KEEPING BRITAIN TRADING

IMMINGHAM EASTERN RO-RO TERMINAL

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Navigation Simulation - Stakeholder Demonstrations

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Summary

Associated British Ports (ABP) Humber are considering the development of additional RoRo berth capacity to the east of the Immingham dock, which will be known as the Immingham East RoRo Terminal (IERRT).

HR Wallingford have been commissioned by ABP to undertake a series of desk studies and real time navigation simulation studies to assess the feasibility of the design for the IERRT. This work is covered in detail in a series of reports numbered DJR6612-RT001 to RT005, produced between Dec 2021 and Nov 2022 (References 1 to 5).

ABP also commissioned HR Wallingford to facilitate a further real time navigation simulation session to demonstrate specific scenarios to stakeholders.

The demonstrations were directed by staff from ABP, supported by experienced facilitators from HR Wallingford, to ensure that the desired stakeholder engagement was achieved. The ship manoeuvring models were controlled by suitably qualified pilots and masters.

Stakeholders from APT, DFDS, Nash Maritime, Rix Towage, James Everard Fisher and Stena were present and provided input to the scenarios and their assessment.

The objectives for the demonstrations were:

- To demonstrate that the Stena transporter class of RoRo would be suitable to operate from the IERRT.
- To demonstrate the effectiveness of the proposed risk mitigation measures in the event of a serious breakdown during the approach to the IERRT.
- To demonstrate that the Whisby Teak and Thames Fisher product tankers would be able to operate to and from the IOT Berth 8 within current operating limitations, with the IERTT in place.
- To demonstrate that vessels operating to and from the IOT berths will be able to apply appropriate navigation strategies to deal with the wind sheltering effect that might be experienced in the lee of vessels moored at IERRT.
- To demonstrate that once IERRT is built, bunker barges would be able to adopt appropriate navigation strategies to continue operations to and from IOT Berths 8 and 9.

A total of 31 demonstration simulation runs were conducted as part of the associated simulation session. Their outcomes were consistent with those undertaken for similar scenarios and supported conclusions from the previous studies.

As previously mentioned, the demonstration runs were directed by staff from ABP to ensure that the desired stakeholder engagement was achieved.

The key observations from the demonstration simulation session, with respect to the demonstration runs involving the Stena Transporter RoRo ship, were as follows:

- Overall it was noted that manoeuvring to and from the new infrastructure is challenging – as with many berthing manoeuvres - requiring precise positioning of the vessel, tugs, and their attitude to the tidal flow and the wind. Mitigating the inherent risk in the manoeuvring operations will require a robust training solution to be in place.
- Overall the Stena Transporter was less challenging to operate to and from the IERTT than the 237m long RoRo vessel used as the design vessel in previous studies. It required less powerful tug support and indications were that it would be able to operate independently in winds in excess of 25 knots.

- Any new class of vessel, and potentially individual ships within a class, will need to have appropriate operating limitations and procedures developed and reviewed. This is considered normal best practice at any berth, but the precise navigation required, combined with the strong currents at the site, makes this a particularly critical feature for safe operations at IERRT.

With respect to demonstrating the effectiveness of proposed risk mitigation measures in the event of a serious breakdown during the approach to IERRT:

- The outcome after a serious breakdown is nearly always entirely dependent on where in the manoeuvre it occurs, the prevailing conditions and the actions taken. In this case the breakdown was defined as a total ship control and power failure during the final stages of an approach to IERRT Berth 1, with the environmental conditions setting the vessel towards IOT. Masters with experience of the vessel being simulated noted that the breakdown would be highly unlikely due to the level of redundancy and equipment/system duplication inherent in the vessel's design. Nevertheless, it was agreed that a reasonable action would be to attempt to stop the ship using both anchors and that initiating this action should be delayed 20 seconds after the breakdown, to simulate the time for a master to recognise the breakdown and decide on an action plan in reality, if it happened unexpectedly.
- During the 2 runs that simulated breakdowns, the vessel was stopped within 100m of the position where the breakdown was initiated. To develop a scenario in which contact with the IOT would be likely, the vessel would need to be approaching significantly outside its normal line and at a point where the stern would normally be approximately 20m from the desired berthing position.

With respect to the Whisby Teak and Thames Fisher product tankers operating to and from IOT Berth 8, with the IERTT infrastructure in place:

- It was demonstrated that the Whisby Teak and Thames Fisher ships can be operated to and from the IOT berth in winds of up to 30 knots. It is recommended that the existing operating wind limit, for vessels arriving in south-westerly winds (setting onto the berth) of 25 knots gusting 30 knots, is maintained. This class of vessel has limited control of the bow in stronger winds, and with the size of the vessel and the lack of suitable tugs to assist at the bow, means this will remain an appropriate limit.
- A wind sheltering simulation was used to represent the increased lateral drift experienced by a vessel as it transits out of the lee of a larger vessel. In this case:
  - The sheltering model was considered to be indicative and was deliberately set to be conservative, as the fluid dynamics of air passing around a large object and their effect on a passing ship is difficult to accurately model without detailed full scale measurements, particularly in a dynamic simulation.
  - Using the sheltering simulation, it was possible to demonstrate some of the navigation strategies a product tanker could use to manage the effect as it cleared the stern of a large RoRo ferry berthed on IERRT.
  - The pilots and masters were able to use techniques to mitigate the sheltering effect and berth safely at IOT, despite the variation in wind strengths simulated. It was noted that the sheltering simulation was considered to adequately represent conditions that were apparent at other berths on the River Humber, and at the entrance to Immingham Lock.

With respect to bunker barge operations to and from IOT Berths 8 and 9:

- It was noted that APT do not impose formal environmental limits on bunker barge operations to and from IOT. Instead the master of the barge is responsible for considering the safety of the manoeuvre, based on the prevailing circumstances and conditions, in consultation with the marine superintendent.
- There was no detailed trails data available on which to verify the vessel manoeuvring model produced for the bunker barge, however, its manoeuvring ability was verified by the experienced master who attended the study. The model was assessed as being adequately representative for the purposes of the study, but was considered to be conservative, particularly in terms of the time taken to swing and the power

provided by the bow thruster. The decision was made to maintain these conservative features as long as they did not have an overall detrimental effect on the simulation run outcomes.

- Despite the conservative manoeuvring characteristics of the bunker barge, the master was able to manoeuvre it safely between the IERRT and the IOT with vessels berthed on both adjacent structures.
- Correspondingly, the master of the bunker barge considered that the simulated model was more difficult to navigate than in reality, and that given the space available between the other moored vessels, it would be feasible to arrive and depart on peak flood and ebb tides.
- It was noted by that the main challenge with respect to arrivals and departures at IOT Berth 9 was the available space on the jetty with a tanker already moored on Berth 8. At present this situation may result in the barge master deciding to wait for the environmental conditions to change, or for the adjacent tanker to depart. This would still be the case with IERRT in place.

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1 Introduction

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- To demonstrate that once IERRT is built, bunker barges would be able to adopt appropriate navigation strategies to continue operations to and from IOT Berths 8 and 9.

2 Simulation configuration

2.1 General

This real time navigation simulation study was carried out using one of the main ship bridge simulators at HR Wallingford's UK Ship Simulation Centre (UKSSC) (see Appendix A).

The simulators and associated software have been specifically designed as tools to support port design and ship manoeuvring studies. They combine HR Wallingford's extensive hydraulic modelling capabilities with realistic ship handling models. HR Wallingford's simulators are developed and managed by a team of experienced, expert maritime engineers and scientists, naval architects, master mariners, pilots, tug masters and software modelling experts. The HR Wallingford Ship Simulation System is designed and optimised for shallow water, slow speed, close-quarters ship manoeuvring and so is not the same as the systems found in some training simulators.

