAP: HARM Combat Air Patrol
Using HARM missiles to take out SAM
sites and/or their associated radar.

HAVCAP: ❖ High Value Combat Air Patrol
A Combat Air Patrol Protecting a high
value asset.

RESCAP: ❖ Rescue Combat Air Patrol
A Combat Air Patrol protecting a
combat search and rescue operation.

TARCAP: ❖ Target Combat Air Patrol
A defensive Combat Air Patrol
protecting a target zone.

CARA: Combined Altitude Radar Altimeter

CARF: Central Airspace Reservation Function

CARF: Central Airspace Reservation Function

CAS: ❖ Calibrated Air Speed
❖ Close Air Support
A strike mission flown against
enemy ground units in combat with
friendly ground units

CAT: Category

CATA: Collision Antenna Train Angle
The azimuth of the radar antenna when
tracking a target that is on a collision
course with the fighter. This is the
fighter's quickest route to an
intercept/collision/tally with the target.

CAVOK: Cloud and Visibility Okay
(International Civil Aviation
Organization(ICAO) term meaning no
significant clouds below 5,000 ft,
visibility at least six miles, no
precipitation or storms).

CBU: Cluster Bomb Unit

CC: Company Commander

CCC: Command, Control, and
C3: Communications

CCD: Camouflage, Concealment, and
Deception

CCIL: Continuously Computed
Impact Line

CCIP: Continuously Computed Impact Point

CCRP: Continuously Computed Release Point

CCU: Cockpit Control Unit

CCW: CounterClockWise

CDI: Course Deviation Indicator
The arrow in the HSI that can be set to
a specific Course.

CDM: Climb Dive Marker

CE: Combat Edge
A positive-pressure system for
breathing which provides pilots
additional protection against high
positive G accelerations experienced
during flight.

CEN: Centered

CENC: Convergent Exhaust Nozzle Control

CENTAF: Central Air Forces

CENTCOM: Central Command

CEP: Circular Error of Probability
A measure of a weapon system's
precision.

CFT: Cockpit Familiarization Trainer

CG: Center of Gravity

CH: Chaff

CHAN: Channel

CHUM: Chart Update Manual

CITS: Control Integrated Test System

CIU: Central Interface Unit

CJCSI: Chairman of the Joint Chiefs of Staff
Instruction

CKPTBLNK Cockpit Blanking

CKPT: Cockpit

CLM: Climbing Safe Escape Maneuver

CLR: Clear

CMBT: Combat

CMD: Command

CMDS: ❖ Cockpit Management Display System
❖ Countermeasures Dispensing System

CMR: Combat Mission Ready

CMS: Cockpit Management System

CNI: COMM-NAV-IFF
Communications, Navigation,
Identification Friend Or Foe

CNTL: Control

COH: Cold on Hot
Cold-on-Hot polarity contrast option
that forces the WPN page to track only
black targets

COMAO: ❖ Combined Air Operations
❖ Composite Air Operation

COMM: Communications

COMSEC: Communications Security

CONT: Continuous

CONUS: Continental United States
The 48 CONTiguous States and the
District of Columbia

CONVEX: Convoy Exercise

COOP: Cooperative

CORR: Correction

COS: Cosine

CP: Contact Point

CPL: Coupled

CPU: Central Processing Unit

CRC: Control and Reporting Center

CRM: Combined Radar Mode
Combines the air-to-air radar sub-
modes into a single mode consisting of
RWS, LRS, VSR, and TWS sub-modes.

CRN: Chronometer

CRS: Course Selector
The knob on the lower right of the HSI
used to set a Course Heading.

CRUS: Cruise

CSAR: Combat Search and Rescue

CSEM: Climbing Safe Escape Maneuver

CSW: Course Select Window

CT: Continuation Training

CTD: Crash To Desktop

CTO: Conventional Take-Off

CTVS: Cockpit Television Sensor

CW: ❖ ClockWise

❖ Continuous-Wave (Radar)

CZ: Cursor Zero

DA: Direct Access

DACBT: Dissimilar Air Combat Training

DACT: Dissimilar Air Combat Tactics

DART: Aircraft rocket/aerial gunnery target

DART: Brevity word

Aircraft Rocket/Aerial Gunnery Target

DAS: Distributed Aperture System

DASH: Not an acronym

The "owner's manual" for the aircraft. The manual is divided into many sections. Each section each section ends with a dash ` - ` then a number.

DB: ❖ Dive Bomb

❖ Data Base

DBS: Doppler Beam Sharpening

DBU: Digital Backup Unit

DC: Direct Current

DCA: Defensive Counter Air

An air-to-air mission flown to protect a friendly target from enemy aircraft

DCLT: De-clutter

DCPL: Decoupled

DCS: Data Command Switch

The 4 way toggle switch on the bottom center of the ICP.

DDS: DirectDraw Surface

DEAD: Destruction of Enemy Air Defenses

DEC: Digital Electronic Control

DED: Data Entry Display

The digital display above the right MFD

DEEC: Digital Electronic Engine Computer

DEG: Degree

DEGR: Degradation

DEPR RET: Depressible Reticle

A 3 position switch used for standby bombing mode.

DES: Destination

DEST: Destination

DF: Direction Finder

DF: ❖ Dog Fight

❖ Direction Finding (Antenna)

DFLCS: Digital Flight Control System

DGFT: Dogfight mode

DH: Decision Height

DHCP: Dynamic Host Configuration Protocol

A network server that automatically provides and assigns IP addresses

DI: Drag Index

DIR: ❖ Direct Aim

❖ Directory

DISC: Disconnect

DL: ❖ Datalink (Switch)

Powers up the data link modem.

❖ Download

DLINK: ❖ DataLink

DLNK: ❖ Data Modem

DLO: Desired Learning Objectives

DLZ: Dynamic Launch Zone.

A weapon release bracket displayed on the FCR and HUD

DMC: Digital Maneuvering Cue

A two-digit angle value, above the target closure value, representing what a target would have to turn to degrade probability of missile intercept.

DMD: Demand

DME: Distance Measuring Equipment

DMPI: ❖ Designated Mean Point of Impact
❖ Desired Mean Point of Impact
❖ Desired Munitions Point of Impact

DMS: Display Management Switch

**DMUX
BUS:** D-Multiplex Bus

DN: Down

DNIF: Duty Not Involving Flying

DO: Director of Operations

DOD: Department of Defense

DOF: ❖ Depth of Field
❖ Degrees of Freedom

DOS: Disk Operating System

DPRK: Democratic People's Republic of Korea

DR: Dead Reckoning
Navigation using calculations based on
airspeed, course, heading, wind speed
and direction, ground speed, and time.

