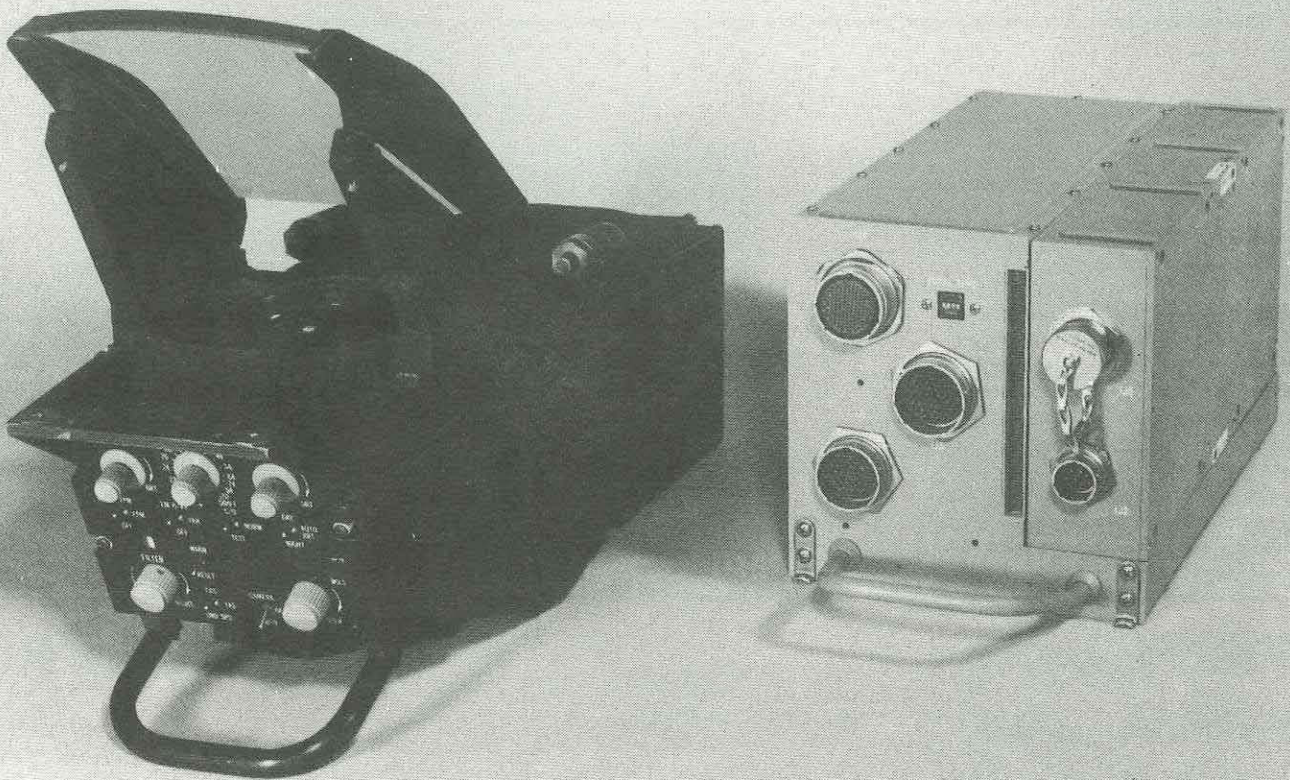
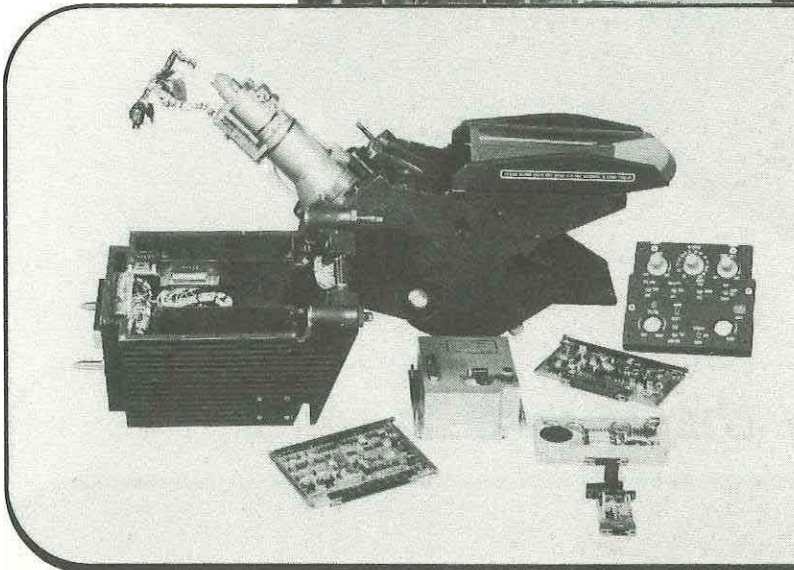
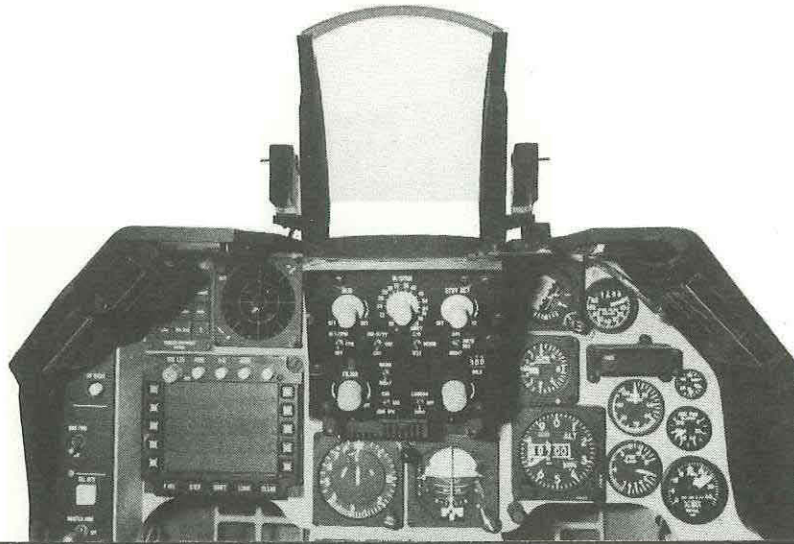