Ship navigation simulation is only as good as the input data, so having direct access to an extensive and highly experienced team of experts in all aspects of navigation, ship manoeuvring, wind, waves, tidal currents, dredging, coastal processes, water and civil engineering design, places HR Wallingford in a strong position as a world-leader in ship navigation simulation. It also sets HR Wallingford apart from other organisations.

The simulators present to pilots and tug masters the visual cues and other information, such as terminal infrastructure, the coastline and aids to navigation they would experience in approaching a marine terminal in reality. In this way the essential features of the human input are retained.

The simulators present comprehensive manoeuvring information so that the environmental limits and the optimal ship manoeuvring and tug strategies are be evaluated in support of the study.

2.2 Port layout

HR Wallingford have previously developed a detailed digital model of the River Humber and approaches to Immingham in conjunction with ABP Humber. The model has been validated by professional pilots and masters in various training courses and navigation assessment studies during 2021. This simulation configuration was used to represent the approaches to the new facilities and surrounding features.

The proposed port facilities around Immingham harbour were included in the simulation configuration based on engineering drawings provided by ABP during previous related studies.

The layout used in the demonstration simulation session was the same layout as that used for the simulation study carried out in July 2022 (see Reference 5), as shown in Figure 2.1.

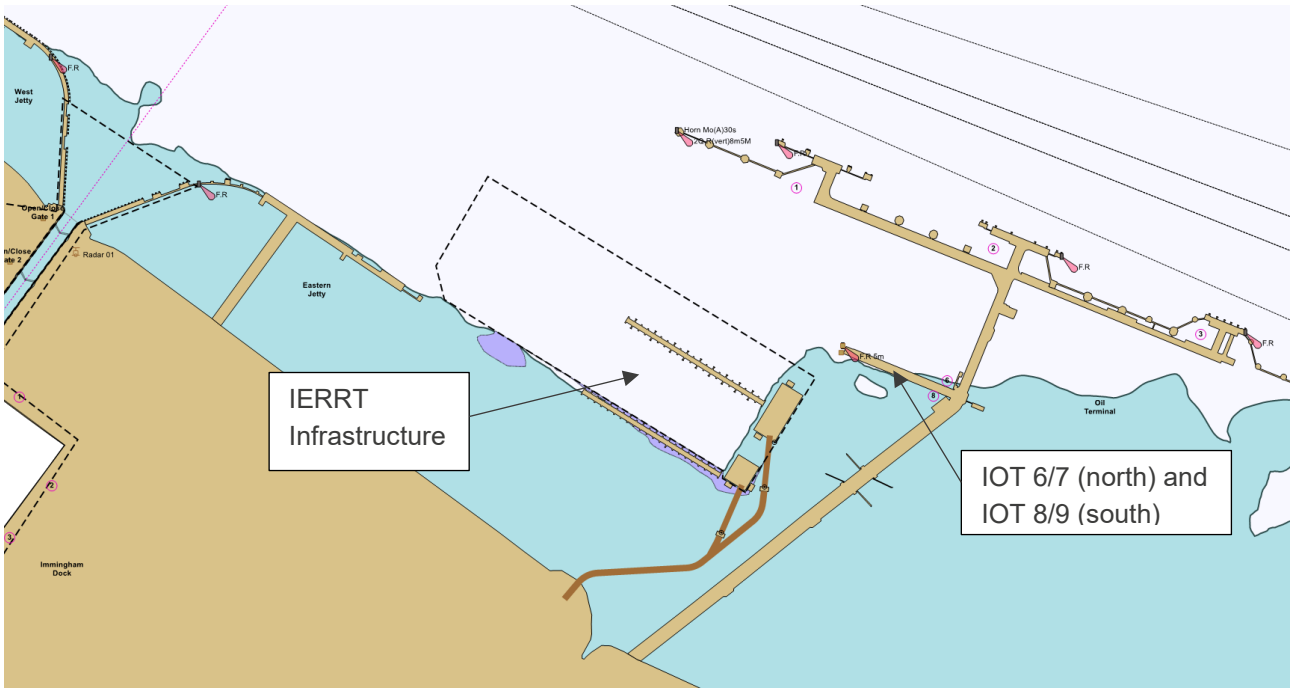

Figure 2.1: Simulator layout showing RoRo infrastructure at a 300°T orientation

2.3 Environmental conditions

The environmental characteristics for wind, current and wave applied in this study were consistent with the previous studies. The precise conditions were determined by ABP Humber to support their demonstrations.

All runs were conducted using the peak spring flow model, produced for the July 2022 navigation study (see Reference 5).

Since the study in July 2022, the flows were further verified with data collected by an ADCP survey during October 2022. HR Wallingford undertook a review of the data collected and compared it with previous data collection and the associated flow model outputs. This work is described in detail in Reference 6.

The survey data showed good correlation with the model values for currents in the area in which the IERTT will be constructed. The directionality of the modelled currents is very well represented, but the peak speeds in the model were about 15% to 20% lower than expected. Based on this assessment, the model speeds were all scaled up by a factor of 1.2.

2.4 Ship manoeuvring models

2.4.1 Outline

There were 4 design vessels used in this demonstration simulation, as follows:

- 212m long RoRo ferry, based on the ‘Stena Transporter’, as requested by ABP to provide a further perspective on the operability of the IERRT, based on a slightly smaller operational vessel than that considered previously (for further information see Section 2.4.4).
- 100m long products tanker, based on the vessel ‘Whisby Teak’, as requested by stakeholders from APT (for further information see Section 2.4.5).
- 91.5m long tanker, based on the vessel ‘Thames Fisher’, as requested by stakeholders from APT (for further information see Section 2.4.6).
- 59m long product tanker, based on the ‘Rix Phoenix’ bunker barge, as requested by stakeholders from APT (for further information see Section 2.4.7).

2.4.2 Ship modelling limitations

HR Wallingford were aware of an artefact in the ship manoeuvring models which causes the rate of turn to reduce unrealistically quickly during a swing in strong current flows. The ship manoeuvring models were therefore considered to be conservative in situations such as at Immingham, where the vessel needs to swing across the current on approach. The effect was mitigated by ensuring that the pilot was aware of the potential change in rate of turn, so that they could adjust the rudder and power to maintain their required rate of turn accordingly.

The ship manoeuvring models for the Whisby Teak, Thames Fisher and Rix Phoenix all showed this tendency during testing and the masters were given time to adapt their normal helm and power adjustments to manage the swing appropriately. It should be noted that this technique essentially matches the normal practice that pilots would adopt in vessels in which they are unfamiliar. The Simulation Team agreed that for the purposes of these demonstration simulations, it was desirable to have the ship manoeuvring models behaving more conservatively than in reality.

2.4.3 Wind sheltering

ABP requested that HR Wallingford turn on the simulation of changes in apparent wind that would be experienced by a vessel passing in the lee of a large RoRo ship and then clearing the shelter, so experiencing the full effect of the wind forces.

HR Wallingford previously mentioned that to properly simulate this effect would require detailed Computer Fluid Dynamic (DFD) modelling, for which there was no time or budget. Consequently, the wind sheltering model that was already within the HR Wallingford Ship Simulation System was modified to provide a indicative, but realistic wind sheltering effect in this case. The attending pilots and masters found that this modelled effect was conservative and so it somewhat exaggerated the consequences of moving from a sheltered to an unsheltered area. As such, it was considered to be adequate as a training tool and to demonstrate that suitable actions can be taken to mitigate the variation in wind forces in this case.

2.4.4 Stena Transporter

The ship manoeuvring model of the Stena Transporter (see Figure 2.2 and Table 2.1) had previously been used in a series of studies at HR Wallingford and so had been verified by experienced masters and PEC holders. During this demonstration session the experienced masters present noted that the ship manoeuvring model was consistent with their experience of the vessel in reality. There were some circumstances in which the PEC holders considered the model was slightly conservative during the demonstration. However, no changes were made to the model's characteristics.