DRNG: Down Range

DRU: Direct Reporting Unit

DSP: ❖ Digital Signal Processor
❖ Defense Standardization Program

DSPN: Dispenser

DTC: Data Transfer Cartridge

DTE: Data Transfer Equipment

DTOS: Dive Toss (Air-ground mode)

DTS: ❖ Digital Terrain System
❖ Data Transfer System

DTSB: Detected Threat Status Box

The green rectangle on the top of the
WPN page that lists detected threats.

DTU: Data Transfer Unit panel

DWAT: Descent Warning After Takeoff

Provides an audio warning of an
unintended dive or descent during the
departure phase of flight

DX: Direct X

EADI: Electronic Attitude Director Indicator

EAF: Egyptian Air Force

EBL: Emergency Boom Latching

ECCM: Electronic Counter-Countermeasures

ECM: Electronic Counter Measures
Jammers, chaff/flares, and other electronic counter measures.

ECR: Electric Combat/Reconnaissance
It is a Panavia Tornado variant devoted to Suppression of Enemy Air Defenses (SEAD) missions operated by Germany and Italy.

ECS: Environmental Control System

EDR: Endurance (Mode)

EDS: Electronic Data Systems

EDU: Engine Diagnostic Unit

EEC: Electronic Engine Control

EED: Electronic Engine Display

EEGS: Enhanced Envelope Gun Sight
Is a shifting funnel in the HUD that allows the pilot to match the wingspan of the target with the width of the funnel to determine the proper firing range.

EFOV: Extended Field Of View
Identical to HUD only view but keeps padlocked targets in sight.

EGEA: End Game Entry Altitude

EGI: Embedded Global Positioning & Inertial Navigation System

EGT: Exhaust Gas Temperature

EHSI: Electronic Horizontal Situation Indicator

EIA: Extended Interruptive Alignment

EID: Electronic Identification

EL BAR: Elevation Bar

ELEC: Electrical

ELEV: Elevation
ELV:

EMCON: Emission Control
State of minimal radio emissions.

EMER: Emergency

EMF: Eastern Mediterranean Front).

EMR: ❖ Emergency Manual Release
❖ Execution Management Replanner
(See TBMCS)

EMS: Engine Monitoring System

EMSC: Engine Monitoring System Computer

ENDR: Endurance

ENG: Engine

ENJJPT: Euro-NATO Joint Jet Pilot Training

ENTR: Enter

EO: Electro-Optical

EOB: Electronic Order of Battle

EOM: Equation of Motion
The most accurate POS sub mode.
Normally only for fixed targets.

EOR: End of Runway

EP: Emergency Procedure

EPAF: European Participating Air Force

EPU: Emergency Power Unit

E_s : Specific Energy

ET: Extended Trail

ETA: Estimated Time of Arrival

ETE: Estimated Time Enroute

EU: Electronic Unit

EUCARF: European Centralized Airspace
Reservation Facility

EW: Electronic Warfare

EWS: Electronic Warfare System

EXP: Expand (Mode)
Has two levels EXP1 & EXP2

EXT: External

F-16: (Fighting Falcon) - Affectionately called
the "Viper," is a fourth-generation
multirole fighter jet.

F4UT: Falcon 4 Unified Team

FAA: Federal Aviation Administration

FAC: Forward Air Controller
Aircraft intended to ensure the safety
of friendly troops during close air
support.

FAC-A: Forward Air Controller-Air

FAC-G: Forward Air Controller-Ground

F-ACK: Fault Acknowledge

FAF: Final Approach Fix

FAM: Familiarization

FBO: Fixed Base Operator

FBY: Flyby

FCC: Fire Control Computer

FCIF: Flight Crew Information File

FCNP: Fire Control/Navigation Panel

FCP: Front Cockpit

FCR: Fire Control Radar
Guides weapons to target.

FCS: Flight Control System

FD: Flight Director

FDBK: Feedback

Enables/disables the "CHAFF FLARE" VMU message, used to indicate that an expendable program has been initiated.

FDR: Flight Data Recorder

FE: Flight Examiner

FEBA: Forward Edge Battle Area

FEDS: Firing Evaluation Display System

FENCE: An acronym used to assure a thorough check of combat capabilities is carried out. This check should be done prior to and/or right after takeoff.
See (F-16_Flight_Manual_v5) 5.5.1. Fence Check (Page 125).

FF: Fuel Flow

FFB: Force Feedback

FFP: Fuel Flow Proportioner

FINS: Fixed Imaging Navigation Set

FIR: Flight Information Region

A specified region of airspace in which a flight information service and an alerting service (ALRS) are provided.

- FL:**
- ❖ Flight Level
 - ❖ Flight Lead
 - ❖ Flares

FLCC: Flight Control Computer

FLCP: Flight Control Panel

FLCS Single Electronic or Sensor Failure In
SNGL FLCS

FAIL:

FLCS: Flight Control System

FLIP: Flight Information Publications

FLIR: Forward-Looking Infra-Red
A pod carried by the F16 that provides cockpit infrared video of the view ahead.

FLO: First Launch Opportunity

FLOT: Forward Line of Troops
The "front line" of the war

FLS: Flight Suspension

FLUG: Flight Lead Upgrade Program

FLUP Fly Up

FM: ❖ Frequency Modulation
❖ Fluid Maneuvering
❖ Flight Model

FMS: Fuel Measurement System

FMU: Field Maintenance Unit

FO: Flame-Out

FOA: Field Operating Agency

FOD: Foreign Object Damage

FORM: Formation

FOS: Fuel Onboard at Station

FOV: Field of View

FPA: Flight Path Angle

FPL: Flight Plan

FPM: Flight Path Marker
The indicator on the HUD which shows the direction the aircraft is moving.

fpm: Feet per Minute

fps: Feet per Second

FPS: Frames Per Second

FQDN: Fully Qualified Domain Name

FR: Forward Right

Marked on one of the needles on the fuel gauge, and points to the fuel quantity remaining in the right internal wing tank or right external tank or in the center external tank depending on the position of the knob on the Fuel Quantity panel.

FRAG ORDER: An abbreviated form of an operation order (verbal, written or digital) usually issued on a day-to-day basis that eliminates the need for restating information contained in a basic operation order.

FRAG: ❖ Fragmentation
Denoting the fragmentation of ordnance after detonation

- ❖ Flaps, Radio, Air-Conditioning, and Gear. (aviation slang)
- ❖ Fragmentary Order

FRL: Fuselage Reference Line

FRQ: Frequency

FS: ❖ Flight Simulator
❖ Fighter Squadron

FSCL: Fire Support Coordination Line

FSS: Flight Service Station

ft: Feet
FT:

FTIT: Fan Turbine Inlet Temperature

FTT: Fixed Target Track

FTU: Formal Training Unit

FWD: Forward

FYI: For Your Information

FZ: Freeze

G: The force of gravity (3 G's is three times the force of gravity)

GA: Go Around (mode)

GAC: General Avionics Computer

GAL: Gallon

GBU: Guided Bomb Unit

GCA: Ground Controlled Approach

GCAS: Ground Collision Avoidance System

GCI: Ground Controlled Intercept

GDLINK: Air to Ground Datalink information

GE: General Electric

GEN: Generator

GEOREF: Geographic Reference

GFI: Ground Forces Intelligence

GFIS: Ground Forces Intelligence Survey

GHL: Ghost Horizon Line

GLO: Ground Liaison Officer

GLOC: Gravity-induced Loss of Consciousness

GM: Ground Map

GMT: Ground Moving Target

GND SPD: Ground Speed

GND: Ground

GP: General Purpose (bomb)

GPS: Global Positioning System

GR: Radial G
The vectored sum of cockpit G and gravity.

