

# PSim 01

PSim 01 is a periscope simulator ideal for integration in submarine training platforms.

It is built with the purpose to look and feel like a real periscope with all external controls available and easily handled.

PSim 01 is used together with a standard PC computer to simulate the function of a real periscope.

Sensors in PSim 01 detects the operators actions and this information is sent to the computer.

The computer generates an image based upon sensor information.

This image is presented on a screen in PSim 01 and is viewed by the operator through the optics.

The computer software renders a high quality scene with dynamic water, terrain, various vessels and other objects. Different weather conditions and times of day are also simulated.

The game control manager software simulates vessel movement in 6 degrees of freedom for each vessel. The training officer can easily define and start new scenarios.



## Hardware features:

- Zoom factor adjustment
- Range measurement
- Bearing visualization
- Side angle measurement
- LED displays for range and bearing
- Easy eye spacing adjustment
- Adjustment for individuals of various length
- Zero bearing adjustment
- Rugged and robust
- Easy to integrate

# PSim 01

## Software features

- Real time rendering of water surface

*Surface reflections*  
*Adjustable wind speed and direction*  
*Adjustable wave height*  
*Dynamic interaction vessel - water*

- Under water rendering

- Highly detailed 3d-models

*Vessels / Ships*  
*Aircraft*  
*Buildings*  
*Lighthouses*  
*... and many other structures*

- Geo-referenced terrain models

*Elevation / Bathymetry*  
*Draping with high resolution satellite images*

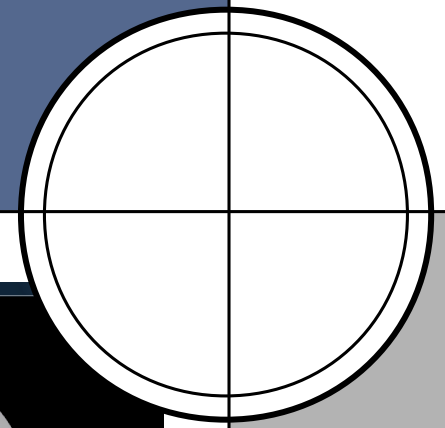
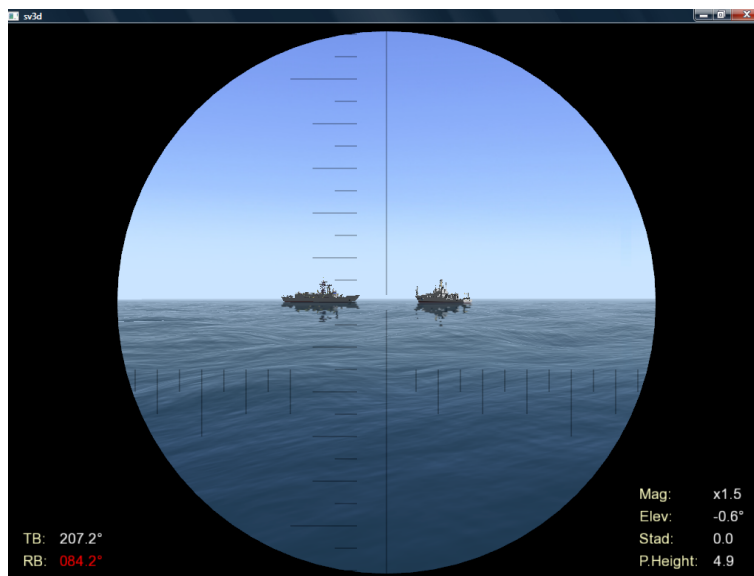
- Different weather conditions

*Selectable lighting conditions - day/night/dusk/dawn*  
*Selectable sky types*  
*Different sea states*  
*Fog, Rain, Snow*

- Game control manager

*Generates vessel movement in 6 degrees of freedom*  
*Handles multiple vessels*  
*Easy vessel track generation in geo-referenced sea chart*

- Fully integrated with PSim 01 hardware



# PSim 01

More screen shots ...

