As we all may appreciate, working conditions at sea are inherently dangerous. There are no technological means of eliminating all of the hazards of sea, nor can human error be entirely eliminated. The actions of a well-trained crew can make the difference between survival in an emergency at sea or tragedy. This is why Meteksan produced DCSIM with highest technological capabilities for Naval Forces.

The main goal of damage control is to keep the ship floating, moving and fulfilling her mission. To achieve these goals, damage must be quickly confined and repaired. Naval Damage Control (DC) capability is a critical effect for preserving the integrity, stability and maneuverability of vessels. The key to enable these capacities is a realistic training environment for the ship’s crew to develop and conduct damage control exercises. Training will improve the ability to repair the structural damage and power interruptions quickly.

Consistent and realistic training produces an optimal level of readiness that prepares members of repair party teams to react more efficiently and effectively to actual casualties. Meteksan’s Damage Control Simulator (DCSIM) provides a realistic training environment to develop and conduct damage control exercises to provide the shipboard personnel as part of damage control readiness and the internationally recognized commercial and naval standards. DCSIM has unique features that are increasing the effectiveness of the training, operational efficiency and maintainability.

Thanks to the state of the art and fail-safe design of the system, DCSIM provides a safe training environment with adjustable and controllable difficulty levels. The system provides standardized means to train the crew from basic up to advanced level with proper and comparable evaluation reports.

DCSIM is built in accordance with the current international safety directives, the Regulations for Prevention of Accidents.

### Why Damage Control Simulator?

As we all may appreciate, working conditions at sea are inherently dangerous. There are no technological means of eliminating all of the hazards of sea, nor can human error be entirely eliminated. The actions of a well-trained crew can make the difference between survival in an emergency at sea or tragedy. This is why Meteksan produced DCSIM with highest technological capabilities for Naval Forces.

### Aim

The main goal of damage control is to keep the ship floating, moving and fulfilling her mission. To achieve these goals, damage must be quickly confined and repaired. Naval Damage Control (DC) capability is a critical effect for preserving the integrity, stability and maneuverability of vessels. The key to enable these capacities is a realistic training environment for the ship’s crew to develop and conduct damage control exercises.

Training will improve the ability to repair the structural damage and power interruptions quickly.

### Realistic Training

Consistent and realistic training produces an optimal level of readiness that prepares members of repair party teams to react more efficiently and effectively to actual casualties. Meteksan’s Damage Control Simulator (DCSIM) provides a realistic training environment to develop and conduct damage control exercises to provide the shipboard personnel as part of damage control readiness and the internationally recognized commercial and naval standards. DCSIM has unique features that are increasing the effectiveness of the training, operational efficiency and maintainability.

### Safe and Standardized Training

Thanks to the state of the art and fail-safe design of the system, DCSIM provides a safe training environment with adjustable and controllable difficulty levels. The system provides standardized means to train the crew from basic up to advanced level with proper and comparable evaluation reports.

DCSIM is built in accordance with the current international safety directives, the Regulations for Prevention of Accidents.
The capabilities and abilities for carrying out the actual trainings indicated below are available:

- Shoring (placing supports),
- Driving a quoin and a wedge,
- Box patch implementations,
- Dewatering techniques,
- Smoke exhausting techniques,
- Representation of the imperviousness of the defective hatch that will not fully close for the similarity of flooding from the sub-deck passage hatch,
- Wet and the soft patch applications,
- Communications and standard reporting,
- Plotting,
- Damage control organization,
- Repair of damaged pipe / flange,
- Casualty power cable laying.

### Scenario Capabilities

- Train the crew in real environment (smoke, flooding, rolling etc.) for damage control,
- Plan, execute, link and evaluate different scenarios under different conditions,
- Improve crew’s damage control, communications and reporting skills through live trainings,
- Measure and decrease their response time under heavy (smoke, flooding, rolling etc.) conditions,
- Evaluate their individual and team performances by application of different live training scenarios,
- Observe, record and replay trainings with CCTV system
- Overview their previous performances,
- Compare the results of the same team/individual with their former performances,
- Plan their next training period(s).

### Available Trainings

Standard compartments, which can also be customized:

- Local control room,
- Trainers’ observation room,
- Passageways,
- Sick Bay,
- Damage Repair Party Centre,
- Bridge / Damage Control Centre,
- Command & Control Centre.

### Wet Training Compartments

Standard compartments, which can also be customized:

- Diesel Generator Room,
- Mess Deck,
- Galley,
- Pump Room.

### Control Software Capabilities

- Scenario Creation & Execution,
- Status Monitoring,
- Real time and historical events-alarms reporting,
- Trend Graph,
- Password Protection/Authorization,
- Built In Test (BITE) Capability;
  - Power Monitoring,
  - Communication Status,
  - Functional Check (valves & motors).
- Work-Hour based Preventive Maintenance Warning,
- Historical Evaluation,
- Adjustable flooding level control,
- Sound effects generation,
- Light effects generation,
- Automatic training evaluation with preset goals.