

Simulator Safety Briefing

Coptersafety TRU AW139 FFS
Helsinki Airport
Finland
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Simulator Access

- Simulator is equipped with safety interlocks which prevent unsafe activation of the motion system.
- The following conditions must be fulfilled until the motion system can be activated.
 - Access door must be closed
 - Access ramp must be free of obstacles (pressure sensed)
 - Laser curtain between cockpit and operator station must be free of any objects
 - All the computer cabinets need to be closed as they also have interlocks
- Both motion systems will disengage automatically if any of these conditions are violated during training
- **NOTE: Laser curtain between cockpit and instructor operator station is currently disabled**



Cockpit Entrance

- Both seats must be in AFT POSITION before crew can enter into the cockpit
- Cockpit has to be entered across the pedestal. Cockpit doors are not functional
- Installed hand rails can be used to ease the access
- Do not lean or step on the pedestal
- For safety reasons seat belts must be worn by all occupants whenever motion system is active
- Be careful when unbuckle the seatbelts as they can damage the pedestal



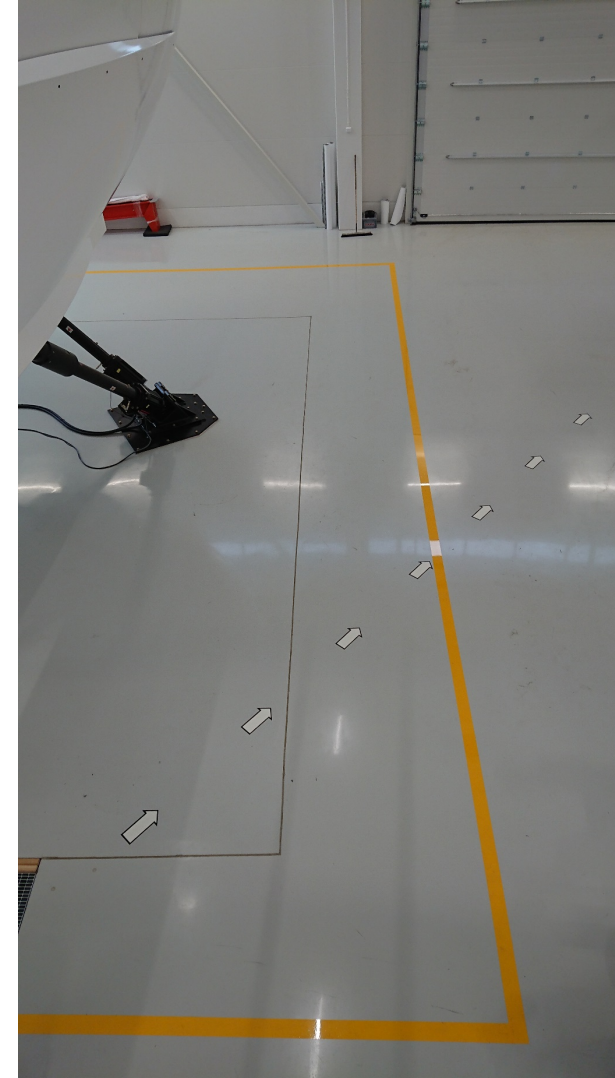
Cockpit Seat Adjustment

- Pilot / Co-Pilot seat and seat rails are based on real H/C seat rails
- Position and Height are adjusted as in the real H/C
- Please seat buckle on the seat when finished
 - This prevents potential jamming of the seat when the next customer moves the seat



Motion System

- Orange warning light on the bottom of the simulator will illuminate when motion system is active
- Danger area has been marked by a yellow line
- Access to floor level is strictly prohibited



Emergency Shutdown Switches

- Emergency motion & C/L OFF
 - Disengages motion, Secondary motion and Control loading systems
 - Motion system emergency shutdown will activate (controlled gravity return to home position)
 - Drawbridge will lower automatically
- Switch locations:
 - AFT pedestal
 - IOS station



