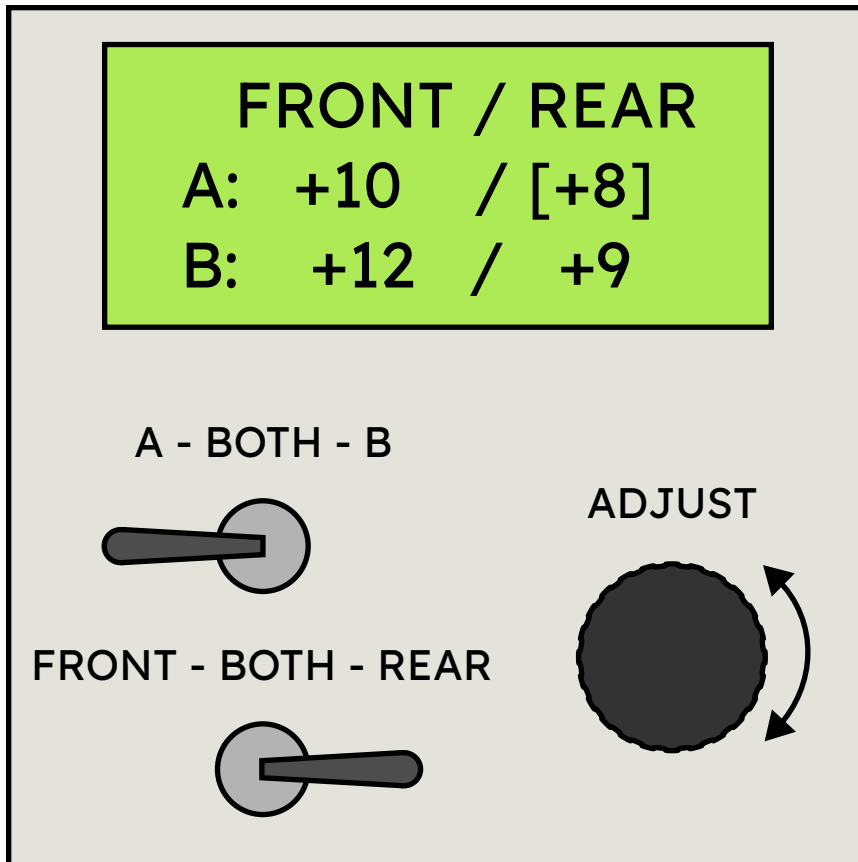


Front-Rear User Interfaces



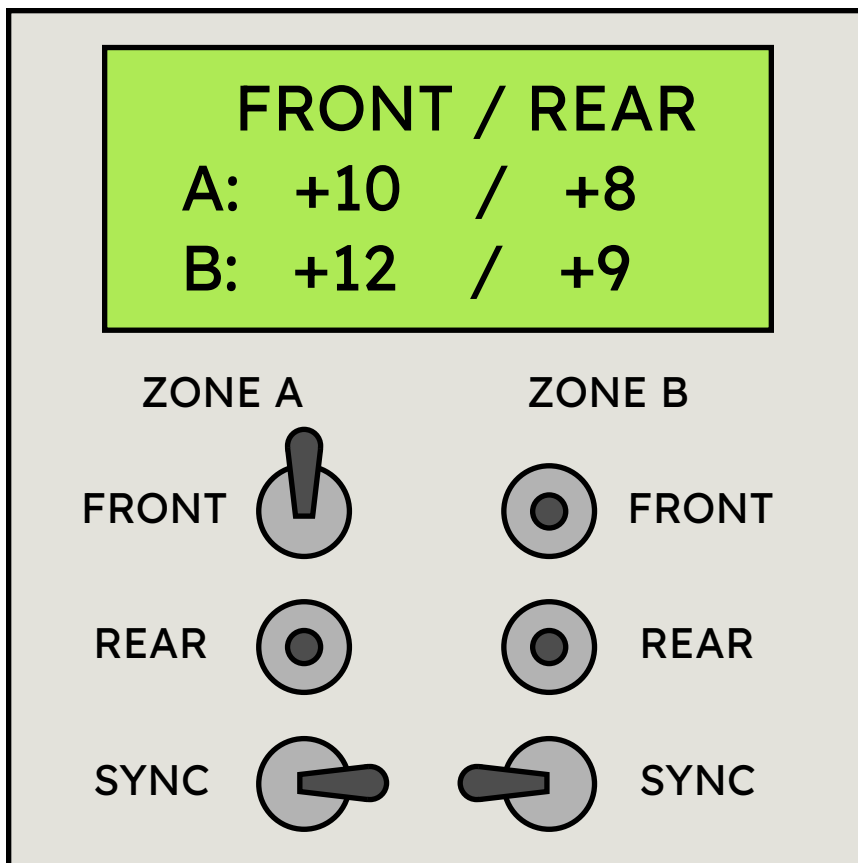
ZONE SELECT + KNOB

The operator uses toggle switches to pick what he wants to modify: zone A, zone B, or both, and the front, the rear, or both.

