	M1	M2	M3	M4	M5	M6
c1 ∧ c2 ∧ c3 ∧ c4	none	!target!	!target!	!Fly–to point!	!target!	!target!
c1 ∧ c2 ∧ c3 ∧ ¬ c4	none	!target!	!target!	!Fly–to point!	!target!	!target!
c1 ∧ c2 ∧ ¬ c3 ∧ c4	none	!target!	!target!	!Fly–to point!	!target!	!target!
c1 ∧ c2 ∧ ¬ c3 ∧ ¬ c4	none	!target!	!target!	!target!	!target!	!target!
c1 ∧ ¬ c2 ∧ c3 ∧ c4	none	none	!Fly–to point!	!Fly–to point!	none	!Fly–to point!
c1 ∧ ¬ c2 ∧ c3 ∧ ¬ c4	none	none	!Fly–to point!	!Fly–to point!	none	!OAP!
c1 ∧ ¬ c2 ∧ ¬ c3 ∧ c4	none	none	!OAP!	!Fly–to point!	none	!Fly–to point!
c1 ∧ ¬ c2 ∧ ¬ c3 ∧ ¬ c4	none	none	!OAP!	!target!	none	!OAP!
¬ c1 ∧ c2 ∧ c3 ∧ c4	!Fly–to point!	!target!	!target!	!Fly–to point!	!target!	!target!
¬ c1 ∧ c2 ∧ c3 ∧ ¬ c4	!Fly–to point!	!target!	!target!	!Fly–to point!	!target!	!target!
¬ c1 ∧ c2 ∧ ¬ c3 ∧ c4	!Fly–to point!	!target!	!target!	!Fly–to point!	!target!	!target!
¬ c1 ∧ c2 ∧ ¬ c3 ∧ ¬ c4	!Fly–to point!	!target!	!target!	!target!	!target!	!target!
¬ c1 ∧ ¬ c2 ∧ c3 ∧ c4	!Fly–to point!	!Fly–to point!	!Fly–to point!	!Fly–to point!	none	!Fly–to point!
¬ c1 ∧ ¬ c2 ∧ c3 ∧ ¬ c4	!Fly–to point!	!Fly–to point!	!Fly–to point!	!Fly–to point!	none	!OAP!
¬ c1 ∧ ¬ c2 ∧ ¬ c3 ∧ c4	!Fly–to point!	!Fly–to point!	!OAP!	!Fly–to point!	none	!Fly–to point!
¬ c1 ∧ ¬ c2 ∧ ¬ c3 ∧ ¬ c4	!Fly–to point!	!Fly–to point!	!OAP!	!target!	none	!OAP!

c1: /FLYTOTW/=0
c2: !Desig!
c3: !Before slewing!
c4: !Range!>30

M1: All alignment and nav modes, none of the mode following: *Walleye* *A/G Guns*
M2: *Nattack*, *HUDdown1*, *Snattack*, *SHUDdown1*
M3: *Noffset*, *HUDdown2*, *Snoffset*, *SHUDdown2*
M4: *BOC*, *SBOC*
M5: *BOCFlyto0*, *SBOCFlyto0*
M6: *BOCoffset*, *SBOCoffset*

Table 1.1 Normal Table for the HSI Reference Points in SCR Notation

	none	!target!	!Fly–to point!	!OAP!
All alignment and nav modes, none of the modes below: *Walleye* *A/G Guns*	/FLYTOTW/=0	**false**	¬ /FLYTOTW/=0	**false**
Nattack *HUDdown1* *Snattack* *SHUDdown1*	¬ !Desig! ∧ /FLYTOTW/=0	!Desig!	¬ !Desig! ∧ ¬ /FLYTOTW/=0	**false**
Noffset *HUDdown2* *Snoffset* *SHUDdown2*	**false**	!Desig!	¬ !Desig! ∧ !Before slewing!	¬ !Desig! ∧ ¬ !Before slewing!
BOC *SBOC*	**false**	¬ !Before slewing! ∧ ¬ !Range!>30	!Before slewing! ∨ !Range!>30	**false**
BOCFlyto0 *SBOCFlyto0*	¬ !Desig!	!Desig!	**false**	**false**
BOCoffset *SBOCoffset*	**false**	!Desig!	!Range!>30 ∧ ¬ !Desig!	¬ !Range!>30 ∧ ¬ !Desig!

Table 1.2 Inverted Table semantically equivalent to Table 1.1