Figure 2.2: Stena Transporter

Table 2.1: Characteristics – Stena Transporter

Characteristic	Unit	Stena Transporter	
Ship type		RoRo Ferry	
Length overall	m	212	
Length between perpendiculars	m	194.8	
Beam overall	m	26.7	
Distance bridge to stern	m	190.2	
Draught	m	6.3	
Block coefficient		0.655	
Displacement	t	22,000	
Propulsion			
Main engine type		2 x STX MAN 9L48/60B	
Engine power (total)	kW	21600	
No. of propellers, type		2 x CPP	
Bow thrusters	t	55	
Rudder type		Becker flap	
Max rudder angle	°	35	
Manoeuvring engine order		**RPM**	**Speed (knots)**
Full Ahead		100	20.9
STOP		0	0
Full Astern		100	-13.6
Windage			
Windage lateral	m²	4,050	
Windage frontal	m²	770	
Wind speed (knots)		**Beam wind force (t)**	
15		15	
20		26	
25		41	
30		59	
35		80	

2.4.5 Whisby Teak

The ship manoeuvring model of the Whisby Teak (Figure 2.3 and Table 2.2) was produced specifically for this demonstration session and was tested by an experienced Humber pilot beforehand. It was noted that the ship manoeuvring model was realistic, but conservative, particularly in terms of the power delivered by the bow thruster. However, no changes were made to the model's characteristics.

Figure 2.3: Whisby Teak

Table 2.2: Characteristics – Whisby Teak

Characteristic	Unit	100m x 18m Product Tanker – Ballast		100m x 18m Product Tanker – Laden	
Ship type		Product Tanker		Product Tanker	
Length overall	m	99.9		99.9	
Length between perpendiculars	m	95		95	
Beam overall	m	18.25		18.25	
Distance bridge to stern	m	19.4		19.4	
Draught forward	m	3.73		6.0	
Draught aft	m	5.83		6.1	
Block coefficient		0.706		0.744	
Displacement	t	6,000		8,000	
Propulsion					
Main engine type		Wartsila 9L26		Wartsila 9L26	
Engine power (total)	kW	2925		2925	
No. of propellers, type		1 x CPP		1 x CPP	
Bow thrusters	t	7		7	
Rudder type		Spade		Spade	
Max rudder angle	°	70		70	
Manoeuvring engine order		**RPM**	**Speed (knots)**	**RPM**	**Speed (knots)**
Full Ahead		100	13.1	100	13.0
STOP		0	0	0	0
Full Astern		85	- 7.8	85	- 7.8
Windage					
Windage lateral	m²	1,133		1,006	
Windage frontal	m²	320.3		315.4	
Wind speed (knots)		**Beam wind force (t)**		**Beam wind force (t)**	
15		4		4	
20		7		7	
25		11		10	
30		17		15	
35		22		20	

2.4.6 Thames Fisher

The ship manoeuvring model of the Thames Fisher (see Figure 2.4 and Table 2.3) had been used previously in studies at HR Wallingford. A master with experience of the vessel was able to test it during the demonstration. Again, it was noted that the ship manoeuvring model was realistic but conservative, particularly in terms of the power delivered by the bow thruster, which was considered to be too low. Consequently the bow thruster power was increased prior to demonstration session to make it more realistic.

Figure 2.4: Thames Fisher

Table 2.3: Characteristics – Thames Fisher

Characteristic	Unit	Thames Fisher_4.5m		Thames Fisher_6.0m	
Ship type		Product Tanker (Ballast)		Product Tanker (Laden)	
Length overall	m	91.5		91.5	
Length between perpendiculars	m	85		85	
Beam overall	m	15.5		15.5	
Distance bridge to stern	m	19.63		19.63	
Draught	m	4.5		6	
Block coefficient		0.757		0.765	
Displacement	t	4,600		6,200	
Propulsion					
Main engine type		Ruston 8RK270M		Ruston 8RK270M	
Engine power (total)	kW	30000		30000	
No. of propellers, type		1 x CPP		1 x CPP	
Bow thrusters	t	5		5	
Rudder type		Standard		Standard	
Max rudder angle	°	35		35	
Manoeuvring engine order		**RPM**	**Speed (knots)**	**RPM**	**Speed (knots)**
Full Ahead		160	12.4	160	12.5
STOP		0	0	0	0
Full Astern		125	- 7.8	125	- 7.9
Windage					
Windage lateral	m²	564		436	
Windage frontal	m²	187		134	
Wind speed (knots)		**Beam wind force (t)**		**Beam wind force (t)**	
15		2		2	
20		4		3	
25		6		4	
30		8		6	
35		11		9	

2.4.7 Rix Phoenix

The ship manoeuvring model of the Rix Phoenix (see Figure 2.5 and Table 2.4) was produced specifically for this demonstration session and was tested by an experienced master familiar with the vessel beforehand. It was noted that the ship manoeuvring model was particularly conservative, specifically in terms of the power delivered by the bow thruster and the rate of turn that could be achieved during a swinging manoeuvre. The model was adjusted accordingly, to increase the rate of swing that could be achieved when turning across the current, and the effectiveness of the bow thruster was also increased. After the changes had been incorporated in the model, the master considered the vessel to be more representative, but still conservative and so was more challenging to control than the vessel in reality.

Figure 2.5: Rix Phoenix

Table 2.4: Characteristics – Rix Phoenix

Characteristic	Unit	59m Product Tanker Ballast		59m Product Tanker Laden	
Ship type		Product Tanker (Ballast)		Product Tanker (Laden)	
Length overall	m	58.85		58.85	
Length between perpendiculars	m	57		57	
Beam overall	m	7.6		7.6	
Distance bridge to stern	m	12.2		12.2	
Modelled conditions					
Draught forward	m	2.355		2.93	
Draught aft	m	2.505		3.03	
Block coefficient		0.927		0.756	
Displacement	t	1,000		1,000	
Propulsion					
Main engine type		CAT 3406B		CAT 3406B	
Engine power (total)	kW	0349		0349	
No. of propellers, type		1 x fixed pitch		1 x fixed pitch	
Bow thrusters	t	1		1	
Stern thrusters	t	none		none	
Rudder type		Standard		Standard	
Max rudder angle	°	45		45	
Manoeuvring engine order		**RPM**	**Speed (knots)**	**RPM**	**Speed (knots)**
Full Ahead		610	7.2	610	7.0
STOP		0	0	0	0
Full Astern		610	- 4.7	610	- 4.5
Windage					
Windage lateral	m²	141.1		108.6	
Windage frontal	m²	25.14		21.15	
Wind speed (knots)		**Beam wind force (t)**		**Beam wind force (t)**	
15		1		0	
20		1		1	
25		1		1	
30		2		2	
35		3		2	

2.5 Tugs

2.5.1 45tBP ASD tugs

During the simulation session, up to 2 x 45tBP ASD tugs (see Table 2.5) simulated to support manoeuvres of the Stena Transporter to and from IERRT.

The same tug models were also used to support some manoeuvres made by the Whisby Teak and Thames Fisher to the IOT.

Table 2.5: 45tBP ASD tug

Characteristic	Unit	45t 24m x 9m ASD tug	
Ship type		ASD tug	
Length overall	m	24.4	
Beam overall	m	9.15	
Modelled conditions			
Draught	m	4.8	
Displacement	t	370	
Propulsion			
Main engine type		2 x Cat 3512C	
Engine power (total)	kW	2,460	
No. of propellers, type		2 x Azipod	
Manoeuvring engine order		**RPM**	**Speed (knots)**
Full Ahead		300	12.5
STOP		0	0
Full Astern		300	10.0

2.5.2 Spurn Head 10tBP work boat

Vessels operating at IOT Berth 8 are normally supported by a workboat which is able to deliver 10tBP of support by pushing. As with the previous studies, this vessel was simulated by a 16m long work boat, similar to the Spurn Head vessel. The model was centrally controlled by the Simulator Operator in a realistic manner, in response to the master or pilot's commands.