All angle setpoints are displayed to the user on the LCD. The currently selected parameter(s) to modify are highlighted with [brackets].

To actually modify that zone, the user spins the adjustment knob.

In the case that two values being selected are different... either:
- Both values are adjusted by the same amount
- Both values are set to the same number, and then changed
(This behavior could be controlled with a switch)



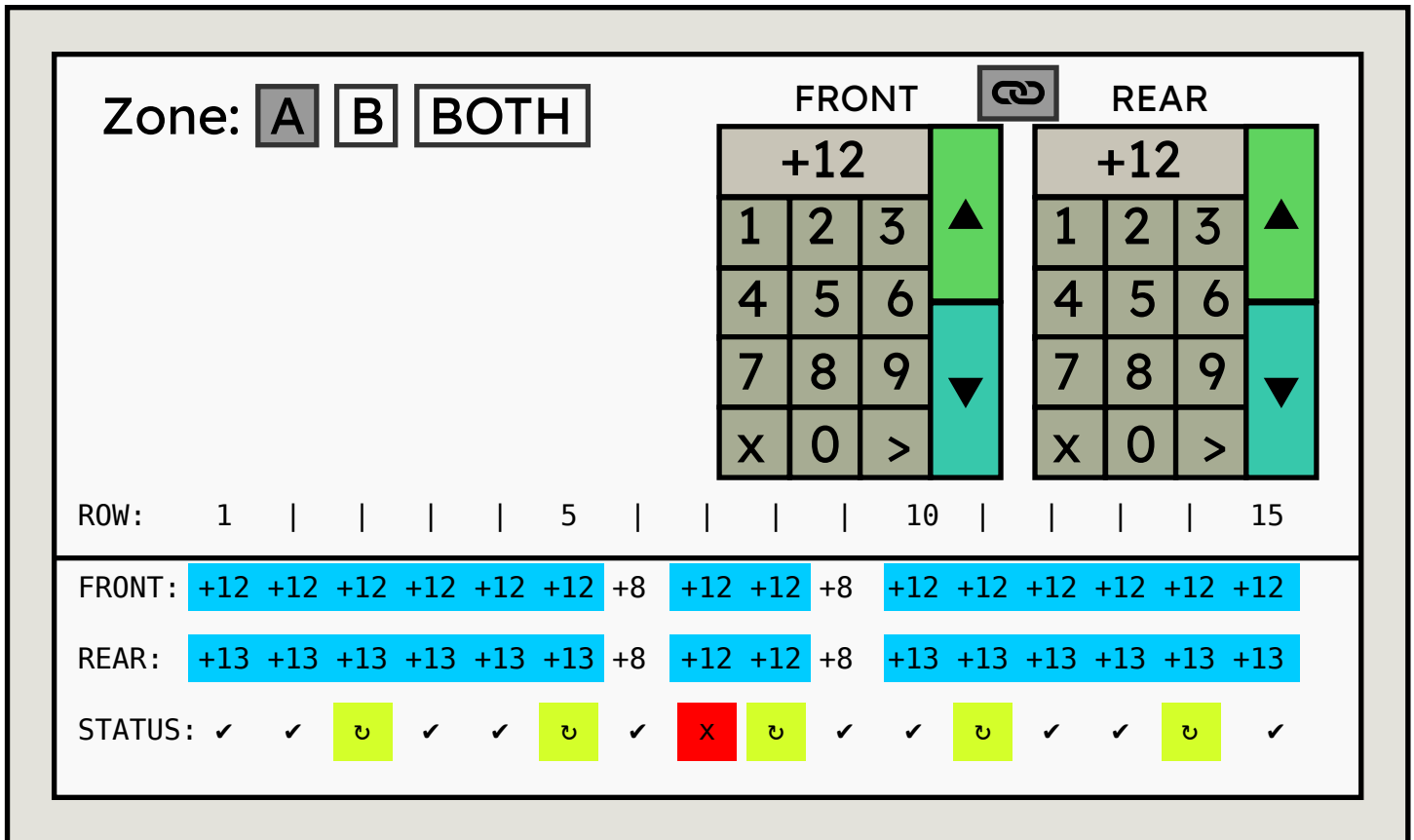
INDIVIDUAL ADJUSTMENTS

There are four momentary switches. Each directly modifies the front of zone A, rear of zone A, front of zone B, or rear of zone B.

These could be momentary toggle switches, momentary rotary switches, or dial encoders.

A "sync" switch can be engaged so that front and rear always stay in sync, as if there was no front/rear control.

Touchscreen Interface



A touchscreen interface allows for maximum flexibility and control. There are many ways such a screen could be laid out, but here is a starting point.

The operator can touch the zone they wish to modify. A numerical entry box allows the operator to nudge, or input a new setpoint. A link toggle button links and unlinks the front and rear (so the operator can either neglect the individual operation, or utilize it).

A screen would allow for much richer feedback of status, with coloration.

A touchscreen does reduce the tactility of the interface. This could be retained with a tactile knob/buttons on the side or front if desired.

Bear in mind this probably adds a significant cost and initial investment over a more primitive interface.