



The purpose of the Ship Bridge Simulator is to provide training of maritime personnel in ship handling techniques including; ship maneuvering in open sea, navigation, entering/leaving harbor or ports and anchoring.

System Features

- Prepare scenario
- Specify scenario, environmental parameters, targets and ownship parameters
- Generate new ship types by using parameters of ship characteristics
- Define speed & positions at each key-point of the routes. Addition or deletion of way points
- Specify speed & positions of way points
- Set environmental factors (Wind, specification of rain-flow density)

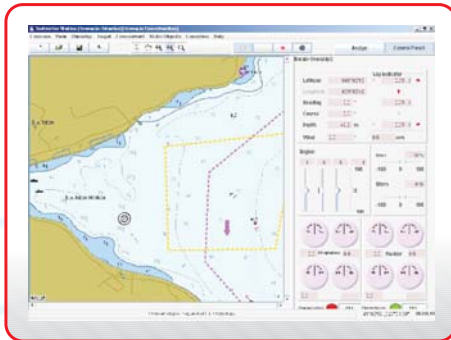
Software Capability

Scenario Application

- Load predefined scenarios to the simulation
- Own ship assignment at trainee stations via network
- Positioning of trainee consoles
- Control & monitoring of ship bridge equipment of trainee station
- Record and replay of scenario
- Reply intercom and VHF communication on instructor station
- Set malfunctions for selected equipment and indicators

Interfaces & Indicators

- S-57 Chart & Nav aids panel (GPS, Doppler Log, Echo Sounder, Ship's Horn, Compass, Rudder, Engine Telegraph, Anchor, Thruster, Azimuth Pod), Arpa Radar, VHF panel, Navtex panel)



Instructor Station



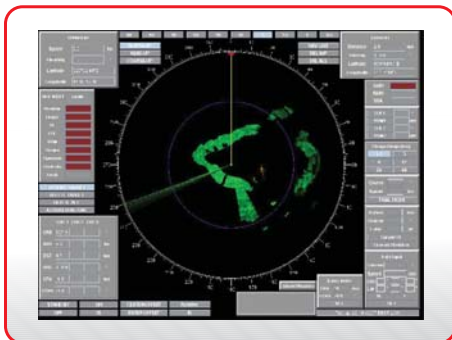
Trainee Station



ECDIS

ECDIS

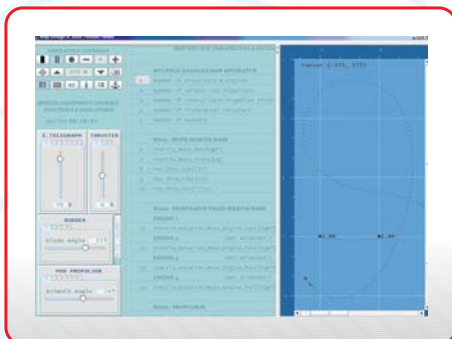
- Display S-57 Maps at 3 distinctive light level
- Display ship information on the S-57 map & information overlays as received from navigational equipment
- Perform range and bearing measurement
- Define anchorage area
- Signal collision - alarm
- Signal depth - alarm
- Route specification, recording, loading and following
- Specification of route alarms
- Set Dead – reckoning due to malfunction of own-ship systems
- Set radar display on the map



Radar

RADAR

- Generate radar settings via S-57 vector based maps
- Set & observe automatic or manual targets
- Head-up, north-up, course-up display
- Enter manual position, speed and direction data
- Exercise mode
- Plan channel – passing
- Filter sea and rain effects
- Check brilliance
- Position interrogation
- Measure range and bearing



Dynamic Model

DYNAMIC MODEL

- Define data-pictures and parameters specifying ship characteristics
- Multiple ship-control units (engine telegraph, rudder, pod, anchor, fender)
- Display and record dynamic model variables
- Observation of ship route on geographical coordinates
- Simulation control (start, stop, pause, simulation speed..)
- Display ship bridge indicators
- Set environmental factors