

Wärtsilä Joystick with Heading Control

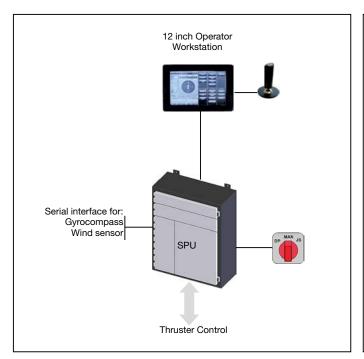


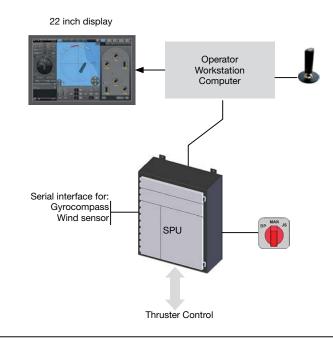
The Joystick System has been designed to provide easy control of vessel movement. The product consists of 2 modules – an Operator Workstation including a 3 axis non-spring loaded joystick, and a Signal Processing Unit (SPU). Connection to the thrusters is simplified through the use of I/O modules within the SPU. The product can be upgraded to DPO with the addition of an MRU and a DGPS; and to a DP1 with the addition of a second SPU and Operator Workstation.

Benefits

- Simple, intuitive and easy to use user interface
- Small footprint
- Upgradeable to DP0 and DP1
- Based on the proven NACOS Platinum platform







Joystick Features

- Full 3 axis control
- Hold heading (including capability for a remote center of rotation)
- Wind compensation
- High speed mode (vessel speed controlled using the joystick)
- Simulation/training mode
- Optional: SmartPredict (predictive maneuvering model) – requires ECDIS option
- Optional: ECDIS (requires 22 or 26 inch display option)

DP0 Features

- Hold heading and hold position
- Split axis (auto surge and auto sway)
- Remote Center of Rotation
- EcoDP
- Anchor mode

Hardware Specifications for Operator Workstation

- 12 inch high brightness display (1000 nits max, fully dimmable to zero) with touchscreen
- Optional: 22 or 26 inch display with touchscreen (with separate operator workstation computer)
- Intel i7 processor based computer with solid state hard drive
- Includes 3 axis joystick
- Pedestal or console mount
- 12 inch workstation power requirements: 24 V DC 3.5 A (max)
- 12 inch workstation size: 335 mm (width) x 235 mm (height) x 130 mm (depth)

Hardware Specifications for SPU

- Includes up to 64 I/O for required interfacing to vessel mains, rudders and thrusters
- Provides up to 4 serial interfaces and power for sensors
- Optional: Additional I/O and serial interfaces
- Power requirements: 100 V to 240 V AC 1.2 A (includes sensor power)
- Size: 410 mm (width) x 510 mm (height) x 225 mm (depth)

