K COMPUTE
The Order of Technology

GSA4 Gun Console Simulator is a real-time simulator used for operating Surface to Surface/Air Gun mounted on Type-21 Frigates. The Gun Console Simulator is designed and constructed as an almost replica of the original GSA4 Gun Console.
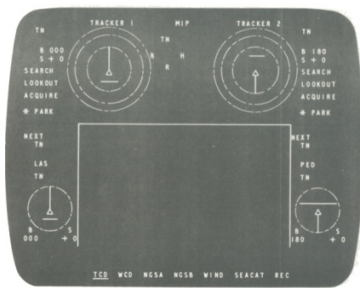

The whole project requires software simulations of Own Ship, Air and Sea Targets, Environment, Wind, Fire control solution and Radars. Hardware component consists of electronic circuit boards, panels, all the input and output controls and devices, which respond to the software commands.

The devices, targets, radars and other environmental parameters are monitored and managed by a couple of Multifunction Consoles (MFCs) and Radar display console. These MFCs are operated through light pen and track balls, as it is operated in the actual GSA4 Console.

The system generates external data (like Wind, Air targets, Sea targets) by selecting from a selected range, which can be adjusted by the trainer. This will help the trainers to create different scenarios, for the student, by selecting easy, medium and difficult ranges.
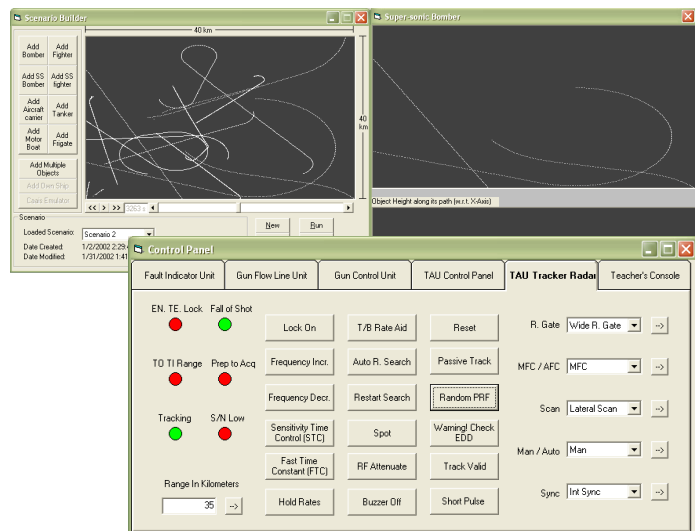
Main Hardware Control Module

Radar Module

Panel
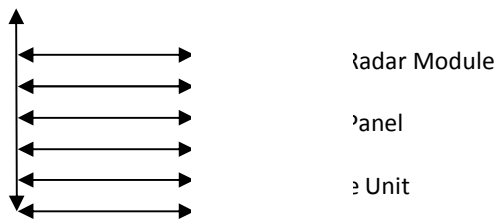
e Unit

The Gun Console Simulator is basically divided into further two consoles:
- Gun Console Unit
- Radar Console Unit