GRD: Guard

GRIB: GRidded Information In Binary
GRIB files provide a low cost way of getting a great deal of weather forecast information.

GS: ❖ Ground Speed
❖ Glide Slope
❖ Gun Sight

GU: Ground Unit

GUI: Graphical User Interface

GW: Gross Weight

HAAR: ❖ High Altitude Aerial Reconnaissance
❖ Helicopter Air-to-Air Refueling

HAD: Harm Attack Display

HADB: High Altitude Dive Bomb

HADF: Handoff

HARB: High Altitude Release Bomb

HARM: High-speed Anti-Radiation Missile

HARMS: High-Speed Anti-Radiation Missile

HART: ❖ Horn Awareness Recovery Training
❖ Hardened Artillery

HARTS: ❖ Hardened Artillery Shelter
❖ Horn Awareness and Recovery Training Series

HAS: ❖ HARM as Sensor (Mode)
❖ Hardened Aircraft Shelter

HAT: Height Above Touchdown

HCA: Heading Crossing Angle
In air interception, the angular difference between the interceptor heading and the target heading at the time of intercept.

HD: High Drag

HDD: Heads Down Display

HDG SEL: Heading Select

HDG: Heading

HDPT: Hard Point
Left and right HDPT switches on the SNSR PWR panel control power to the left and right chin pylons under the fuselage.

HDR: ❖ High Dynamic Range
❖ High-Definition Rendering

HE: High Explosive

HEI: High Explosive Incendiary

HF: High Frequency

Hg: Hydrargyrum (Formerly named)
Is now know as Mercury

HHQ: Higher Headquarters

HI: High Illumination

HID: Human Interface Device
Specifies a device class for human interface devices such as keyboards, mice, game controllers and alphanumeric display devices.

HMC: HUD Mark Cue

HMCS: Helmet Mounted Cueing System

HMPT: Home Plate

HOB: Height Of Burst

HOBO: Hands-On Blackout

Switch is used to allow the pilot to control the aircraft's lighting with the HOTAS. It is not modeled in Falcon BMS.

HOBS High Off-Boresight

HOC: Hot on Cold

Hot-on-cold polarity contrast option that forces the WPN page to track only white targets

HOD: ❖ Head of Department
❖ Head of Delegation

HOJ: Home On Jam

HOM: Home

HOTAS: Hands on Throttle and Stick

HPRF: High Pulse Repetition Frequency

HQ: ❖ Head Quarters
❖ Higher Quality
❖ Highly Qualified
❖ Hardware Qualification

HSD: Horizontal Situation Display

HSI: Horizontal Situation Indicator

HST: History

HTML: Hypertext Markup Language

The standard markup language for creating web pages and web applications

HTS: Harm Targeting System

HUD HUD Blanking
BLNK:

HUD: Heads-Up Display

HYD: Hydraulic

HYDRAZN: Hydrazine (Used to fuel the EPU)

Hz: Hertz

I/P: Identification of Position

IAA: Initial AIM Off Angle

IADS: Integrated Air Defense System

IAF: Initial Approach Fix

IAM: Inertially-Aided Munitions

IAMs: Inertially Aided Munitions

A self-contained GPS-aided INS, which guides the weapon from the release point to target coordinates regardless of weather, camouflage, or obscurants.

IAS: Indicated Airspeed

Is the pilot's primary airspeed reference when operating below transonic or supersonic speeds.

IAW: In Accordance With

IBIT: Initiate Built in Test

Initiate Built in Test (IBIT) on engine start to insure a fully functioning Flight Control System.

IBIT: Initiated Built-In Test

IC: Interim Change

ICITS: Interruptive Control Integrated Test System

ICP: Integrated Control Panel

The panel directly under the HUD

ID: Identification

IDENT: Identification

IDM: Improved Data Modem

A wireless digital modem that operates in conjunction with on-board radios and the rest of the avionic system to provide data communications with other users.

IDS: ❖ Interdictor/Strike

A Panavia Tornado variant

❖ Independent Disconnect System (Air to Air Refueling)

IF: Instructional Fixes

IFA: In-Flight Alignment

IFDL: Inter/Intra-Flight Data Link

IFF: Identification Friend or Foe

IFR: Instrument Flight Rules

IFV: Infantry Fighting Vehicle

ILS DH: Instrument Landing System Decision Height

The height at which the pilot needs to transition from instrument flight to visual flight.

ILS: Instrument Landing System

Allows a pilot to follow a radio signal down to a runway in poor visibility conditions.

IMC: Instrument Meteorological Conditions

IMP: Impact

INC: Increase

IND: Indicator

INOP: Inoperative

INR: Inertial Rates

One of a sniper pod's internal target tracking modes

INS: Inertial Navigation System

Uses three gyroscopes to measure acceleration in each axis. This is integrated over time to track changes in position.

INSM: Inertial Navigation System Memory

INST: Instrument

- INT:**
- ❖ Intensity
 - ❖ Internal
 - ❖ Interval

INTEL: Intelligence

Information of military or political value

INTG: Interrogation

INU: Inertial Navigation Unit

INV: Inventory

- IP:**
- ❖ Initial Point
 - ❖ Instructor Pilot
 - ❖ Internet Provider
 - ❖ Internet Protocol

IPP: Initial Pipper Placement

IPUG: Instructor Pilot Upgrade

IQT: Initial Qualification Training

- IR:**
- ❖ InfraRed
 - ❖ Instrument Route

IRL: In Real Life

IRMD: Infrared Missile Defense

**ISA RUD
FAIL:** Rudder Servo Actuators Malfunction

ISA: Integrated Servo Actuator

ISP: Internet Service Provider

ITO: ❖ Instrument Takeoff
❖ Israel Theater of Operations

ITP: Initial Target Placement

IVC: Internal Voice Communications

JAPCC: Joint Air Power Competence Centre

JDAM: Joint Direct Attack Munitions
A satellite-guided "smart" bomb capable of accurate and high-precision strikes in any weather.

JETDS: Joint Electronics Type Designation System
https://en.wikipedia.org/wiki/Joint_Electronics_Type_Designation_System
(Click Link)

JETT: Jettison

JFS: Jet Fuel Starter

JIZ: Joint Standoff Weapon (JSOW) In-Zone

JMEM: Joint Munitions Employment Manual

JMR: Jammer

JOAP: Joint Oil Analysis Program

Analyzes oil samples from aircraft to see what metals are breaking down.

