1. REMOTE SITE CONSOLE
2. MCC OPS ROOM & WORLD MAP
3. RETRO, FIDO, PLOTBOARDS (2)
4. NETWORK STATUS MONITOR (2)
5. FLIGHT DIRECTOR (2)
6. CAPSULE SYSTEMS MONITOR (2)
7. CAPSULE ENVIRONMENT MONITOR (2)
8. SUPPORT CONTROL CO-ORD. (2)
9. PROCEDURES (2)
10. MISSILE TM MONITOR (2)
11. FLIGHT SURGEON (2)
12. CAPSULE COMMUNICATOR (2)
13. RETROFIRE CONTROLLER (2)
14. FLIGHT DYNAMICS OFFICER (2)
15. RECOVERY STATUS MONITOR (2)
1. DESIGN GROUND RULES
2. PRE-LAUNCH - INPUTS AND FUNCTIONS
3. MCC PHOTO

31. CAP COM CONSOLE
   (note others are all in pre-print)

4. BDA OPS ROOM
5. REMOTE SITE OPS ROOM

6. COMPUTING DATA FLOW

7. RETRO CONTROLLER Y FIDO CONSOLES & PLOT BOARDS

8. PLOTBOARDS (#IV, II)
9. II (#I, III)

10. LAUNCH PHASE

11. REMOTE PASS
   (DELETED - RETRO SEQUENCE)
MERCURY NETWORK
DESIGN GROUND RULES

BODY LETTERING

REAL TIME

1. CONTINUOUS TRACKING, VOICE AND TELEMETRY
   LIFT-OFF THROUGH INSERTION

   REAL TIME

2. PERIODIC TRACKING, VOICE AND TELEMETRY
   DURING EACH ORBIT

   REAL TIME

3. CONTINUOUS TRACKING DURING RE-ENTRY

   HAS TELETYPE DELAY TIME

4. CONTINUOUS IMPACT PREDICTIONS

   REAL TIME
MERCURY CONTROL CENTER
PRE-LAUNCH INPUTS AND FUNCTIONS

1. Booster Readiness
2. Capsule Readiness
3. Astronaut Readiness
4. Network Countdown and Readiness
5. Recovery Readiness
6. Weather Assessment - Launch, Ground Track and Recovery Areas
7. Flight Control Team Readiness
MAXIMUM DECELERATION FOR BALLISTIC REENTRY INTO EARTH ATMOSPHERE

\[ G \approx \frac{\beta}{2ge} V_E^2 \sin \theta_E \]

\( V_E - \text{(FPS)} = 25,000 \)

\( V_E - \text{(FPS)} = 20,000 \)

\( V_E - \text{(FPS)} = 15,000 \)

\( V_E - \text{(FPS)} = 10,000 \)

\( G \) (g UNITS)

0 10 20 30 40 50 60 70 80 90

\( \alpha, \text{ DEG} \)