# Naval Console

The Naval Console provides a sophisticated, graphically-orientated, human-machine interface for any naval application. The system can simultaneously display video from several sensors and overlay high-resolution graphics and symbology.

In addition, the Naval Console allows the user to interact with the application using a combination of handgrip, rollerball, fast function keys and on-screen menus.

## Features

The features of the Naval Console are as follows :

- Dual 20” high-resolution flat-panel displays
- Display of up to three video inputs sensor on either display
- High-speed synthetic graphics
- Networked display system
- On-line health monitoring (power, temperature, fans)
- Built-in self-tests

## Design

The computing segment of the Naval Console uses an embedded VME platform, with VME Pentium processor cards.

## Graphics

Graphics symbologies are displayed on the Naval Console with a 20 ms update rate. This provides for very responsive operator interaction.

## Applications

- Naval Tracking Radar Displays
- Air Defence Tracking Radar Displays

**Naval Console**

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| Specifications | |
|---|---|
| **Height** | 1 600 mm |
| **Width** | 670 mm |
| **Depth** | 600 mm |
| **Desk Depth** | 600 mm |
| **Display** | 2 x 20" flat-panel displays |
| **Resolution** | 1 280 x 1 024 pixels |
| **Colours** | 256 |
| **Processors** | 2 x Pentium 600 MHz |
| **Networking** | 1 x 100 Mbps FDDI PMC Adapter |
| **HMI Controls** | 1 x handgrip<br>1 x trackball<br>27 x desk keys<br>1 x 16-way numeric keys<br>1 x 4-way cursor keys<br>2 x 6 x 4-way soft GDU keys |
| **Video Input** | Up to 6 x CCIR PAL inputs |
| **Temperature** | 0 C - 70 C |
| **IP Rating** | IP53 (except for rollerball) |