JOKER & BINGO: JOKER fuel is usually set above BINGO as a warning that BINGO is approaching.

BINGO is called out by Bitchin Betty when the amount of fuel remaining triggers an immediate return to home plate.

Joker: Fuel state above BINGO at which separation/bugout/event termination should begin.

JSOW: Joint Standoff Weapon

A family of low-cost, air-to-surface glided missiles.

JSTAR: ❖ Joint Surveillance Target Attack Radar
❖ Joint System Threat Assessment Report

JSTARS: Joint Surveillance and Target Acquisition Radar System

JTAC: Joint Terminal Attack Controllers

K: Thousand (e.g., 40K = 40,000)

KALMAN: (Not an acronym)
The Kalman filter is an adaptive control and signal processor. It is a structure for the active fault-tolerant aircraft flight control system that reconfigures against actuator/surface failures. A control reconfiguration action is taken to keep the performance of the impaired aircraft the same as that of an unimpaired aircraft.

KCAS: Knots Calibrated Airspeed

KEAS: Knots Equivalent Airspeed

KIAS: Knots Indicated Airspeed

KIO: Knock-It-Off

KM: Kilometer

KOTAR: Korean Tactical Range
(Practice range)

KT: Knot(s)

KTAS: Knots True Airspeed

KTO: Korean Theatre of Operations

kts: Knots (a unit of speed)

KY-58: A secure voice module primarily used to encrypt radio communication

LAAF: ❖ LANTIRN Attitude Advisory Function
❖ Low Altitude Advisory Function

LAB: ❖ Line Abreast
❖ Low Angle Bomb

LADD: Low Angle Drogue Delivery
A toss delivery in which the weapon was retarded by a drogue

LAHD: Low Angle High Drag

LALD: Low Angle Low Drag
20LALD = 20° Low Altitude Low Drag.

LAN: ❖ Low Altitude Navigation
❖ Local Area Network

LAND: A system fault in recording the landing time or if the airspeed falls below 80 kts with the gear down.

LANTIRN: Low Altitude Navigation & Targeting Infrared for Night

LAR: Launch Acceptable Region

LAS: Low-Angle Strafe

LASER: Light Amplification by Stimulated Emission of Radiation

LASR: Laser (Page)

LAT/LNG: Latitude/Longitude

LAT: Low Altitude Toss

LAU: Launcher Armament Unit

lb: Pound(s)

LBUS: Left Bus

LCO: Limit Cycle Oscillation

LCOS: Lead Computing Optical Sight

LD: ❖ Load
❖ Low Drag

LDG: Landing

LDGP: Low Drag General Purpose (bomb)

LE: Leading Edge

LEF: Leading Edge Flaps

LEP: ❖ Laser Eye Protection
❖ List of Effective Pages

LFWD: Left Forward Display
(Left MFD)

LG: Landing Gear

LGB: Laser Guided Bomb

LGM: Laser Guided Missiles

LHDPT: Left Hard Point
or LHPT: Left HDPT switch on the SNSR PWR panel control power to the left chin pylon under the fuselage.

LI: Low Illumination

LIB: Library / Libraries

LIS: Line in the Sky

LIT: Look-Into-Turn (mode)

LJDAM: Laser Joint Direct Attack Munition

LL: Lessons Learned

LLLD: Low Level Low Drag

LMD: Left Miscellaneous Display

LMD: Left Miscellaneous Display
(FCNP mnemonic)

LO: Low

LOA: Letters of Agreement

LOC: ❖ Line of Communication
❖ Localizer

The vertical beam of the ILS allowing the pilot to align the aircraft with the runway centerline.

LOS: ❖ Line of Sight
❖ Line of Sight (launch Mode)

LOSR: Line of Sight Rate

LOWAT: Low Altitude Training

LP: Learning Points

LPI: Low Probability of Intercept

LRU: Line Replaceable Unit

LSDL: Launch Status Divider Line
The POS base page contains missile employment information and is divided into two sections by the launch status divider line. (Green line)

LSO: ❖ Landing Signal Officer

❖ Landing Safety Officer

Also informally known as Paddles (United States Navy) or Batsman (Royal Navy), is a Naval Aviator specially trained to facilitate the "safe and expeditious recovery" of naval aircraft aboard aircraft carriers.

LSRCH: Laser Search

LST: Laser Spot Tracker

LT: Left

LTRCK: Laser Track

LTS: Lights

LUU: Launch Unit Universal

LV: Lift Vector

M: ❖ Mach
❖ A symbol for Fuse designator

MADDOG: A Brevity Code
Referring to a missile, after being fired, that will go after the first thing it 'sees'.

MAGV: Magnetic Variation

Found in the Data Entry Display is used to correct INS navigation errors.

MAJCOM: Major Command(s)

MAL & IND LTS: Malfunction & Indicator Lights

MAL: Malfunction

MALSF: Medium-Intensity Approach Lighting System with Sequenced Flashers

MAN: Manual

MANPAD: Man-Portable Air-Defense System

MPAD: Shoulder-launched surface-to-air missiles (SLSAMs). Typically guided weapons that are a threat to low-flying aircraft, especially helicopters.

MAP: ❖ Minimum Attack Perimeter
❖ Missed Approach Procedure
❖ Missed Approach Point

MAR: Minimum Abort Range

MARSA: Military Assumes Responsibility for Separation of Aircraft

MAU: Miscellaneous Armament Unit

MAX AB: Maximum Afterburner

MAX: Maximum

Mb: Millibar

A Millibar is a measure of atmospheric pressure. One Millibar is equal to 100 Newtons per square meter. Standard atmospheric pressure at sea level is 1,013.2 millibars.

MBC: Missile Boresight Correlator

MBL: Manual Boom Latching

MC: ❖ "MASTER CAUTION" light
❖ Military Committee

MCASB: Military Committee Air Standardization Board

MCH: Multi-Command Handbook

MCI: ❖ Multi-Command Instruction
❖ Maintenance and Control Interface
❖ Multinational Communications Integration
❖ Mission Capability Inspection

MCM: Maintenance Control Manual

MCR: ❖ Mission Confirmation Review
❖ Mission Concept Review
❖ Minimum Creep Rate
❖ Mission Capable Rate

MD: Miss Distance

MDA: Minimum Descent Altitude

MDS: Mission Design Series

MDT: Mass Data Transfer

MECH: Mechanical

MED: Medium

MEF: Maximum Elevation Figures

MEM: Memory

METRO: Pilot to Metro Voice Call

METRO: ❖ Metropolitan
❖ Metroflight

MFD: Multi-Function Display

MFDE: MFD Extractor
Third party software that extracts gauges for multi-screen and cockpit use

MFDS: Multifunction Display Set

MFL: Maintenance Fault List

MGC: Manual Gain Control

MHz: Megahertz

MIC: Microphone

MiG: Mikoyan & Gurevich
Russian aircraft designers

MIL: Military

mil: Milliradian
mrاد: One thousandth of a radian

MILSPEC: Military Specification

MIN: ❖ Minute
❖ Minimum

MISC: Miscellaneous

MITL: Man In the Loop
A missile remotely controlled by a person operating with a base controller that displays an image of an aim-point target.