2.5.3 Tug control

Tugs assisting the vessels in the simulation were centrally controlled by the Simulator Operator following the master or pilot's commands, in a manner similar to that which would be expected in practice, with realistic delays applied. The response of each centrally controlled tug was governed by a tug performance model that ensured the response times and maximum force deliverable by each tug varied with tug type, winch type, vessel water speed and assist mode (push, direct pull, powered indirect, indirect pull and transverse arrest), as well as the local wave conditions and any hull sheltering effects.

Time delays were automatically simulated in a realistic manner as summarised in Table 2.6. The delay accounts for the period between an order being given by the pilot to the actual full force being delivered in the tow-line or when pushing. This accounts for human response and mechanical lag.

Table 2.6: Tug response times

Tug response delay			Delay
Time to attach and secure			5 minutes (+ 3 minutes line pay-out)
Time to react to new thrust level command			30 second
Time to react to change in thrust level			3% / second
Time to change thrust direction	Direct	up to 90°	Up to 30 second
		90 to 180°	
	Indirect	Roll into assist	Up to 30 seconds
		quarter to quarter	Up to 1 minute
Time to detach	Push/pull mode		1 minute
	Working on line		3 minutes

2.5.4 Tug effectiveness

In areas exposed to waves the effective bollard pull of the tugs will be reduced because:

- A proportion of the tug's power is required to keep the tug in position/under control and/or to keep up with the ship's forward and lateral speed.
- The tug is unable to deliver a constant level and angle of thrust due to tug motions and possible line snatching.
- When the tugs are pushing at the ship's side in waves, the relative motion can result in unacceptably high impact loads and degradation as the tug moves relative to the ship's hull.

Furthermore the wave-induced motions of the ship and the tug in any particular sea state are generally different and therefore the tug moves relative to the ship. This particularly affects tugs when pulling on short lines or when pushing onto the ship's hull. In long period waves, the relative motion between the tug and the ship can be less than in short period waves, and hence, tugs are generally more effective in longer period waves that in short period waves.

As the wave height increases, the effective bollard pull for each tug reduces until at a particular wave height the tug will not be effective at all, delivering zero bollard pull. Tugs operating in direct push mode are the most affected and those operating in the indirect assist modes are least affected.

In general, it is accepted that specialist harbour tugs can operate, albeit at reduced effectiveness, in significant wave heights of up to approximately 2.0 to 2.5m when working on a line, and up to approximately Hs 1.0 to 1.5m pushing at the ship's side. Beyond this limit, tug effectiveness becomes more uncertain. As a consequence, in areas exposed to wave action, it is usually more effective to keep the tugs operating on lines. Where tugs are fitted with dynamic (render recovery) winches, this increases their efficiency in waves, as the render recover winch reduces the likelihood of snatch loads in the tow line.

The tugs had their effectiveness degraded automatically when underway, operating in a current or when operating in waves, according to the factors shown in Figure 2.6 and Figure 2.7.

These tug effectiveness curves in waves are based on an extensive study carried out by HR Wallingford, following a survey of 10 tug operators who regularly operate in a range of wave conditions. However, it is acknowledged that they provide a conservative estimate of degradation and therefore tug operations would normally be expected to be more effective in reality.

