Skiff Internal Controls

The Urename Skiff utilizes two completely different control systems, this one here is the internal controls. This particular internal control system is compatible with both Shukaren and My'leke because it utilizes the Interactive Display Terminals. There are two parts of the internal control system; the first is physical control which is only really used to turn the system on and off, while the second is the actual IDT itself. Although designed for the skiff, this system can be used on other vehicles.

Statistics

General

Class: Subsystem Nomenclature: Ne-K2-3500 Designers: Shukara Armaments and Manufacturing Manufacturer: Shukara Armaments and Manufacturing Users of this product: Shukara Volunteer Navy

Control Wheel

The control wheel is a volumetric wheel that can be interacted with, similar to the IDT, except that it's on a separate system. This wheel is the first thing that a soldier will use when they get into the cockpit of an Urename. The wheel has a number of functions that it controls; the wheel appears after pressure points in the cockpit seating senses a change.

The following functions are on the wheel when it is accessed:

Lock/Unlock

The ability to lock the pilot controls means that the soldier can ensure that they don't accidentally engage any of the pilot programs systems while they are getting into the pilot's seat, this also includes locking out any and all verbal commands. Unlocking the system releases the restriction on it, and permits the soldier to pilot the skiff.

Manual/Auto

The difference between manual and auto is that in manual mode the soldier physically controls the skiff from the IDT, including speed, altitude, direction, everything. On the other hand, Auto causes the skiff to be controlled by the onboard computer. In the event that the soldier is knocked out or unable to pilot, the system automatically sets a course for the nearest friendly forces or ship.

Safety/Unsafe

When the pilot's mode is engaged, the cockpit becomes sealed and can't be opened. This is part of the safety functions, not only to protect the soldier from potential enemy fire but also to keep oxygen inside of the craft if the skiff is in space or on a planet with a very thin or not livable atmosphere. These same functions also prevent the skiff from diving down too deep under water, in other words, the skiff can't go below crush depth as its hull can't withstand the pressure.

Standby Mode

Standby Mode is what the Urename would typically be set to when it's in use but doesn't 'need' to be used currently by the soldier. The pod adopts a low power setting, reducing its sensors and heat generation to help mask its signature.

Weapon Control

If the soldier needs to use the Urename's weapons right away and not wait for the IDT to start up, they can engage the weapons firing mode and can fire them with the tap of a finger.

IDT or EHS

This function initiates the onboard IDT, or EHS, it then shuts down the wheel temporarily until it is next summoned.

System Status

In the event the soldier wants to check the vehicles functions, he or she can engage this and it'll bring up a display showing the status of all of the pods onboard functions.

Physical controls

Very few physical controls actually exist in the cockpit; those that do are the following:

Ejection Handle

A handle used to eject the pod from vehicles such as star fighters. It is located onto the left side of the cockpit and within easy reach; the handle must be pulled 'up'

Cockpit Ejection Handle

Located behind the cockpit seat is the ejection handle used to jettison the cockpit itself, in the event that the cockpit can't be opened by normal means. This handle must be pulled 'outward' and toward the soldier.