MK: Mark (Equivalent of Model)

MLE: Missile Launch Envelope

MLG: Main Landing Gear

MLU: Mid-Life Upgrade

mm: Millimeter

MMC: Modular Mission Computers
MC04 & MC13

MNL: Manual

MOA: ❖ Military Operation Area
❖ Ministry of Aviation

MOI: Missile-Of-Interest

MP: ❖ Mission Planning
❖ Multi-Player

MPC: Mission Planning Cell

MPO: Manual Pitch Override

MPPRE: Mission Planned Preplanned
A sub mode of Joint Standoff Weapon (JSOW)

MPRF: Medium Pulse Repetition Frequency

MPRS: Multi-Point Refueling System

MQT: Mission Qualification Training

MRA: Minimum Release Altitude

The minimum altitude at which the bombs should be released.

MRGS: Multiple Reference Gun Sight

MRK BCN: MARKER BEACON

Located to the right of the HSI. It will flash with an accompanying sound when flying over a short-range transmitting device placed alongside the ILS.

MRM: Medium Range air-to-air Missile

MS: Mutual Support

MSA: Minimum Safe Altitude

msec: Milliseconds

M-SEL: Mode Select

MSL: ❖ Missile
❖ Missile Slaving Loop
❖ Mean Sea Level

MSR OVRD: Master Override

MSR: Master

MSS: Mission Support System

MTC: Minimum Terrain Clearance

MTR: ❖ Moving Target Reject
❖ Military Training Route

MTT: Multi-Target Track

MUX: Multiplex Bus

MWOD: Multiple Word Of the Day

A word of the day is a secret number that determines which frequencies the radio hops to in anti-jam mode.

MWS: Missile Warning System

NAAR: Night Air to Air Refueling

NAF: ❖ Naval Air Force
❖ Naval Air Fighter
❖ National Air Force

NAM: ❖ Nautical Air Miles
❖ Normal Air Mode

NARO: Narrow

The Sniper has 2 FOVs for the FLIR sensor: Wide and Narrow. The FOV can be switched between WIDE and NARO via OSB 3 or with the Expand/FOV switch (Pinky) on the HOTAS.

NAT: Network Address Translation

NATO: North Atlantic Treaty Organization

Also called the North Atlantic Alliance, is an intergovernmental military alliance between several North American and European countries based on the North Atlantic Treaty

NAV: Navigation mode

NAVAID: Navigational Aid

NB: Narrow Band

NCTR: Non-Cooperative Target Recognition

NDB: ❖ Non-Directional Beacons

A radio transmitter at a known location, used as an aviation and marine navigational aid.

NFBW: Non-Fly-By-Wire

NFOV: Narrow Field of View

NGB: National Guard Bureau

NLG: Nose Landing Gear

NLT: Not Later Than

NM: Nautical Mile

NNE: ❖ North, North-East
❖ Nearest Neighbor Estimate
❖ Network Node Equipment

NOE: Nap of the Earth
very low-altitude flight course

NORDO: No Radio

NORM: Normal

NOSIG: No Significant Change
(Weather information)

NOTAM: Notice to Airman
A notice filed with an aviation authority to alert aircraft pilots of potential hazards along a flight route or at a location that could affect the safety of the flight.

NOTAM: Notice to Airmen

NOZ POS: Nozzle Position

NSA: NATO Standardisation Agency

NSTL: Nose/Tail arming

NVD: Night Vision Device

NVG: Night Vision Goggles

NVIS: Night Vision Imaging System

NVP: Navigation Pod

NWS: Nose Wheel Steering

O2: Oxygen

OA1: Offset Aimpoint sighting #1

OAP: Offset Aim-Point

OAT: Outside Air Temperature

OBFM: Offensive Basic Flight Maneuver

OBL: Override Boom Latching

OBOGS: On-Board Oxygen Generation System

OCA: Offensive Counter Air
A mission flown against enemy air targets

OCONUS: Outside Continental United States

OFLY: Overfly

OFM: Operator Function Model

OFP: Operational Flight Program

OFT: Operational Flight Trainer

OFT has been replaced by "SIM"
(Simulator).

OG: Operations Group

OHEAT: Overheat

OM: ❖ Outer Marker

MM: ❖ Middle marker

IM: ❖ Inner Marker

They are markers along an ILS track
that provide range information to the
runway.

OOB: Order of Battle

OOP: Out of Plane

OP: Optimum

OPER: Operational

OPFOR Opposing Force

OPNAVINST: Office of the Chief of Naval
Operations Instruction

OPR: Operational

Ops: Operations
OPS:

OPSEC: Operations Security

OPT: ❖ Option
❖ Optional

OSB: Option Select Button

OT&E: Operational Test & Evaluation

OTW: Out the Window

OVC: Overcast

OVRD: Override (Manual pitch override switch)

OXY: Oxygen

PACAF: Pacific Air Forces

PACMARF: Pacific Military Airspace Reservation
Facility

PAK: Package

Same as RP (Route Package)
A defined area of air operation

PAPI: Precision Approach Path Indicator

PAR: Precision Approach Radar

PATRIOT: Phased-Array Tracking Radar Intercept on Target

PB: Pre-Briefed

PBG: Partial-Pressure Breathing For G
To help maintain cerebral perfusion by raising the systemic arterial pressure increasing the level of G-tolerance to help prevent pilots from losing consciousness during high-g maneuvering.

PDF: Portable Document Format

PDLCT: Pod de Désignation Laser à Caméra Thermique
(Thermal Camera Laser Designation Pod)

PDM: Programmed Depot Maintenance

PDP: Pull-Down Point
A maneuvering transition from climbing to diving.

PET: Pre-Emptive Targeting

PFD: Pilot Fault Display

PFL: Pilot Fault List

PFLD: Pilot Fault List Display

PFPS: Portable Flight Planning System

PFR: Primary Flight Reference

PGCAS: Predictive Ground Collision Avoidance System

PGM: Precision Guided Munition

PGRM: Program

PGU: Projectile Gun Unit

PIO: Pilot Induced Oscillation

PIREP: Pilot Report

PIX: Pixels

Pk: Probability of kill

PLGS: Precision Laser Guidance Set

PLS: Precision landing system

PMG: Permanent Magnet Generator

PNEU: Altimeter is flagged as PNEUMATIC when it is no longer receiving electrical power. (secondary altimeter mode)

PNL: Panel

PO BIT: Power On Built-In Test

PO: Power On

POL: Petroleum Oil Lubricant (tanks or depots)

POM: Plane of Motion

POS: Position
In POS mode, the HARMS missile is fired at a steer point and will look for a single threat emitter.

