

A Partial glimpse of — The Pilot's Controls + Instrument Panel + Switches in the Cockpit of a B-26 Invader.



**Airborne is a
3-Dimensional,
intangible
world.**

What you don't see are:

- The 72 circuit breaker panel by his left knee in front of, the heater connections for his electric heated suit, and his radio communication connections.
- On his steering wheel are 6 triggers for the 14 - 50Cal nose and wing guns, plus 6 wing mounted 5" rockets.
- On the overhead panel to his right are 10 toggle switches for the 10 - 500lb Bombs in the Bomb Bay.

The wheel turns to control the wings going up and down, the wheel's post goes back and forth to make the nose go up and down and the peddles under his feet go back and forth to control the aircraft's direction.

When you turn a corner, you turn the wheel + pull back on the wheel's stick + push a rudder — *simultaneously* — in Concert.

At this time no one can build a-Computer that can fly a B-26 in combat as well as the-one the pilot carries between his ears. Binary can't cut it in an Analog World. The on-board Computer screwed up Sully's landing on the Hudson River and caused the loss of a nacelle and its engine on impact.

All Coders have **Cognitive IQs**. Combat Pilots have **Ambient IQs**. Computers can only replace those U.S. University Graduates and their Surrogates in the USA Today, tomorrow, and the next day => who don't-visit **Retrac.com**.