

## Operating and Control Console Workstation

- Light Weight
- Advanced Computing Recourses
- > 20" LCD Display (Single/Dual)
- Embedded VoIP Voice Communication
- LAN Capabilities
- Modern Man-Machine Interface (MMI):
  - Keyboard
  - Sound control
  - Speaker & Headset
  - Trackball and/or mouse
- Remote Computer Activation
- Front Panel Access to USB Ports
- Easy Maintenance access

Astronautics has a long fertile history of a qualitative militarized Operating and Control Console Work Station (OCCWS), starting from a multiple OCCWS for the Israeli "line ships" in which a very sophisticated interlinked multiple consoles per ship - operating all the combat systems onboard the ship, control a special weapon system and as part of an IBS system to control and display the navigation systems, the ECDIS, ARPA RADAR and more.

The modularity of the OCCWS is in multiple areas:

- Hardware Console with one or dual displays in various sizes, with or without touch screens, in a full positioning OCCWS or table mount (half
- Processing power with different types of main computer and graphics capabilities. That runs Microsoft Windows™ standard Operating available System, and commercially applications.
- Man-Machine Interfaces (MMI) Various types of MMI component on the custom-made operating table and front panel.
- · Human Engineering design, used in order to the ergonomics, achieve best enables Astronautics' OCCWS to maximize the operator's efficiency.



**ECDIS** 

Astronautics and Totem Plus, leaders in the development and production of navigation and display systems, have combined their respective capabilities to create an ECDIS Operating Workstation (EOCW) system designed to satisfy the functional and performance specifications proposed by the International Hydrographic Organization (IHO) and International Maritime Organization (IMO).

The resulting EOCW system will provide the Command and Officer-of-Watch with a digital chartnavigation system to offer real-time based assistance in the safe navigation of ships.

### Audio Management System

Fully digital (Audio & Control) - Up to 36 users, 16 radios, 31 receivers & 6 recording outputs.

Advanced DSP based voice processing Console installed Audio Control & Headset panels.

Remote Audio Management Processor.

LAN Interface (8x100/1000 MBPS)

FOR MORE INFORMATION ON THIS OR ANY OF OUR OTHER PRODUCTS/SYSTEMS PLEASE CONTACT: ASTRONAUTICS C.A LTD., 16<sup>TH</sup> MARTIN GHEL ST., PETAH-TIKVA 4951207, ISRAEL Phone: +972-3-9251555, Fax: +972-3-9251550, email: astro@astro.co.il or visit our website: www.astronautics.co.il



# Operating and Control Console Workstation

### Features & Capabilities

#### **Console System**

- Mission Console Processor & Display
- Integrated Audio system (embedded Audio Control Panel and external Audio Management processor)

#### **Basic Console's Processor**

- Intel Pentium I7 Processor
- **Graphics Accelerator**
- Removable SSD (security)
- LAN Interface
- DVI, VGA, HDMI, DP Output

#### Display

- 20.1" LCD Display
- **LED Backlight**
- Resolution: 1600x1200
- Viewing Angle: Typical ±80° Horizontal and Vertical
- Brightness: White Surface Luminance 300 cd/m<sup>2</sup> **Typical**
- Constant Ratio: 1000:1 (Typical)
- Response Time: Typical 1.0msec (max 3.0msec)
- Analog RGB Input: 162.5MHz bandwidth, up to 100 kHz H-frequency, up to 200 Hz V-frequency (UXGA 60Hz), H-Sync. (+/-), Composite Sync. On G and H. Standard CVBS (Composite) and S-Video (Y/C) Video Inputs
- Video formats (for PIP Display): NTSC M/N/4.43, PAL-M/N/B/G/H/I/D/K/L, SECAM video formats with an audio decoding function
- Picture Position: Phase and size recognition with automatic self-adjustment capabilities (autophase/auto-tracking)
- Auto Scaling: to maximum flat panel resolution (VGA, SVGA, XGA, SXGA, NTS, PAL, SECAM) for analog RGB input (analog VGA standard connector)



#### **Console Maintenance**

- Keyboard and Track board
- Easy access to the computer's MMI (USB etc.)
- Front access to all components
- Tilting table to allow easy access
- Removable table
- Removable Audio Control Panel & Headset panel

#### **Man-Machine Interface**

- Keyboard
- Trackball with three (3) buttons (optional)
- Intercom headset
- Intercom Control
- PC ON/Reset (Internal & External Computer)
- Console light (including dimmer)
- Speaker & audio volume control

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