Designed with the future in mind

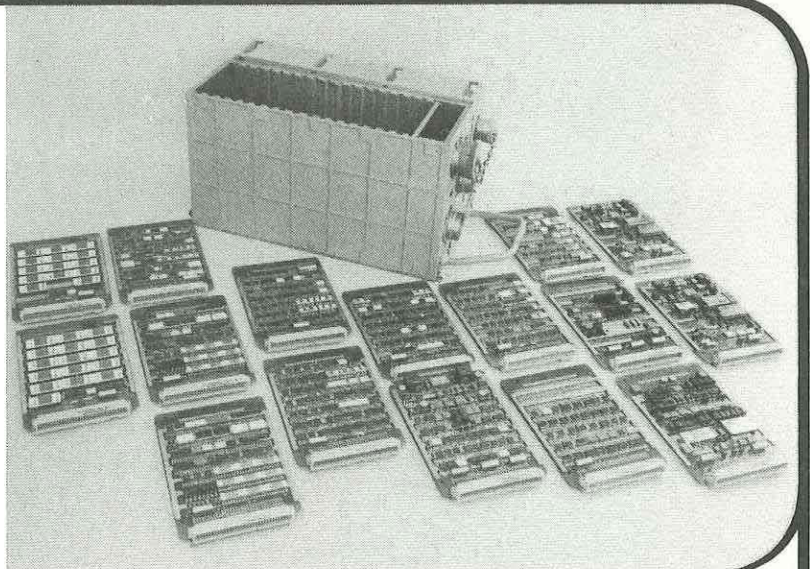


The F-16 Head Up Display system



The F-16 HUD system was designed from the outset to be responsive to changes in user requirement. New facilities can be added or current features modified entirely by internal electrical changes with no additional 'black boxes' or changes in the basic system architecture. The system can, for example be expanded to provide a dual mode day/night capability in which normal HUD symbology is superimposed on a raster scan of radar, low-light TV or forward looking infra-red imagery. This system would enable F-16 to function in an 'around-the-clock' interdiction and reconnaissance role and could be retrofitted to the existing force with a minimum of rework. Other advanced features are continuously under development to ensure that the HUD retains its position as the F-16 pilot's most important aid to mission success.

The source of the F-16 HUD systems adaptability is in its modular reprogrammable electronics unit. This unit with its 16K EPROM store and high speed 16 bit arithmetic is the brains of the HUD system and shares the overall aircraft computing task including a number of complex air combat gun and missile aiming functions. Because it is reprogrammable, symbology changes can be effected entirely through the system software. Because it is modular more drastic functional changes can be carried out by the replacement of one or more of the units multi-layer cards. In neither case are any changes required in the basic system.



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