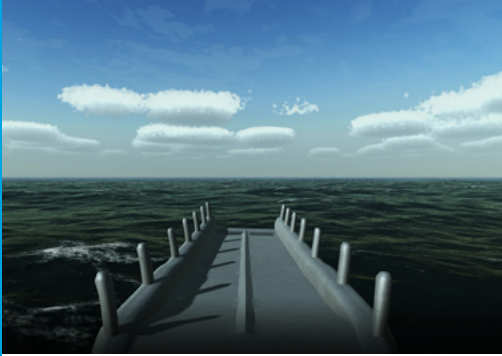


VIRTUAL SLIDE TRAINER



EDM, A GLOBAL SUPPLIER OF CABIN CREW TRAINING SIMULATORS, ENHANCES TRAINING REALISM BY OFFERING ITS PROPRIETARY VIRTUAL SLIDE TRAINER (VST).

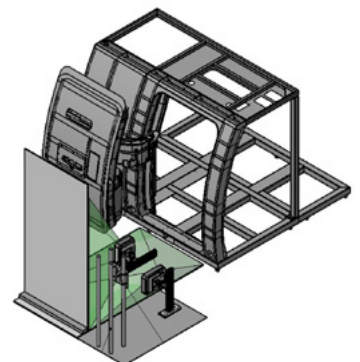
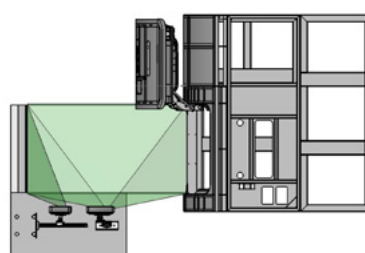
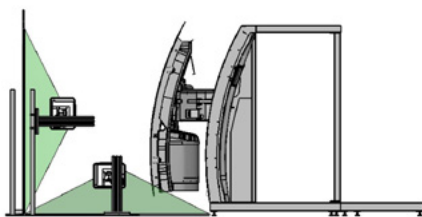
The VST provides convenient, virtual slide deployment training for emergency evacuation procedures. EDM's solution dramatically reduces the significant cost and time associated with physical slide deployment training for airline cabin crew. The VST scenarios are selectable at the Instructor Operator Station (IOS).

The VST incorporates high definition projectors to display animated Computer Generated Images (CGI) of various slide deployment scenarios that include full and part inflation of the slide. The VST provides cabin crew with a highly representative training device that will seamlessly augment the training provided through the use of simulators equipped with actual training slides.

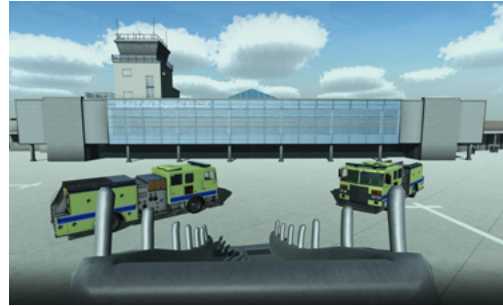
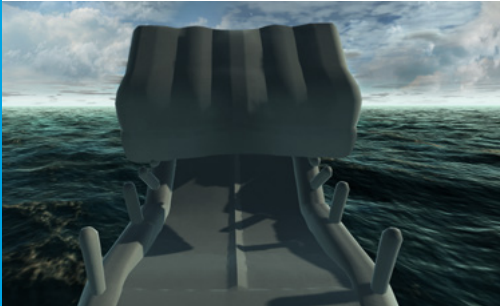
KEY FEATURES OF EDM'S VST

- ✓ Enables scenario based training that augments the use of an actual training slide
- ✓ Cost-effective training solution
- ✓ Can be fitted to new and existing Door Trainers and fixed-base Cabin Emergency Evacuation Trainers
- ✓ Full HD 1080p Projection System
- ✓ Designed for use in a normally lit classroom without any image degradation
- ✓ Lower maintenance
- ✓ Easily controlled from the IOS and synchronised with the door operation through calibrated sensors

VST DESIGN



VIRTUAL SLIDE TRAINER



SCENARIOS AVAILABLE

DOOR OPERATION TYPES	SITUATIONS	SLIDE ANIMATION TYPES	SCENES
Normal Opening	Normal Evacuation	Nil	Airport / Runway
Emergency Opening - Auto Slide Deployment	Ditching	Fully Inflated	Field / Forest
Emergency Opening - Manual Slide Deployment	Obstructed Evacuation	Partly Inflated	Water
	Landing Gear Collapse	Twisted	

THEORY OF OPERATION

VST scenarios are controlled at the IOS. During a standard training session, the Instructor is able to select different events and scenarios using the IOS.

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.

The simulation computer is then able to process a particular action to output the required visual and audio sequence.

Upon scenario selection, the background scene will begin to show and when the sensors record a trigger event (opening of the armed door or manual slide inflation handle pulled), this will initiate the slide animation.