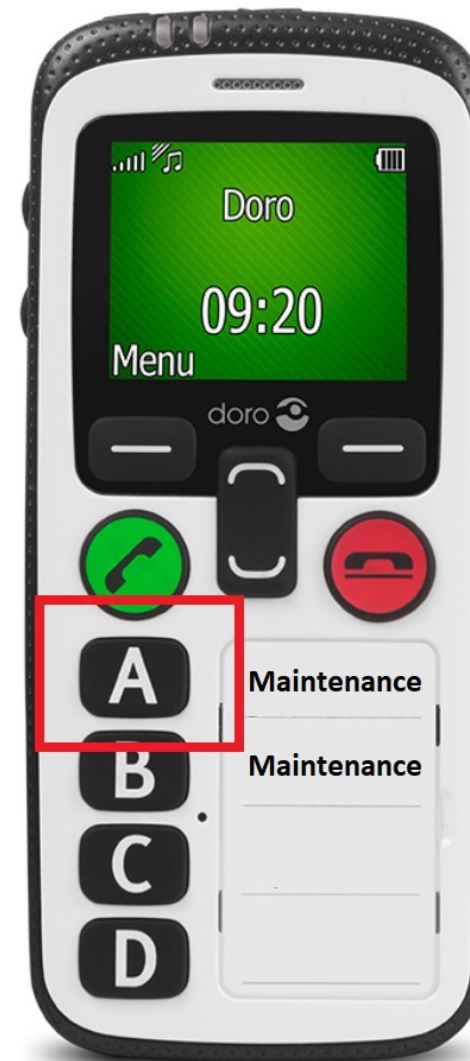
Emergency Shutdown Switches

- Emergency power OFF switches
 - Complete power shutdown including the computer system
 - Emergency lighting will activate
 - Motion system emergency shutdown will activate (controlled return to home position with gravity)
 - Drawbridge will lower automatically
- Switch locations:
 - **IOS station**



Maintenance Call

- Simulator maintenance personnel can be called by using the maintenance phone
 - Phone is on the LH side of the IOS screens
 - To call maintenance:
 - Press and hold A or B
- If you want to use your own phone dial:
 - +358 40 8255141 (for Maint A)
 - +358 40 7573179 (for Maint B)
- Please don't hesitate to ask anything



Flashlights and Emergency Lighting

- Cockpit flashlight
 - Locations:
 - Cockpit doors (NVG filters installed)
- Non simulated area flashlights
 - Locations:
 - LH side of the IOS screen
- Emergency Lighting
 - White roof lights in the non simulated area
 - Turns on if:
 - Simulator power is lost
 - Fire detection is triggered



Fire Extinguisher & First Aid Kit

➤ Fire extinguisher

- CO2 operated
- Locations:
 - Rh side on the non simulated area of the simulator
 - Next to Computer complex
- Powder based
- Locations:
 - Mezzanine
 - Simulator Hall
 - Office side

➤ First aid kit

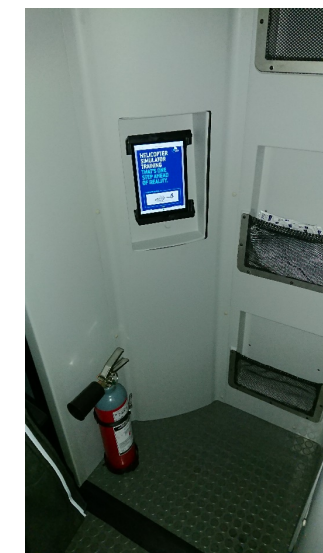
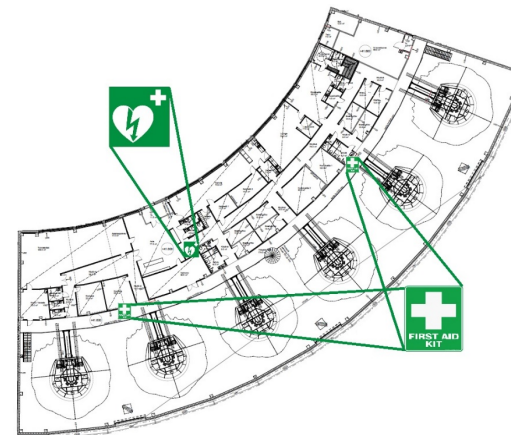
- Also contains relief for simulator sickness
- Locations:
 - Simulator Mezzanine

➤ Motion sickness bags

- Cockpit doors LH, RH

➤ Defibrillator (AED)