POV: Point of View
A Hat switch on a joystick or by moving the mouse. Primarily used to change the point of view or manipulate the camera in-game.

PPG: Positive-Pressure Breathing-for-G

PPH: Pounds Per Hour
pph:

PPT: ❖ Preplanned Threats
❖ Pre-Planned Targets

PRA: Planned Release Altitude
The altitude at which the bombs should be released.

PRE: ❖ Preset
❖ Preplanned delivery (Missile mode)
❖ Pre-Planned steerpoints and their threat rings.

PRESS: Pressure, Pressurization

PRF: Pulse-Repetition Frequency

PRI: Primary

PRIO: Priority

PROF: Profile

P_s : Specific Power

PSA: Pneumatic Sensor Assembly

PSI: Pounds per Square Inch

PTO: Power Takeoff

PTP: Points to Ponder
(military after-action reviews)

PTR: Pointer (IR Pointer)

PTT: Push-To-Talk

PUAC: Pull Up Anticipation Cue

PUP: ❖ Pull-Up Point
❖ Pop-Up Point
❖ Pick-Up Point
❖ Pop-up Procedure
❖ Performance Update Program

PW: Pratt & Whitney
A large manufacturer of aircraft engines.

PWR: Power

QF: Quick Flow
(Air to Air Refueling)

QFE: Query: Field Elevation
(Altitude relative to an airfield)

QFU: (Not an acronym)
Aviation Q-code for Magnetic Heading of a Runway

QNE: Query: Nil Elevation
The earth's mean atmospheric pressure in millibars at sea level. (1013.25 mb)

QNH: Question Nil Height

A local airfield's atmospheric pressure above mean sea level (0 feet) given in millibars.

QSTAG: Quadripartite Standardization Agreement

QTY: Quantity

R: Radius

RAA: Route Abort Altitude

RAAF: Royal Australian Air Force

RAD: Radio (e.g., RAD 1 or RAD 2)

RADAR: ❖ RAdio Detection And Ranging
❖ RAdio Direction And Ranging

RAERO: Range Aerodynamic
(Small Triangle) Represents the maximum kinematic range of the AMRAAM and is the longest possible shot that a pilot can take and have a chance of hitting the target

RALT: Radar Altimeter

RATSIMPL (Mnemonic)

- R – Radar Altimeter ON
- A – ALOW: SET SCP-10%
- T- TACAN SET as briefed
- S – SCP – SET as briefed
- I – IFF (not implemented)
- M – Missile: Cool
- P – Pod Unstow TGP
- L – Laser arm – As required

RBL: Range and Bearing Launch (mode)

- RBS:**
- ❖ Radar Bomb Scoring
 - ❖ Radar Beacon System
 - ❖ Radar Bombardment System
 - ❖ Rear Back-up Sight
 - ❖ Random Barrage System

RBUS: Right Bus

RCAF: Royal Canadian Air Force

RCCE: Reconnaissance

RCFI: Radio Channel/Frequency Indicator

RCL: Recall

RCO: Range Control Officer

RCP: Radar Control Panel

RCR: Runway Condition Reading

The runway friction coefficient given as a whole number.

Dry: 23, Wet: 12, Icy: 05

RCS: Radar Cross Section

RDF: Radio Direction Finding

RDR: Radar

RDY: Ready

- REC:**
- ❖ Receive
 - ❖ Record

RECCE: Reconnaissance

REL: Release

REO: Radar/Electro-Optical

Repo: Reposition

REQCTR: Request To Counter

RF: Radio Frequency

RF switch controls the amount radio emissions this aircraft is creating.

RFWD: Right Forward Display
(Right MFD)

RHDPT: Right Hard Point

RHPT: Right HDPT switches on the SNSR PWR panel control power to the right chin pylon under the fuselage.

- RIA:** ❖ Rapid Impact Assessment
❖ Range Insensitive Axis
❖ Risk Impact Assessment
❖ Resource Impact Assessment

RLG: Ring Laser Gyroscope

RLY: Relay

RMAX: Radar MAX (Range)

RMD: Right Miscellaneous Display

RMIN: Radar MIN (Range)

RMSA: Recovery Minimum Safe Altitude

- RNAV:** ❖ Area Navigation
❖ Radar Navigation
❖ Random Navigation Area Navigation

RNDS: Rounds (gun)

RNG: Range

ROB: Range On Bearing

ROD: Record Of Decisions

ROE: Rules of Engagement

ROK: Republic of Korea

ROKAF: Republic of Korea Air Force

ROM: Runway Operations Monitor

ROPT: Range Optimum
(Small circle) represents the range when the target is assumed to turn when the missile is at 75% of its flight time.

ROT: Rule of Thumb

RP: ❖ Reference Point

❖ Release Point

❖ Route Pack

To define areas of air operations

RP: Route Package

A defined area of air operation

RPI: Range Probability of Intercept

The same as (ROPT) except it takes current steering and pitch into consideration. If the aircraft is already at optimal pitch/steering, RPI = ROPT.

RPM: Revolutions Per Minute

RSAP: Royal Singapore Air Force

RSU: Rate Sensor Unit

RSVR: Reservoir

RT: ❖ Right

❖ Retarded

RTB: Return to Base

RTFAM: (Mnemonic)

R – Radar Altimeter ON

T – TFR – appropriate operating mode

F – FLIR on HUD

A – AMS auto-engage (ADV switch)

M – Monitor

RTN TO SRCH: Return to Search (switch position)

RTN: Return

RTR: Range Turn and Run

Represents the maximum range shot if the target performs a turn-and-run maneuver at launch. It takes current steering and pitch in consideration.

RTS: Return to Search

RUK: Range Unknown

RV: ❖ Receive Variable

❖ Recreational Vehicle

❖ Revalidation

❖ Rendezvous

RVCP: Rendezvous Control Point

RVCT: Rendezvous Control Time

RVIP: ❖ Rapid Visual Information Processing
❖ Rendezvous Initial Point

RVTO: Rolling Vertical Take-Off

RWR: Radar Warning Receiver

RWS: Range While Search

RWY: Runway

SA: ❖ Situational Awareness
❖ Surface Attack

SACM: Selectable Air Combat Mode

SAD: Search and Destroy

SADL: Situational Awareness Data Link

SAI: ❖ Situational Awareness Indicator
❖ Standby Attitude Indicator

SAM: Surface to Air Missile

SAPHEI: Semi-Armor Piercing High Explosive Incendiary (PGU-28)

SAR: Search and Rescue

SARCAP: Search and Rescue Combat Air Patrol

SARH: Semi-Active Radar Homing

SAT: Surface Attack Tactics

SBC: Symbology, Brightness, and Contrast

SCOR: Self-Calibration Omni Range
When ON, allows the BATR circle to be displayed in the HUD when the gun is being fired as well as the FEDS markers.