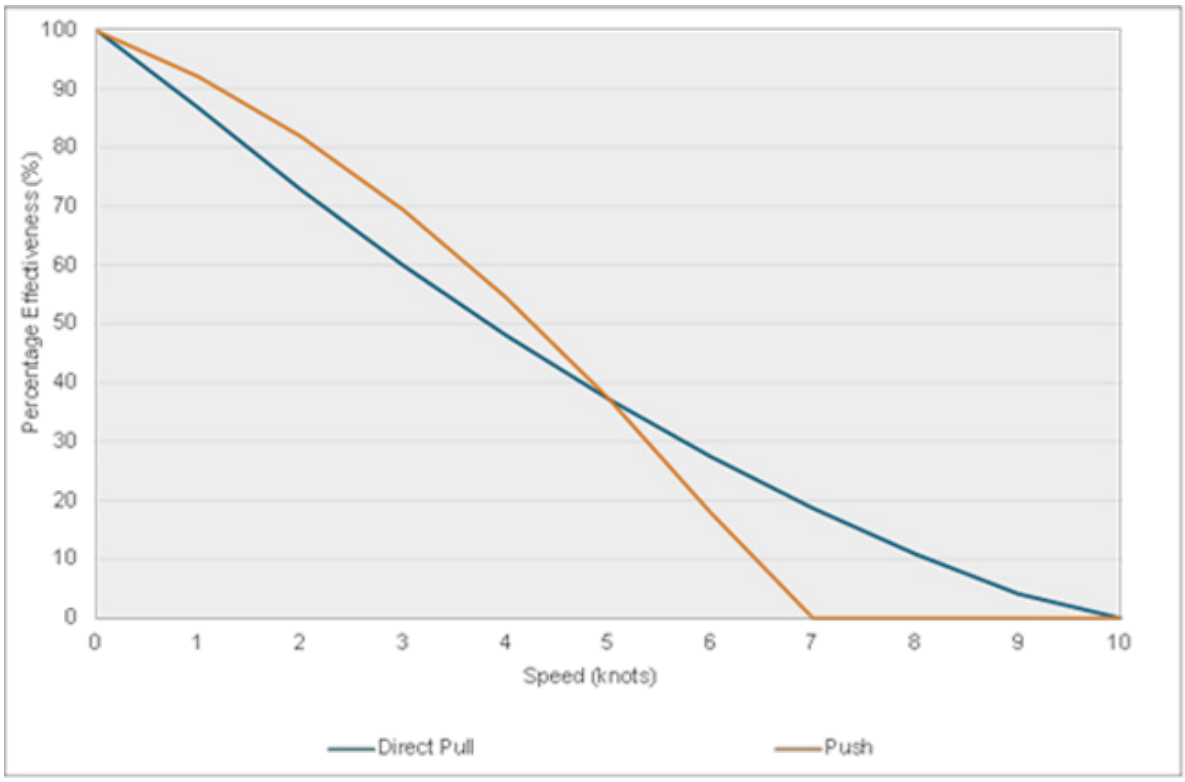

Figure 2.6: Tug effectiveness underway

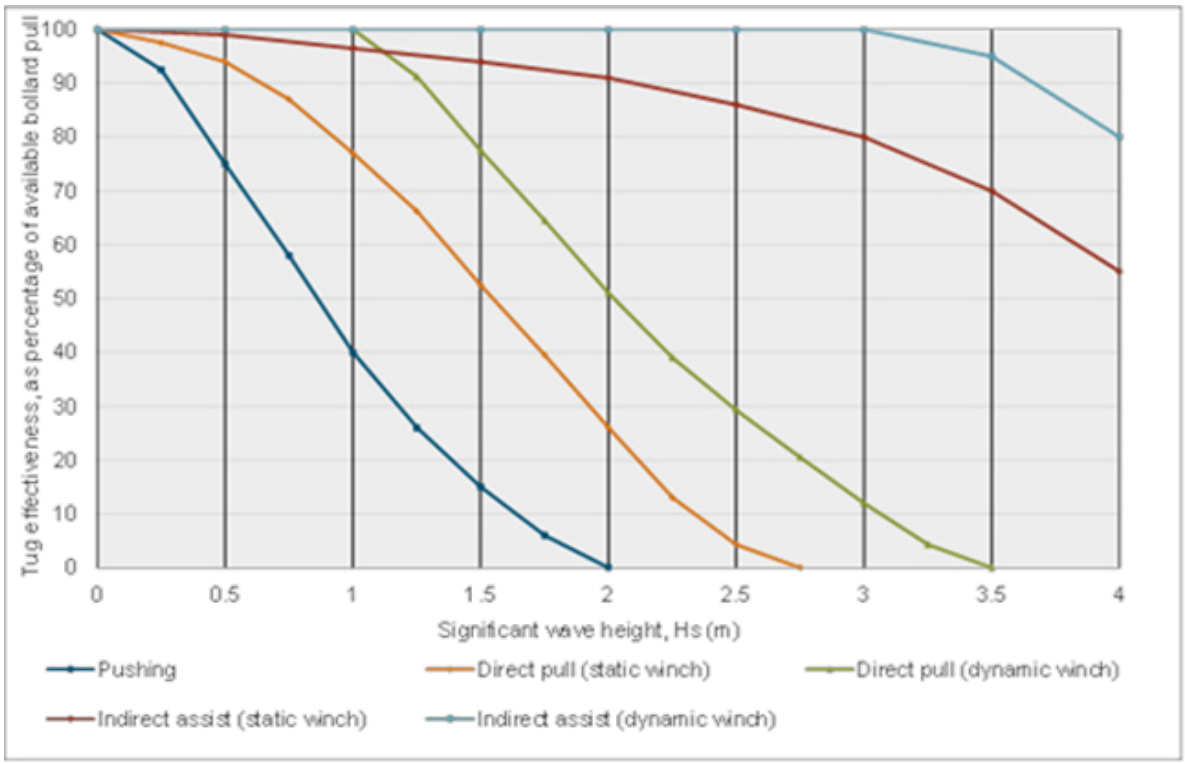

Figure 2.7: Tug effectiveness in waves

3 Navigation simulation

3.1 Simulation session

As previously mentioned, the demonstration simulation session was conducted using real time navigation simulation at HR Wallingford's UK Ship Simulation Centre, using one full mission ship bridge simulator. The demonstrations were directed by staff from ABP, supported by experienced facilitators from HR Wallingford, to ensure that the desired stakeholder engagement was achieved, and the ship manoeuvring models were controlled by suitably qualified pilots and masters.

Stakeholders from APT, DFDS, Nash Maritime, Rix Towage, James Everard Fisher and Stena were present and provided input to the scenarios and their assessment, and all attendees formed the Simulation Team for this work as shown in Table 3.1.

Table 3.1: Simulation Team

Name	Role	Representing
Dr Mark McBride	Group Manager - Ships & Dredging	HR Wallingford
Dr James Clarke	Technical Director - Ships and Dredging	HR Wallingford
Mike Parr	Project Lead	HR Wallingford
Liam Monahan-Smith	Simulator Operator	HR Wallingford
Morgan Robinson	Simulator Operator	HR Wallingford
Oliver Peat	Project Development Manager	ABP
Paul Bristowe	Head of Marine at Humber	ABP
Andrew Firman	Harbour Master at Humber	ABP
Joseph Smith	Pilotage Operations Manager	ABP
Kurt Jensen	Assistant Dock Master	ABP
Ian Cousins	VLS Pilot	ABP
Tim Aldridge	Maine Consultant	ABP Mer
Nigel Basset	Principal Associate Consultant	Nash Consulting
Neal Keena	Marine Superintendent	APT
Gareth Bonner	Tug Master & Marine Advisor	SMA Towage
Mark Hornshaw	Barge Master	Rix Shipping
John O'Sullivan	Master	
Paul Lammers	Fleet Operations Manager	DFDS
Jesper Nielsen	Marine Superintendent	DFDS
Lars Zee	Master (PEC Holder)	Stena
Gi Fewinga	Master (PEC Holder)	Stena
Brian Greenwood	Partner (providing legal advice to DCO process)	Clyde & Co LLP

3.2 Briefing and debriefing

The original run plan was provided by ABP, which was specifically designed to meet the requirements of the demonstration session.

The pilots and tug masters were briefed on the simulation run conditions and objectives before each simulation run. At the end of each run a debrief and discussion was used to capture the views of the pilot and tug masters, and other members of the Simulation Team.

The debriefing discussions considered the events of the run and key conclusions, including any need for repeat runs or any requirement to alter the run schedule. Expertise from across the Simulation Team contributed to this important element of the study.

3.3 Grading of results

As this was a demonstration simulation session, the runs were not formally graded.

3.4 Simulation run summary

A total of 31 simulation runs were completed as summarised in Table 3.2.

Some of the details were amended to assist with the record of the demonstration when compared to the track plots.

3.5 Simulation track and data plots

The results of each navigation simulation scenario are available in the form of plots of the vessel tracks and graphs of key data parameters recorded during the simulation. This data is presented in Appendix B.

Table 3.2: Simulation run summary

Run ID	Pilot	Manoeuvre	Vessel	Tugs	Tide	Wind	Comment
01	GYF	Arrival	Stena Transporter	None	Peak ebb HW +3	10 knots SW	Familiarisation run, so no significant issues reported.
02	LZ	Arrival	Stena Transporter	None	Peak flood HW -2	10 knots NE	Familiarisation run, so no significant issues reported.
03	GYF	Arrival	Stena Transporter	None	Peak flood HW -2	20 knots NE	No significant issues reported.
04	LZ	Departure	Stena Transporter	None	Peak flood HW -2	20 knots NE	No significant issues reported.
05	GYF	Arrival	Stena Transporter	2 x 45tBP tugs Tug 1: Centre-lead forward (CC) Tug 2: Centre-lead aft (OT)	Peak flood HW -2	30 knots NE	Tugs were available, but not required by the pilot in this scenario.
06	LZ	Arrival	Stena Transporter	2 x 45tBP tugs Tug 1: Centre-lead forward (CC) Tug 2:Starboard quarter (OT)	Peak ebb HW+3	30 knots NE	Tugs were available, but not required by the pilot in this scenario.
07a	LZ	Departure	Stena Transporter	2 x 45tBP tugs Tug 1: Centre-lead forward (CC) Tug 2: Starboard quarter (OT)	Peak flood HW -2	30 knots NE	It was noted that when departing on the flood, it might be more appropriate to allow the ship to transition further north before commencing swing.
07b	GYF	Departure	Stena Transporter	2 x 45tBP tugs Tug 1: Centre-lead forward (CC) Tug 2: Starboard quarter (OT)	Peak flood HW -2	30 knots NE	Allowing the vessel to be manoeuvred further north away from Immingham East Jetty makes the swing more comfortable in the space available.
08	LZ	Departure	Stena Transporter	2 x 45tBP tugs Tug 1: Centre-lead forward (CC) Tug 2: Centre-lead aft (OT)	Peak ebb HW +3	30 knots NE	No significant issues reported.
09	LZ	Arrival	Stena Transporter	-	Peak flood HW -3	20 knots SW	No significant issues reported.

Run ID	Pilot	Manoeuvre	Vessel	Tugs	Tide	Wind	Comment
10	GYF	Departure	Stena Transporter	-	Peak flood HW -3	20 knots SW	No significant issues reported.
11a	LZ	Arrival	Stena Transporter	2 x 45tBP tugs Tug 1: Starboard shoulder (CC) Tug 2: Starboard quarter (OT)	Peak flood HW -3	30knots SW	Run was aborted to allow Pilot to establish a better setup for the initial swing. No particular issues identified.
11b	LZ	Arrival	Stena Transporter	2 x 45tBP tugs Tug 1: Starboard shoulder (CC) Tug 2: Starboard quarter (OT)	Peak flood HW -3	30 knots SW	Turning more directly towards Immingham harbour enabled a more efficient swing.
12	GYF	Departure	Stena Transporter	2 x 45tBP tugs Tug 1: Starboard shoulder (CC) Tug 2: Starboard quarter (OT)	Peak ebb HW+3	30 knots SW	No significant issues reported.
13	IC	Test anchoring procedure	Stena Transporter	-	Peak ebb HW+2	10 knots SW	Run to establish procedure and settings for anchor simulation.
14	LZ	Full control and power failure during berthing	Stena Transporter	-	Peak ebb HW+2	10 knots SW	Full power and control failure initiated with environmental forces setting the vessel towards IOT finger pier. Vessel stopped within 50m of failure position.
15	LZ	Full control and power failure during berthing	Stena Transporter	-	Peak ebb HW+2	20knots SW	Full power and control failure initiated with environmental forces setting the vessel towards IOT finger pier. Vessel stopped within 70m of failure position.
16	IC	Arrival	Whisby Teak	1 x 16tBP workboat Tug 1: Port quarter (CC)	Peak flood HW-3	20 knots SW	No significant issues reported.
17	JS	Arrival	Thames Fisher	-	Peak flood HW-3	20 knots SW	No significant issues reported.
18	IC	Departure	Whisby Teak	1 x 16tBP workboat Tug 1: Port quarter (CC)	Peak flood HW -3	20 knots SW	No significant issues reported.

