

► 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



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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 1 x trackball 27 x desk keys 1 x 16-way numeric keys 1 x 4-way cursor keys 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)