SCP: ❖ Set Clearance Plane
❖ Stores Control Panel

SCU: System Capability Upgrade

SD: Spatial Disorientation

SDB: Small Diameter Bomb

SDK: ❖ Software Development Kit
❖ Software Developer's Kit

SE: ❖ South East
❖ Snake Eye (Mk-82 Missile)
An unguided High Drag General Purpose bomb

SEA: Sea search mode

SEAD: Suppression of Enemy Air Defenses

SEC: Secondary Engine Computer

SEL: ❖ Select
❖ Selective

SEM: Safe Escape Maneuver

SEP: Separation

SEQ: Sequence

SFO: Simulated Flameout

SFW: Sensor Fused Weapon

SGL: Single

SHORAD: Short-Range Air Defense

SI: Sequence Interval

SID: Standard Instrument Departure

SIF: Selective Identification Feature

SII: ❖ System Internal Interface
❖ Special Instruction Indicator

SIM: ❖ Simulated
❖ Simulator

S-J: Selective Jettison (mode)

SKE: Station Keeping Equipment

SL: Sea Level

SLAM-ER: Standoff Land Attack Missile Expanded Response

SLAV: Slave

To slave a missile to the aircrafts radar to guide the missile to a target.

SLAVE: Not an Acronym

A missile is slaved to the Fire Control Radar which guides it to the target.

SLI: Scalable Link Interface

A multi-GPU technology developed by Nvidia for linking two or more video cards together to produce a single output.

SLNT: Silent

SLSAM: Shoulder-Launched Surface-To-Air Missiles

SMS: Stores Management System

SMTH: Smooth

SNAP: Snapshot

SS: The Snapshot line essentially shows an artificial tracer line of bullets. It does not give a prediction of where to shoot out in front of a moving target. It only provides is a history of where you have been pointing the gun.

SNSR: Sensor

SOF: Supervisor of Flying

SOI: Sensor of Interest

SOP: ❖ Standard Operating Procedure(s)

SOPs ❖ Standard Operational Procedure(s)

SOR: Stand-Off Radar

SP: ❖ Single Player

❖ Snowplow

Directs each sensor line-of-sight straight ahead in azimuth, disregarding any selected steer points. In the GM, GMT, and SEA modes, the ground map cursor will be positioned at half the range selected, i.e., the center of the MFD. The cursor remains at this range while the ground map video moves, or "snowplows," across the MFD.

SP: ❖ SuperPAK

A series of patches by the Falcon 4 Unified Team (F4UT)

❖ Single Person

❖ SNOWPLOW (Radar Mode)

Searches everything on the ground in front of the aircraft

❖ Steerpoint

SPD BRK: Speed brake

SPD: Speed

SPI: System Point of Interest

SPICE: Smart, Precise Impact, Cost-Effective (Bomb)

SPINS: Special Instructions

SPL: Special

SPOT: A mode. Not an Acronym

AIM-9L/M non-nutating mode. In SPOT the seeker head does not scan, and the field of view stays at its usual size.

SQ: ❖ Sequence Quantity

❖ Square

❖ Squelch

A circuit to help reduce background noise.

SRB: Single-Rate Beeper

SRM: Short-Range air to air Missile

SSALR: Simplified Short Approach Lighting System with Runway Alignment Indicator

SSC: Side Stick Controller

SSLC: Snapshot & lead computing optical sight Symbology

ST STA: Stores Station (Switch)
Enables power to the Store Stations

STA: Station

STBY: Stand By

STD: Standard

STO: Short Take-Off

STOL: Short Take Off and Landing

STP/TGT: Steer Point And Target Direct Aim Point Sighting

STPT: Steer Point

STRF: Strafe

To rake (ground troops, an airfield, etc.) with fire at close range, especially with machine-gun fire from low-flying aircraft.

STRG: Steering

STRP: Strapped

STT: Single Target Track

SUA: Special Use Airspace

SUU: ❖ Suspension Underwing Unit

❖ Suspended Utility Unit

A weapon system pod or carrier

SV: Secure Voice

SWEEP: (Not an acronym)

Aggressive Air to Air flight that has no patrol time but 3 target steer points where you will attack and destroy as many OPFOR aircraft as possible

SWIM: ❖ System-Wide Information Management
❖ System Wide Integrity Management

SYM: Symmetrical

SYS: System

T.O.: Technical Order

T/O LDG: Take Off & Landing

T/R or TR: Transmit/Receive

TAC-A: Tactical Air Coordinator-Airborne

TACAN DA: Tacan Decision Altitude

TACAN RAD: Tacan Radial

TACAN: Tactical Air Navigation
TCN: A transmitter/receiver that is used to measure bearing and distance from TACAN stations. It also has an air-to-air mode allowing it to measure distance (and sometimes bearing) to other aircraft that also have TACAN systems.

TACREF Tactical Reference

TACS: Theater Air Control System

TAG: Not an acronym
(System location) Response to an emitter ambiguity resolution Request.

TAMSA: Target Area Minimum Safe Altitude

TAN: Tangent

TAS: True Air Speed

TASMO: Tactical Air Support for Maritime Operations

TBMCS: Theater Battle Management Core Systems
An integrated command and control, intelligence, surveillance, and reconnaissance system, which provides hardware, software, and communications interfaces to support the preparation, modification, and dissemination of the force-level Air Battle Plan (ABP)

TC: ❖ Turn Circle
❖ Transit corridor

TCAS: Traffic Collision Avoidance System

TCDS: Threat Adaptive Countermeasures Dispensing Set

TCTO: Time Compliance Technical Order

TCX: Turn Circle Extension

TD: ❖ Target Designator
❖ Tighten Down

TDA: Tactical Decision Aid

TDF: Theater Definition Files

TE: Tactical Engagement

TED: Trailing Edge Down

TEF: Trailing Edge Flaps

TEFs: Trailing Edge Flaps

TELAR: Transporter Erector Launcher And Radar

The same as a TEL but also incorporates part or all of the radar system necessary for firing the surface-to-air missile.

TEMP: Temperature

TER: Triple Ejector Rack

TERM: Terminal

TEU: Trailing Edge Up

TF: ❖ Terrain Following
❖ Tactical Fighter
❖ Task Force

TFOV: Total Field Of View

TFR: Terrain Following Radar

TGM: Training Guided Missile

TGP: Targeting Pod

TGT SEP: Target Separation (Button)
Separates overlapping contacts on scope.