Run ID	Pilot	Manoeuvre	Vessel	Tugs	Tide	Wind	Comment
19	IC	Arrival	Whisby Teak	1 x 16tBP workboat 1 x 45tBP tug Tug 1: Port midships (CC) Tug 2: Centre-lead aft (OT)	Peak flood HW -3	30 knots SW	Pilot assessed that he was able to satisfactorily manage the lateral speed of the vessel onto the roller fender.
20	IC	Departure	Whisby Teak	1 x 45tBP ASD tug 1 x 16tBP workboat ATD Tug 1: Port Midships (CC) Tug 2: Centre-lead aft (OT)	Peak flood HW -3	30 knots, SW	No significant issues reported.
21	IC	Arrival	Whisby Teak	1 x 45tBP ASD tug Tug 1: Starboard midships (OT)	Peak flood HW -3	30 knots, NE	No significant issues reported.
22	IC	Departure	Whisby Teak	1 x 45tBP ASD tug 1 x 16tBP workboat ATD Tug 1: STBD midships (OT) Tug 2: Port shoulder (CC)	Peak flood HW -3	30 knots NE	No significant issues reported.
23	MH	Arrival	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak flood HW -3	10 knots SW	Master was disorientated with simulation perspective so rerun in Run 25.
24	MH	Arrival	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak ebb HW+2	10 knots SW	Master was not expecting the effect of wind as vessel cleared end of the jetty, resulting in contact with berthed vessel on IOT, so rerun in Run 26.
25	MH	Arrival	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak flood HW -3	10 knots SW	Run aborted as the master was disorientated with the simulation perspective, so rerun in Run 26.
26	MH	Arrival	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak flood HW -3	10 knots SW	Master assessed that there was sufficient space to manoeuvre between IOT and IERRT and swing for arrival.
27	MH	Arrival	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak ebb HW+2	10 knots SW	Master confident in ability to control the vessel bow into to tide to achieve an appropriate position for approach to the berth.

Run ID	Pilot	Manoeuvre	Vessel	Tugs	Tide	Wind	Comment
28	MH	Departure with 100m berthed on 8	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak ebb HW+2	Managed up to 25 knots SW	Vessel passed close to tanker on IOT. Master considered that he could have initially manoeuvred further to the south of IOT before passing the tanker, which would have alleviated the issues experienced.
29	MH	Departure with 8 berthed	Rix Phoenix	1 x 16tBP workboat ATD Tug 1: Port shoulder (CC)	Peak ebb HW+2	Managed up to 30 knots SW	Vessel passed close to tanker on IOT. Master considered that he could have initially manoeuvred further to the south of IOT before passing the tanker, which would have alleviated the issues experienced.
30	IC	Arrival	Whisby Teak	1 x 45tBP ASD tug 1 x 16t ATD workboat Tug 1:Starboard shoulder (OT) Tug 2:Port midships (CC)	Peak flood HW -3	30 knots SW	Pilot assessed that he was able to satisfactorily manage the lateral speed of the vessel onto the roller fender.
31	JO	Arrival	Thames Fisher	1 x 45tBP ASD tug Tug 1: Starboard quarter (CC)	Mean spring flood	20 knots SW	No significant issues reported.

4 Key observations

The key observations from the demonstration simulation session, with respect to the demonstration runs involving the Stena Transporter RoRo ship, were as follows:

- Overall it was noted that manoeuvring to and from the new infrastructure is challenging – as with many other berthing manoeuvres - requiring precise positioning of the vessel, tugs, and their attitude to the tidal flow and the wind. Mitigating the inherent risk in the manoeuvring operations will require a robust training solution to be in place.
- Overall the Stena Transporter was less challenging to operate to and from the IERTT than the 237m long RoRo vessel used as the design vessel in previous studies. It required less powerful tug support and indications were that it would be able to operate independently in winds in excess of 25 knots.
- Any new class of vessel, and potentially individual ships within a class, will need to have appropriate operating limitations and procedures developed and reviewed. This is considered normal best practice at any berth, but the precise navigation required, combined with the strong currents at the site, makes this a particularly critical feature for safe operations at IERRT.

With respect to demonstrating the effectiveness of proposed risk mitigation measures in the event of a serious breakdown during the approach to IERRT:

- The outcome after a serious breakdown is nearly always entirely dependent on where in the manoeuvre it occurs, the prevailing conditions and the actions taken. In this case the breakdown was defined as a total ship control and power failure during the final stages of an approach to IERRT Berth 1, with the environmental conditions setting the vessel towards IOT. Masters with experience of the vessel being simulated noted that the breakdown would be highly unlikely due to the level of redundancy and equipment/system duplication inherent in the vessel's design. Nevertheless, it was agreed that a reasonable action would be to attempt to stop the ship using both anchors and that initiating this action should be delayed 20 seconds after the breakdown, to simulate the time for a master to recognise the breakdown and decide on an action plan in reality, if it happened unexpectedly.
- During the 2 runs that simulated breakdowns, the vessel was stopped within 100m of the position where the breakdown was initiated. To develop a scenario in which contact with the IOT would be likely, the vessel would need to be approaching significantly outside its normal line and at a point where the stern would normally be approximately 20m from the desired berthing position.

With respect to the Whisby Teak and Thames Fisher product tankers operating to and from IOT Berth 8, with the IERTT infrastructure in place:

- It was demonstrated that the Whisby Teak and Thames Fisher ships can be operated to and from the IOT berth in winds of up to 30 knots. It is recommended that the existing operating wind limit, for vessels arriving in south-westerly winds (setting onto the berth) of 25 knots gusting 30 knots, is maintained. This class of vessel has limited control of the bow in stronger winds, and with the size of the vessel and the lack of suitable tugs to assist at the bow, means this will remain an appropriate limit.
- A wind sheltering simulation was used to represent the increased lateral drift experienced by a vessel as it transits out of the lee of a larger vessel. In this case:
  - The sheltering model was considered to be indicative and was deliberately set to be conservative, as the fluid dynamics of air passing around a large object and their effect on a passing ship is difficult to accurately model without detailed full scale measurements, particularly in a dynamic simulation.
  - Using the sheltering simulation, it was possible to demonstrate some of the navigation strategies a product tanker could use to manage the effect as it cleared the stern of a large RoRo ferry berthed on IERRT.

- The pilots and masters were able to use techniques to mitigate the sheltering effect and berth safely at IOT, despite the variation in wind strengths simulated. It was noted that the sheltering simulation was considered to adequately represent conditions that were apparent at other berths on the River Humber, and at the entrance to Immingham Lock.

With respect to bunker barge operations to and from IOT Berths 8 and 9:

- It was noted that APT do not impose formal environmental limits on bunker barge operations to and from IOT. Instead the master of the barge is responsible for considering the safety of the manoeuvre, based on the prevailing circumstances and conditions, in consultation with the marine superintendent.
- There was no detailed trails data available on which to verify the vessel manoeuvring model produced for the bunker barge, however, its manoeuvring ability was verified by the experienced master who attended the study. The model was assessed as being adequately representative for the purposes of the study, but was considered to be conservative, particularly in terms of the time taken to swing and the power provided by the bow thruster. The decision was made to maintain these conservative features as long as they did not have an overall detrimental effect on the simulation run outcomes.
- Despite the conservative manoeuvring characteristics of the bunker barge, the master was able to manoeuvre it safely between the IERRT and the IOT with vessels berthed on both adjacent structures.
- Correspondingly, the master of the bunker barge considered that the simulated model was more difficult to navigate than in reality, and that given the space available between the other moored vessels, it would be feasible to arrive and depart on peak flood and ebb tides.
- It was noted by that the main challenge with respect to arrivals and departures at IOT Berth 9 was the available space on the jetty with a tanker already moored on Berth 8. At present this situation may result in the barge master deciding to wait for the environmental conditions to change, or for the adjacent tanker to depart. This would still be the case with IERRT in place.

