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## Strategic Weapons System

### Trident Launcher Simulator

The Launcher subsystem simulator will include options for simulating both battle stations (e.g., countdowns) and monitoring (e.g., missile dehumidification and drying procedures) modes of operation.

The graphical user interface would provide a three-dimensional virtual environment of the Launcher panels and equipment. For example, **training** in the missile compartment would allow users to "virtually walk" in-between missile tubes, to monitor indicators, and to operate switches and overrides as on the actual ship. All watch-stander points-of-view would be provided including the Launcher Supervisor, Launcher Control Group Operator, and Tube Team Leaders.

Multi-player capability, using the TTF electronic classroom network facilities, would allow trainees for each Watchstation to conduct countdown simulations simultaneously as in a team-**training** environment. Faults could be inserted for practicing casualty actions. A fault could be inserted either by selecting a specific casualty procedure or by disabling particular equipment. Casualty procedures could be accessed on-line.

The Trident launcher simulator also provides the crew with additional benefits such as:

- Reduced Reliance on the Team **training** Facilities
- New Technician Independent **training**
- On-The-Job **training** Supplement
- Immediate Responsive Training

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## Interior Communications



Hello again. I would like to thank all the boats in Kings Bay and Groton that allowed MM1 (SS) George, MM1 (SS) Harmon and myself to conduct SOBT surveys and briefs. The one-hour brief we gave to the commands was an eye opener for many. Most of the commands didn't know what SOBT products they had or should have onboard (i.e.: Sub Skills Net, this was one), or didn't know how to order products that are missing. visits, we received many order requests and feedback forms; walked away with a lot of good feedback and again thank you time. On the SOBT Web Site (<http://sobtweb.csg2.navy.mil>) find the catalog and ordering procedures. If you feel your cc needs a visit from SOBT, please contact your Squadron SC Coordinator or call us and we will arrange a visit through your Squadron.

### 688 Class AEF Watch Qualification (ICW-E1-01029)

The 688 AEF ICW is still in development and will be in HTM. We are now in the storyboard phase of production and about ahead of schedule. This course will hit the fleet in January C

This new course of instruction will provide the AEF with all the knowledge factors needed to complete that part of the qualification card. This course will allow the student to branch off from S 725 or SSN 751 to 773.

If you know of any training deficiencies or comments, please contact me at DSN 694-5509.

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## Trident Launcher Simulator

### Version 2.0 (ICW-TT-02031)

This is a computer-based simulator for the Trident Weapon Launcher subsystem of the (SWS) distributed on CD-ROM. This is an Interactive Courseware program that provides supplementary and responsive **training** on the Trident II launcher system. It will provide many of the same benefits as the missile control simulators (Team Trainer). The Launcher Subsystem Simulator will closely replicate the team-**training** environment. Crews can practice before team trainer and thus reap more benefit from their limited times in the trainer.

The Simulator will run in stand-alone mode or with any number of 1 to 15 players. Each player can take different battle station missile locations (except Fire Control). Or they can be the BSM - MC troubleshooter where he is able to roam around the MC to troubleshoot and fix problems as they come up in the faulted countdowns.

Minimum Hardware requirements: Pentium 333MHz, Windows 95, 16 Bit Sound Blaster Pro Compatible Sound, 2.5MB VRAM, 1024 x 768 x HiColor, 128MB Ram, 24X CD-Rom Drive. Graphics accelerator (not needed, but will improve performance, speed and appearance). This program will run on a machine with only 64 MB RAM, but significantly slower. Because of the size and complexity of this program, running it on a much more capable computer is a must.

Version 2.0 includes the following new features:

- Single Player Mode of Operation
- Instructors can now open multiple instructor panels at the same time (e.g., instructor can have Casualties, Fault Scheduler, and Fire Control panels all open at the same time)
- Enhanced Scenario options - can save initial state of faults so scenarios can be executed automatically

- Swappable Tube Switch Modules
- Interaction with MG 21, 22, 23, and 103 on the MG Reducing Station
- Inclusion of the amphenols for HML 20, 28 and 63 - can now remove / connect amphenols for these hydraulic blocks
- Inclusion of more equipment on each Tube including MG Tube Transducers (T1, T2, UH) and HML 42
- Additional scenario failures for CP 212 (Doors Not Locked), 233 (System Alarms - Sea-Sensing Header Vent Not Shut), 246 (Tube Status Panel - 1SQ), 257 (VEE Launch Inhibit), and a failure to practice WP 119 (Jettison)

## SSBN 726 Class Helmsman/ Planesman Watch Station Qualification

### (ICW-SW-00029) Version 1.0

This course is approximately three and one half hours of self-paced initial and refresher **training** on the SSBN 726 Class Helmsman/Planesman watch station.

Just delivered in August 2002, the course covers: the duties and responsibilities of all ship control party watch standers - Diving/Surfacing, Deep Submergence, High Speed Operations and Maneuvering Bills. It also includes standard orders to the helm and reports to the OOD, applicable emergency procedures, and applicable ship systems. Ship control panel indications, responses to helm orders, automatic actions and responses associated with control surface casualties are covered in detail.