TGT: Target

T-ILS: Tacan/ILS

TIMS: Time/Inertial/Map/Scope

TIR: TrackIR

TISL: Target Identification Set, Laser

TL: Transit level

TLL: Target Locator Line

TMLT: Training Maneuver (Level Turn)

TMO: Tanker Manual Override

TMS: Target Management Switch

- TO:**
- ❖ Time Out
 - ❖ Total Order

TOD: Time-Of-Day

TOD: Time of Day

- TOF:**
- ❖ Time of Flight
 - ❖ Time-Of-Fall
 - ❖ A system fault in recording the take-off time.

- TOI:**
- ❖ Time of Impact
 - ❖ Target of Interest

TOLD: Takeoff and Landing Data

- TOS:**
- ❖ Time Over Steerpoint
 - ❖ Time on Station

TOT: Time Over Target

TOW: Tube-launched Optically-tracked Wire-guided missile

TR: Turning Room

TRA: Training

TRANS Transition Altitude

ALT: The altitude where local altimeter setting is switched with universal altimeter setting (29.92 inch of mercury –N.A. in Falcon). From ground to Transition altitude, we refer to altitude in feet.

TRANS Transition level

LEVEL: Above the Trans Level, we refer to altitude in flight level (20000ft = FL200) Descending from FL150 to 3500ft with a trans level of FL70, we will switch universal altimeter setting from 29.92 to local altimeter setting at FL70 (7000ft).

TRG: Target

TRNG: Training

TRP FUEL: Trapped Fuel

A “TRP FUEL” display on the left of the HUD may indicate that fuel is trapped in an external tank. It could also be caused by an external fuel leak. Trouble shooting fuel flow may be required.

TS: TypeScript

An open-source programming language developed and maintained by Microsoft.

TS3: TeamSpeak 3

TSEM: Turning Safe Escape Maneuver

TTG: Time-To-Go.

The calculated time for the aircraft to arrive at the selected system point of interest target designator box.

TTL: Time To Live

How long a message is displayed.

TTS: Two Targets

(Radar mode)

TV: Television

TVS: Television Sensor

TWA: Threat Warning Auxiliary

TWP: Threat Warning Prime

TWR: Tower

Air traffic controllers (ATC) work in the tower to manage take-offs and landings.

TWS: ❖ Track While Scan

❖ Threat Warning System

TXA: Transfer Alignment

UAP: Upwind Aim Point

UARRSI: Universal Air to Air Refueling
Receptacle Slipway Installation

UDP: User Datagram Protocol

UFC: ❖ Up-Front Controls

❖ Unified Fuel Control

UFCP: Up Front Control Panel

UHF: Ultra-High Frequency

UI: User Interface

UL: Upload (Rate)

USAF: U.S Air Force

USAFAWC: United States Air Force Air Warfare
Center

USAFE: United States Air Forces In Europe

USAFR: United States Air Force Reserve

USB: Universal Serial Bus

USMC: United States Marine Corps

USN: US Navy

USS: United States Ship

UTC: Coordinated Universal Time

V/STOL: Vertical/Short Takeoff and Landing

V: Velocity

VAC: Voice Activated Commands

VAH: Velocity/Altitude/Heading (switch)

VASI: Visual Approach Slope Indicator
A Visual aid to gauge glideslope when landing visually. It's made of two rows of lights each side of the runway.

V_c: Closing Velocity

VCCRP: Visual, Continuously Computed Release Point

VFR: Visual Flight Rules

VFW: Virtual Fighter Wing

VGS: Video Guidance Sensor

V_{GS}: Velocity Ground Speed

VHF: Very High Frequency

VID: Visual Identification

VIP: Visual Initial Point

VIP: Visual Initial Point

VIP-TO-PUP: Visual Initial Point to Pull Up Point
(found on the DED)

VIP-TO-TGT: Visual Initial Point to Target
(found on the DED)

VIS: Visual mode

VLC: Very Low Clearance

VLD: Visual Level Delivery

VMC: Visual Meteorological Conditions

VMS: Voice Message System
Commonly referred to as "Bitchin' Betty"

VMU: Voice Message Unit

VNDB: Virtual Non-Directional Beacon
A Beacon that is not implemented in Falcon but quite useful for approach. By setting a known INS point in the system, we can use that waypoint as a Virtual NDB.

VNE: Velocity Never Exceed

VOL: Volume

VOR/DME: VHF Omnidirectional Range (VOR) & Distance Measuring Equipment (DME)
VORDME: VOR produces an angle between the station and the receiver in the aircraft, while DME does the same for range. Together, they provide the two measurements needed to produce a navigational "fix" using a chart.

VOR: VHF Omnidirectional Range

VORTAC: VHF Omnidirectional Range/Tactical Aircraft Control
A navigational aid for aircraft consisting of a co-located VHF omnidirectional range (VOR) beacon and a tactical air navigation system (TACAN) beacon.

VR: ❖ Visual Reconnaissance
❖ Visual Route

VRAM: Video Random Access Memory

VRD: Vision Restriction Device

VRP: Visual Release Point

VRPLAD: LADD with a VRP
Low Angle Drogue Delivery with a Visual Release Point in the HUD.

VRP-to-PUP: Visual Reference Point to Pull Up Point

VRP-to-TGT: Visual Reference Point to Target

VS: Velocity Search

VTO: Vertical Take-Off

VTOL: Vertical Take-Off and Landing

VTR: Video Tape Recorder

VV: Vertical Velocity

VVI: Vertical Velocity Indicator

W/O: Without

WAC: Wide Angle Conventional

WAN: Wide Area Network

WARP: Wing Air to Air Refueling Pods

WB: Wideband

WCMD: Wind Corrected Munition Dispenser

WDP: Weapon Delivery Planner

WEZ: Weapon Engagement Zone

WFOV: Wide Field of View

WGS: World Geodetic System

The Global Positioning System uses the World Geodetic System (WGS84) as its reference coordinate system. Geodesists believe the error is less than 2 centimeters.

WHOT: White Objects as Hot

The FLIR video can show white objects as hot (WHOT) or black objects as hot (BHOT). Polarity can be changed by pressing OSB 6 hands off or by TMS-left on the HOTAS (with TGP as SOI).

WOB: White-On-Black
(Polarity contrast option)

WOC: Wing Operations Center

WOD: Word of Day

WOLF: Visually identified surfaced HOSTILE submarine.

WOW: Weight on Wheels

WPN DEL: Weapon Delivery (switch position)

WPN REL: Weapon(s) Release

WPN: Weapon

WR: Weapon Release

WSEP: Weapon System Evaluation Program

WSO: Weapon System Officer

WT, wt: Weight

WX: Weather (Mode)

XMIT: Transmit

XMT: Transmit (Address)

XMTR: Transmitter

XR: Extended Range

YMMV: Your Method May Vary

ZCL: Zero Command Line

The ZCL is a ground reference line, displayed in a video within the left MFD while the terrain following radar pod is active.

ZSU: Zenitnaya Samokhodnaya Ustanovka
(Russian)

Translation: Anti-Aircraft Self-Propelled System.