



Ship-related information

- 01 Damage panel**
Player ship hull integrity
- 02 Set throttle**
Indicates amount of throttle set
- 03 Current velocity**
Indicates actual current velocity
- 04 Afterburner gauge**
Monitor remaining A/B charge
- 05 Current velocity gauge**
Graphical velocity indicator
- 06 Flight path indicator**
Shows current flight vector

Combat-related information

- 07 Countermeasures count**
Remaining countermeasures
- 08 Gunsight**
Place over target to hit it
- 09 Target hull integrity**
Monitor target health
- 10 Incoming missile warning**
Warns of incoming missile(s)
- 11 Selected primary**
Currently selected gun
- 12 Selected primary ammo**
Primary weapon ammo gauge
- 13 Incoming missile indicator**
Shows incoming missile direction
- 14 Target distance**
Monitor target's distance
- 15 Missile lock indicator**
Missile lock warning
- 16 Gun warning indicator**
Taking enemy gunfire warning
- 17 Primary stores panel**
Monitor remaining gun ammo
- 18 Secondary stores panel**
Monitor remaining missiles
- 19 Hardpoints gauge**
Indicates selected hardpoint

Mission-related information

- 20 Directives panel**
Monitor mission objectives
- 21 Target information box**
Monitor target status
- 22 Target subsystem indicator**
Shows selected subsystem
- 23 Target subsystem status**
Shows subsystem health
- 24 Main DRADIS screen**
Locate targets in space
- 25 Wingmen panel**
Monitor wingmen status
- 26 Sitrep panel**
Monitor mission-critical assets
- 27 Kill counter**
Monitor your kill count
- 28 Mission timer**
Elapsed mission time