

# Data generating system for helicopter landing

## ZONT-E



### IS APPLIED

onboard surface ships

### FUNCTIONS:

The system

- Determines ship vertical velocity in the runway centre
- Enables input of specified limitations for the ship vertical velocity and roll angle
- Generates control and information signals and outputs them to the ship lighting system
- Performs the system diagnostics



Control and transmission device

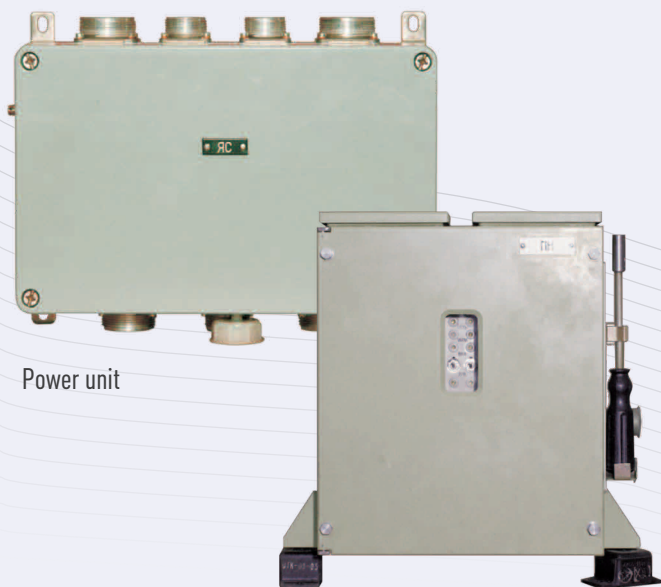
Control unit

## SPECIFICATIONS:

- The system receives data from the inertial navigation and stabilization system or from the integrated navigation system
- System readiness time does not exceed 1 min since the system start when data are received from external sources
- Generated parameters are displayed and limitations for vertical velocity and roll angle are changed using the control panel
- Power consumption depends on the ship model and should not exceed 350 VA (450 VA for the embodiment with transformers)
- Unauthorized power cuts do not damage the system performance

## THE SYSTEM OUTPUTS THE FOLLOWING CONTROL AND INFORMATION SIGNALS TO THE LIGHTING SYSTEM:

- **Permissive signal** (green lights of vertical velocity channel), when the runway vertical velocity is negative (deck is going down) or positive (deck is going up) and does not exceed one of the specified values (0; 0.5 or 1.0 m/s)
- **Inhibit signal** (red lights of vertical velocity channel), when the runway vertical velocity exceeds one of the specified values (0; 0.5 or 1.0 m/s) as the deck is going up
- **Information signals** (green lights of roll direction and relative value channel) on the roll angle value reaching the level of 30, 60 or 100% of the specified value (from 3 to 10° with 1° increment). Then the low-level signal continues as the high-level signal is output (30 and 60% signals continue to be sent when sending 100% signal)
- **Information signal** (base middle green light of roll direction and relative value channel) output continuously during the system operation



Power unit

Junction box