- Location:
 - Lobby



Smoke and Fire Detection

- There are two independent fire and smoke detection systems that are linked together
 - Internal (simulator)
 - External (facility)
- If the internal fire loop is triggered it will also cause the facility fire alarm
- If the internal or external fire detection system detects fire:
 - Motion returns to home position (gravity)
 - Drawbridge goes down
 - Red warning light in the Non simulated area activates (with external alarm only)
 - Emergency lightning activates
 - All power will be disconnected from the simulator
 - There will be audible alarm on whole facility
- There are no automated fire suppression system in the simulator
- Smoke detectors are deactivated automatically during cockpit smoke training. Re-activates automatically once smoke has cleared
- No aural warning inside of the simulator
- Evacuate the simulator and facility immediately.
- Interface between Facility and Simulator Fire detection system is still under installation and not functional. However systems work independently



Manual Facility Fire Alarm

- Facility fire alarm can also be activated manually
- Fire alarm activation buttons are located all over the facility
- You can identify the fire buttons from the following signs
- Sound is like this:
https://www.youtube.com/watch?v=le9XSiFJ_e0



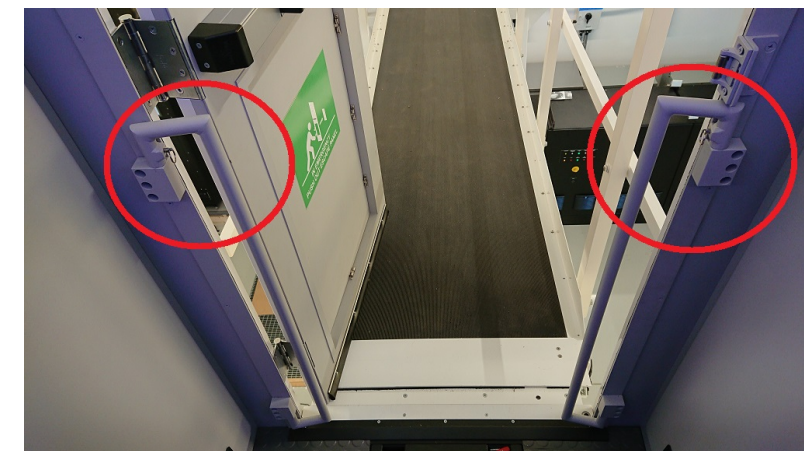
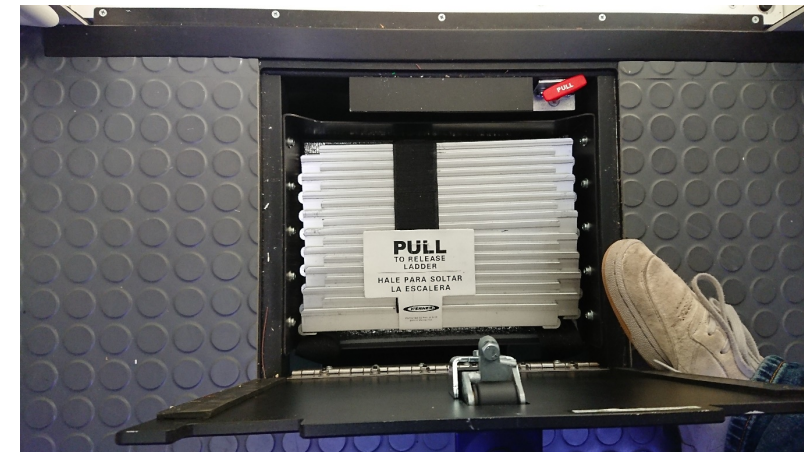
In Case Of Emergency



- Evacuation must be directed and controlled by the instructor
- If no immediate danger exists the instructor should contact simulator maintenance
- In case of immediate danger the instructor shall coordinate the evacuation of the simulator and will advise the crew when to leave their seats and the simulator
- In case of fire or other danger requiring evacuation of the building the students will follow the instructions from their instructor or CS personnel if available
- Emergency Exit Maps can be found in the facility and in the simulator.
- Study these maps carefully and familiarize yourself with the nearest emergency exits
- In case of building evacuation everyone should gather at the meeting point on the upper parking slot

Emergency Escape Door and Ladders

- In emergency if the door is jammed
 - Kick the escape door open
 - Or open the access door from lever on the ladder box
 - **Be aware that if the drawbridge is up you need to use the emergency ladders**
- In emergency if the drawbridge is not going down
 - Open the emergency ladder box on the floor
 - Turn the handrails towards each other
 - Open the door by pulling the release handle and push the door open from its handle
 - Lower the ladders and evacuate