5 References

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2. HR Wallingford, “Project Sugar – ABP Humber – Immingham East Development – Navigation simulation study Dec 2021”, Report no. DJR6612-RT002-03-00, 04 Aug 2022.
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5. HR Wallingford, “Project Sugar – ABP Humber – Immingham East Development – Navigation Simulation Study - July 2022”, Report no. DJR6612-RT0005-01-00, 04 Aug 22.
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Appendices

A Ship and tug simulation at HR Wallingford

Ship and tug simulation at HR Wallingford

Overview

At HR Wallingford, we operate ten real time simulators from our Ship Simulation Centres in Wallingford, UK and Fremantle, Australia. Our simulators are full bridge, real time manoeuvring simulators specifically designed for port design and ship operations applications, but are also used for training and pilot familiarisation purposes.

They have been developed over 25 years and have been used successfully in over 350 studies world-wide in the last 15 years alone. They have proved to be reliable, flexible and cost-effective design and evaluation tools that can be used for optimising harbour layouts, establishing operational strategy, and training in safe manoeuvring procedures.

We operate a combination of ship simulators and dedicated tug simulators, and to maximise the flexibility of our simulation capability, all of our ship simulators can also be adapted to represent tugs with suitable consoles and controls.

Our simulators are fully integrated such that they can be used to represent one or more piloted ships, or a ship and independently manned tugs, all within the same simulated environment. Alternatively the simulators can be used independently, which enables more "hands-on" time for pilots and tug masters during training or familiarisation sessions. When operating in this mode, an independent ship can also be controlled from another simulators to maximise the training opportunities for tug masters.

The system is capable of real time simulation of vessel behaviour in a range of environmental conditions making the simulators suitable for a wide range of design, assessment and training tasks including:

- Pre-feasibility studies, in the form of desk studies or simulation aided desk studies
- Optimisation of site specific terminal/port/harbour and approach channel designs
- Assessment of safety standards and procedures for shipping and port management operations
- Feasibility studies for new vessels using existing harbours / ports
- Effective training in manoeuvring procedures for pilots, tug masters and ships' officers

A mobile version of the real-time simulator can be used for on-site pilot training and port design.

Ship Simulation Centres

Our Ship Simulation Centres in the UK and Australia house the simulators within a dedicated suite of rooms including separate ship's bridges with their own briefing/observation rooms, control rooms, a dedicated tug bridge, and a conference room.

The ship simulator bridges

For the Ship Simulators the main room in each facility provides a representation of the bridge of a ship. From the bridge, a pilot can view and control ship manoeuvres and monitor the vessel's status throughout the simulation. A wide range of controls can be provided to represent conventional, azipod or other ship specific control systems. The console also provides radar and electronic chart display (ECDIS).

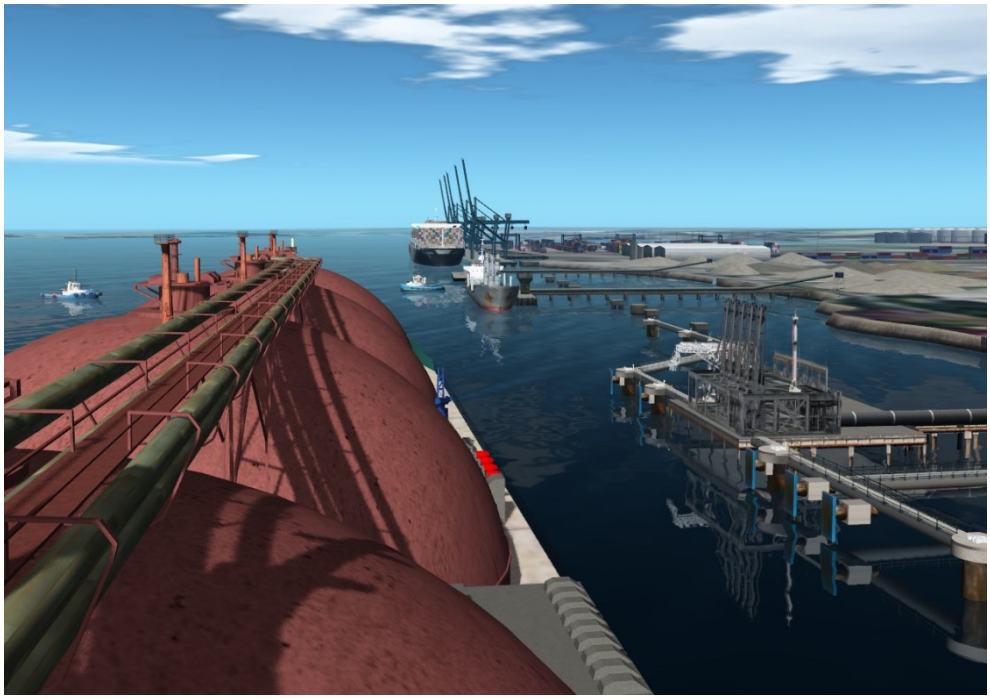
Ship Simulator bridge

Visual scene

The visual scene is a major component of navigation simulation, as piloting a ship or tug is essentially a visual process. Most manoeuvring decisions are made by interpretation of the view from the bridge windows. It is therefore essential that this information is presented in a realistic manner.

