

# Origin M5 Control System

The [Origin](#) M5 control system is a specialized control system for the [M5 Knight Frame](#), made to work with the [Origin Standard Frame Cockpit](#). It replaces the [Origin Standard Frame Control Harness](#) in the M5, and allows for more effective, if less intuitive, control of the Frame.

## Components

### Console

The Console is the basic input and output unit of the system. It consists of a Screen and a base which is then connected to the seat between the Pilot's legs. The Console's screen is a touchscreen which can receive input for certain specific commands such as sensors, communications, fine manipulation, and control of some auxiliary functions. The Console base is also the attachment point for the Mobile Yoke.

### Helmet

Unlike the Standard type control system, the M5's helmet is separate from the seat. The Helmet is made with a built-in anti-whiplash system that restricts neck movement during sudden motions, but allows the pilot a full range of motion otherwise. it is composed of a [Durandium Alloy](#) shell filled with composite foam and fabrics, as well as a Neural scanning system to allow the pilot to mentally control certain functions. The Visor of the the helmet is made of Transparent Durandium. this Helmet can be sealed against vacuum and contains a miniaturized rebreather system that allows the pilot to breathe for about an hour with only the air in the helmet.

### Mobile Yoke

The Mobile Yoke is the heart of the M5 control system. It consists of a yoke that is in many ways similar to that of an airplane, with two yoke handles, which are attached via articulating, extendable arms to the Yoke body, which is in turn connected to the base of the Console. this Yoke, at its simplest, controls the movements of the upper torso, or, while flying and in space, the overall direction of the Frame. the Yoke handles themselves, however, are much more complex.

Each Yoke handle has Five buttons and a Grip trigger, each of which control different functions. The Grip Trigger uncouples the Yoke handle from the main yoke body, allowing the articulated arms to move with the Pilot's motions, allowing for extremely precise control and aiming of the arms and hands. this allows for more intuitive movement and effective use of the arms in combat, though getting used to the system is somewhat difficult.

Each of the five buttons corresponds to a finger, and each finger corresponds to a different weapon to control. The Index Finger controls the Primary weapons, the Middle finger the secondary weapons, the

Ring finger the Shoulder weapons, the Pinkie finger the Calf weapons (Neko must use the 'ring' finger for both these buttons) and finally a thumb button which fires the M5's chest-mounted weapons.

## Pedals

The Pedals, essentially, control forward motion. More precisely, they are like the Frame's throttle, and while on the ground they control the Frame's legs. The Pilot's feet are strapped into these pedals, keeping them secure and making sure that pedal inputs are correct.

Pushing forward on the pedals causes the Frame to move forward, pulling back causes the frame to backpedal. Alternating pedals, or applying one more than the other, will cause the legs to turn. Pulling both pedals up will cause the Frame to jump, and pulling just one pedal causes a kick.

When the Frame is in the air or in space, the pedals act as a throttle, controlling the frames speed, and as rudder pedals, helping to control direction.

## Seat

The pilot rests in a 'seat' capable of articulating to a certain degree to follow bodily movements. A special protective chestplate restraint system acts to secure the user in place, and keep conditions comfortable with its soft, breathable padding. When entering or exiting, the chestplate leans forward to allow the pilot to slip out or in before gently locking against the seat's seals.

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