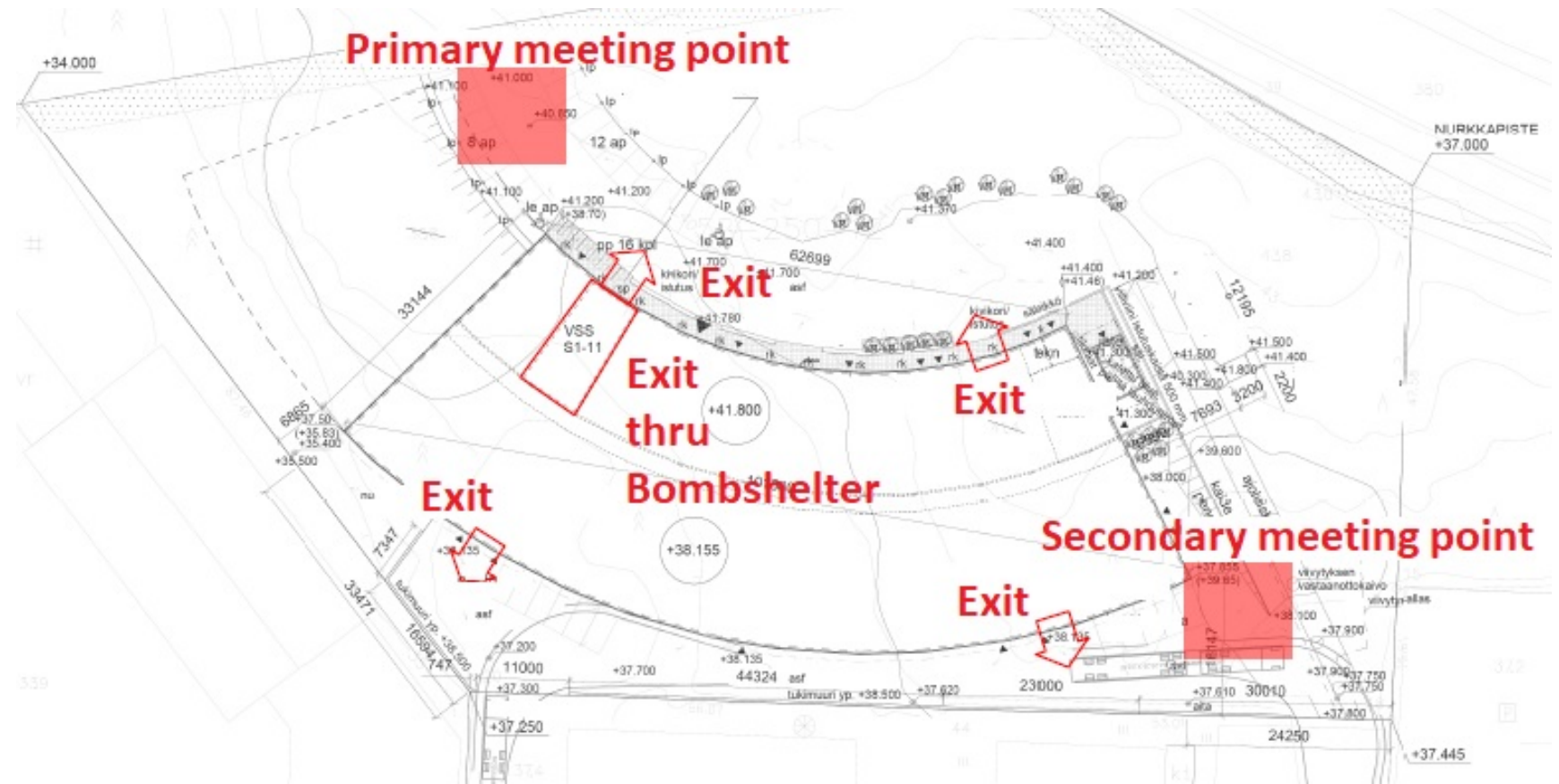
Building Evacuation

- Emergency Exit signs over Emergency exits and on the hallways to guide to the nearest exit
- Afterglow type arrows point the escape route from the simulator incase of emergency ladder evacuation
- Emergency exits on both sides of the building



Evacuation Meeting Point

- Primary evacuation meeting point is on the north-west corner of the facility
- Secondary evacuation meeting point is on the south-east corner of the facility



Other

- No food into the simulator!
- No drinks into the simulator!
- Simulator smoke fluid is water based
- Only maintenance staff is allowed to enter visual deck!
 - If you drop something to bottom of simulator, call for maintenance!



Questions?



ONE STEP AHEAD OF REALITY



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