F-16 Throttle Base

Part # 300-10-1002

The Aerotronics F-16 Throttle offers the same form and fit as the flight-ready unit. Designed for use with Aerotronics F-16 production grips (Part # 300-T0-1002) and at a fraction of the cost of a flight-ready throttle, with high fidelity and functionality. The total arm sweep from cut-off position to maximum afterburner is exactly 62°, like the real jet. Robust construction and a high reliability potentiometer result in a workhorse that can be installed at a workstation or in a full cockpit simulator.



- * Working friction wheel provides for tension adjustment to user preferences
- * Working cut-off lever to engage cut-off position

* Throttle gates integrated into the throttle assembly for greater installation flexibility

* Throttle grip lifts/rotates to enter gates

Throttle Arm Movement (as measured from horizontal)

- Full Aft (Cut-off Position) = 60 degrees
- Cut-off (transition point from min power to cut-off) = 68 degrees
- Full Mil Power (prior to afterburner ignition) = 104 degrees
 - Full forward (Full afterburner) = 126 degrees

Range of Movement

- Total range of movement for the throttle arm is 62 degrees.
- Total rotation for the grip is 12.5 degrees (to pass through the afterburner gate the throttle grip must be lifted up until it hits the mechanical stop)
- To reduce the throttle through the buck idle gate the grip pinky lever must be

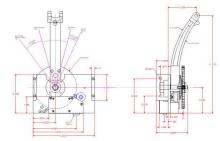
pulled and the grip rotated an additional 10 degrees or a total of 22.5 degrees minimum.

Mechanical Specifications

• Mounting holes (four) are identical in position and size to the real F-I6C throttle.

Electrical Specifications

- Throttle arm potentiometer is mil-spec and rated for 1 million rotational cycles. Impedance is 100K Ω
- USB out (250 updates per second)



Aerotronics Flight Simulator Systems

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