

# SEPTRE



**EDM, A GLOBAL SUPPLIER OF CABIN CREW TRAINING SIMULATORS, ENHANCES TRAINING REALISM BY OFFERING ITS PROPRIETARY, SAFETY AND EMERGENCY PROCEDURE TRAINING REALITY ENGINE (SEPTRE).**

Designed for use on either fixed or motion-based Cabin Emergency Evacuation Trainers (CEETs), SEPTRE stimulates motion, visual and audio senses, elevating the level of realism in cabin crew training to a higher level.

SEPTRE combines motion, sound and visual cueing that are typically experienced on board any commercial aircraft, covering all phases of flight. During operation, the visual components comprising of a tailored flight model, ocean, sky and cloud scenes, special effects and aircraft position are displayed on a series of Image Generators (IGs) positioned at each aircraft window. Included, is the ability to model specific training scenarios such as engine fire, turbulence, ditching and aborted take-off.

**SEPTRE'S PRE-PROGRAMMED SCENARIOS**

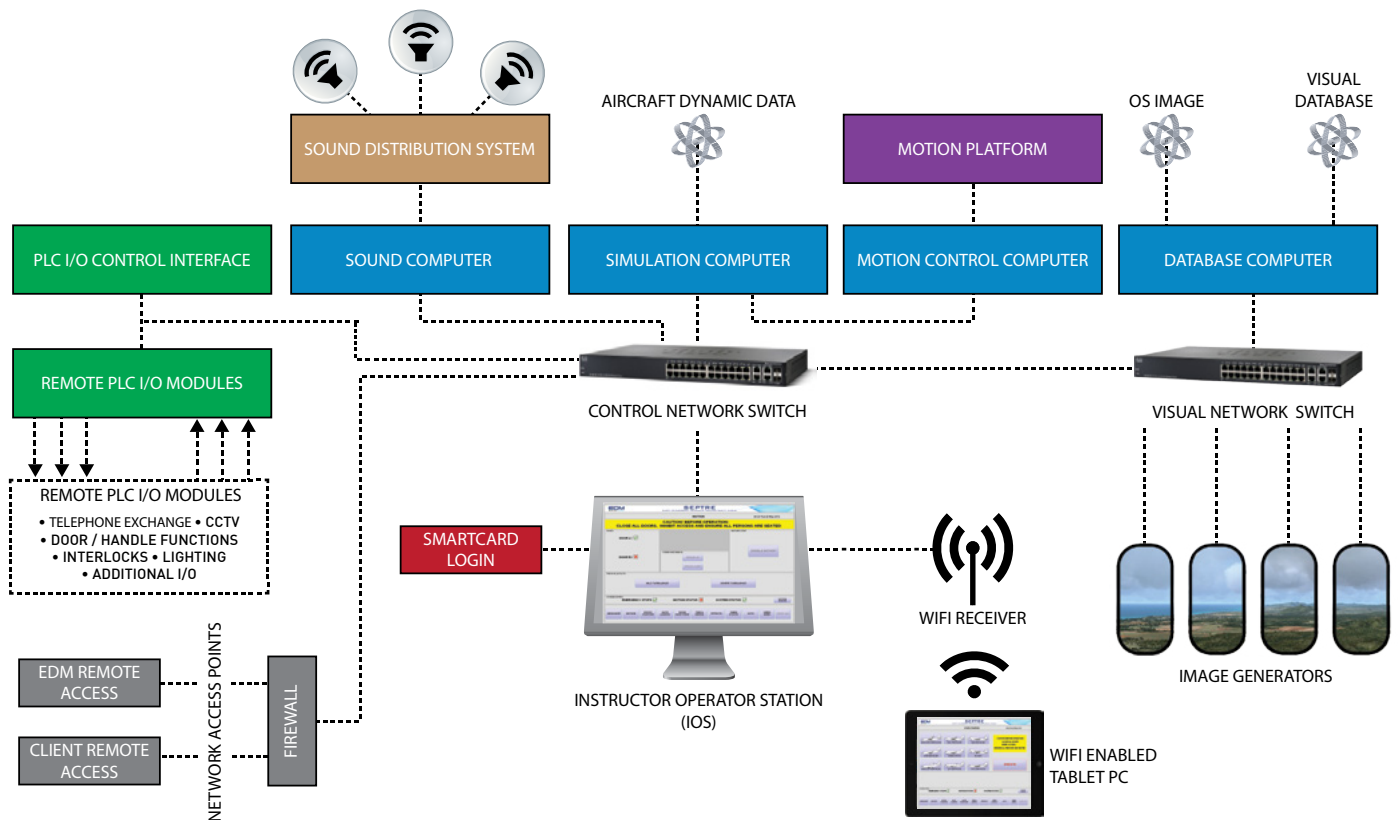
- **Scenario 1: Normal Flight**
- **Scenario 2: Aborted Take-off**
- **Scenario 3: Ditching Flight**
- **Scenario 4: Decompression**
- **Scenario 5: Left Main Gear Collapse**
- **Scenario 6: Engine Fire**

**KEY FEATURES OF EDM'S SEPTRE**

- ✓ SEPTRE is the only real-time, fully synchronised visual system available today
- ✓ Real-time motion, sound and visual cueing
- ✓ Covers all phases of flight
- ✓ High quality sound system
- ✓ Lesson planning function to design your own training plan
- ✓ Modular design which can be built into new or existing fixed or motion-based CEETs
- ✓ Offline lesson planning application

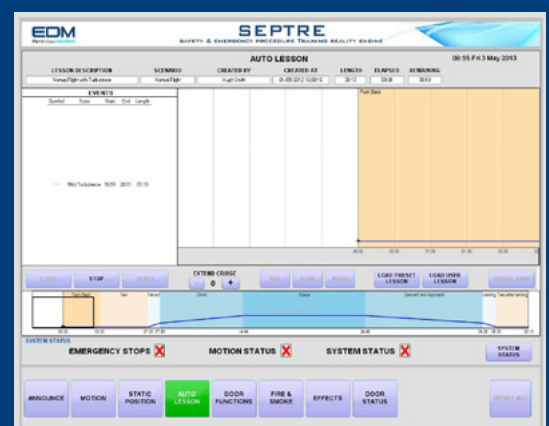


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## THEORY OF OPERATION

1. SEPTRE functions are controlled by the SEPTRE Instructor Operator Station (IOS).
2. Instructor interaction with the IOS is passed to the PLC I/O control and interface computer that then either processes the information locally or relays the information to the simulation computer.
3. The simulation computer is then able to process any IOS requests to control motion, sound and the visual system.
4. The Visual Display System (VDS) is generated and controlled by the Database Server which calculates the passenger viewing point and aircraft position. The resultant visual scene is generated as a seamless real-time image across multiple IGs.



## SEPTRE LITE

SEPTRE LITE is the lower-cost version of SEPTRE. SEPTRE LITE includes pre-programmed visual scenes that are duplicated at each window, rather than real-time and synchronised.

It allows images and video clips to be displayed on LED monitors positioned in the aircraft windows and sounds to be played through the audio speakers.