Photograph taken at study site

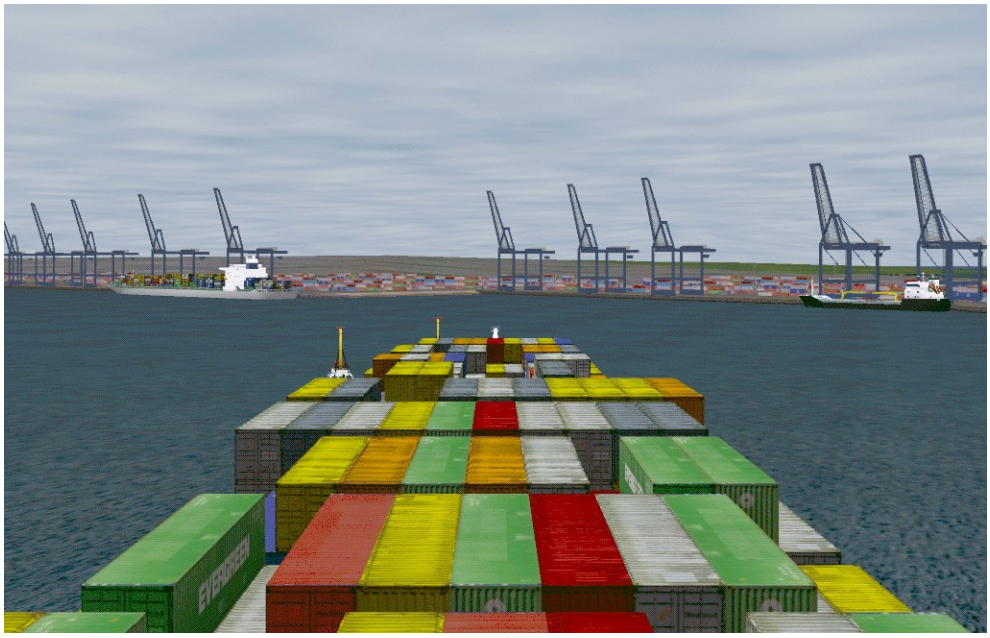
Simulator visual scene



Example visual scene for LNG terminal from ship's starboard bridge wing

Example visual scene for cruise terminal

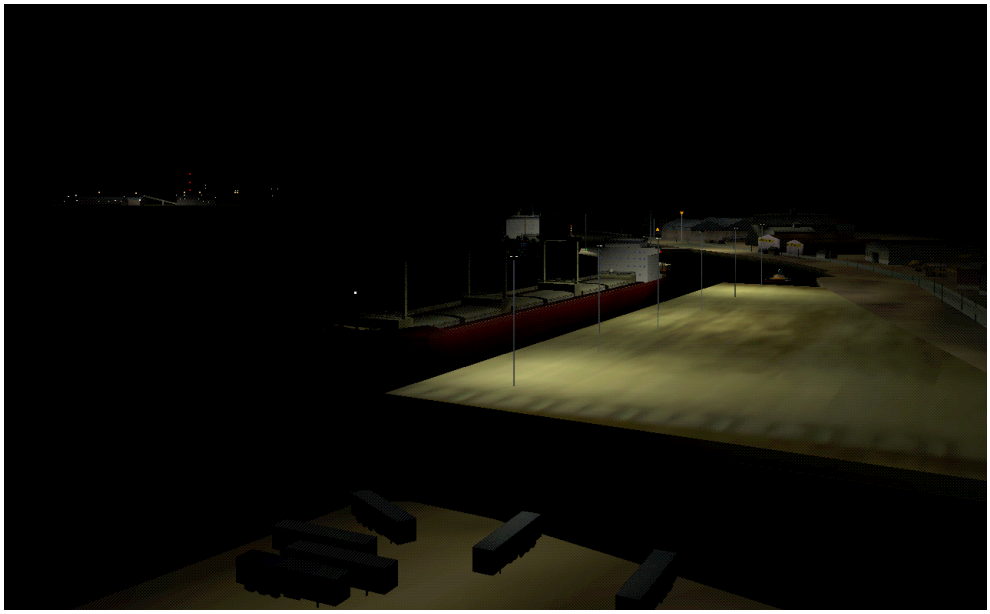
The screens wrap around the bridge console and provide a continuous visual angle of 280°, in addition to an astern view presented on a 42" TFT monitor. A "look-around" facility is also incorporated that allows the pilot's viewpoint to be moved from the centre of the bridge to either bridge wing, and all around the ship allowing 360° vision, along with viewing down along the ship's side.



Example visual scene for container terminal

Realistic tug modelling

The lighting level can be adjusted between full daylight and full night time, in a range of visibility conditions, from excellent, long range visibility to thick fog. In night time simulations, shore lights and other vessel lights can be included, and all navigation marks can be set with the correct light configuration and characteristics.



Example visual scene of bulker terminal at night, with ship lights in distance

Example visual scene in mist

Control consoles

The control console on each bridge is flexible, but the conventional configuration has ship helm, engine and thruster controls along with instrument, radar, ECDIS/situation displays.

A range of helm and engine controls are available including:

- Wheel, tiller or joystick or twin rudder controls
- Single or twin engine telegraph controls
- Azipod propulsor controllers
- Bow and stern thruster controls.

Alternative control consoles can also be provided if required.

The instrument display presents information on the ship status including:

- Ground or water speed ahead and athwartships at midships or at bow, stern and midships
- Heading
- Rate of turn in graphical or digital display form
- Depth under the keel in graphical or digital display form
- Relative wind speed and heading
- Engine settings
- Helm indicator, showing applied wheel
- Rudder indicator, showing actual rudder angle.

There is also an electronic situation display available, in place of the ECDIS, where required, which enables the pilot to monitor the ship's position relative to key features. This displays information in the form of a plan view, similar to an electronic chart/ECDIS display, and includes a scaled ship outline and any planned developments in the area of interest.

Tug bridges

The dedicated Tug Simulators comprises a bridge with a chair and two consoles. Similarly to the Ship Simulators, from the bridge a tug master can view and control tug manoeuvres in a realistic manner and can monitor the vessel's status throughout the simulation.

A wide range of controls can be provided to represent ASD, (Aquamaster) type controls, throttle and joystick or Voith Schneider type controls. The consoles also provide radar and electronic chart display (ECDIS), along with line tension meters, where applicable.

In addition, a winch control panel is also provided and the simulated winch can represent a standard, static type winch or a dynamic, render recovery type winch.

As with the Ship Simulators, the tug visual scene is generate using three dimensional, fully textured, computer generated graphics, which are projected onto three large screens at the front of the bridge, and an array of 13 x 50" plasma monitors, to provide a full 360 degree view.

A 3 channel intercom system is available to enable communications with the central Control Room, and the simulated ship when operating in the integrated mode.

Tug Simulator bridges

Tug Simulator bridges

Simulator control room

Each simulation scenario is configured and initiated by a Simulator Operator, who is stationed at a dedicated console in one of the Control Rooms, immediately adjacent to the bridge on each of the Ship Simulators. There is a window and intercom system between the bridge and Control Room allowing full visual and verbal communications at all times. During a simulation run, the operator can monitor the simulation but can also control the application of the tugs (that are not independently controlled), anchors and mooring lines, and adjust light and environment settings as required. The operator can also introduce failures at any time, along with other vessels in the simulation.

Briefing / observation and meeting rooms

Immediately adjacent to each bridge are Briefing/Observation Rooms, with a suite of monitors that relay the instrument and situation displays from the bridge control console, along with simulation visuals, as seen from the bridge.

These enables project team members to observe and monitor the simulation runs without disturbing either the pilot. There are also meeting rooms nearby, which can act as a base for the Client's project team, and where all members of the Simulation Team can gather to discuss each simulation in detail and to consider any issues raised by the runs.

Ship and tug manoeuvring models

Within the simulators, the behaviour of the ship or tug, in terms of its response to any helm and engine actions and the local environmental effects, is governed by a mathematical manoeuvring model which includes the following effects:

- Shallow water effects including increase in turning radius and drag
- Squat
- Bank effects
- Wind response allowing for both lift and drag
- Response to waves
- Response to current
- Tug operations
- Ship to ship interaction
- Collision/contacts with any fixed structure or another vessel
- Mooring lines
- Anchors
- Lock blockage.

Mathematical manoeuvring models are tailored to particular studies based on the design ship(s)/tug(s) dimensions, drawings and, whenever possible, ship trials data. HR Wallingford also has an extensive library of ship and tug models for vessels of different sizes and hull forms.

All ship manoeuvring models are verified by professional mariners/pilots and navigation experts.

Real time navigation simulation runs

During the simulation runs, a professional mariner or pilot is in command of the simulated ship. This may be either a visiting, local pilot, who is familiar with the particular ship or study site, or one of HR Wallingford's experienced pilots.

At the start of each run, the desired scenario (vessel, port layout, tidal state, wind and wave conditions, lighting level and visibility) are configured within the simulator and the ship is initialised with a suitable position, heading, and forward and transverse speeds. During the run, the wind, waves, light levels and visibility can be altered as required. Furthermore, the pilot can call upon the assistance of tugs, which are controlled in response to verbal commands from the pilot.

Effective and appropriate use of tugs is often essential to safe manoeuvring at slow speed. Consequently the performance of assisting tugs needs to be realistically simulated. This is achieved in the Ship Simulators by representing the interaction of a complex series of factors including the type of tug, the number, type and position of the tug's propulsors, the prevailing wind and wave conditions, the location of the tug with respect to the ship (ie. it may be protected from some wave activity by the ship), the ship's speed, the current speed and direction, and the operating mode of the tug.

Alternatively, the Ship Simulator(s) can be integrated with the Tug Simulator so that one or two of the tugs are operated independently by a tug master.

Of particular importance at many sites is the effectiveness of tugs in waves. HR Wallingford has considerable experience of this issue based on detailed discussions and simulated trials with a range of tug operators. This has resulted in a series of tug efficiency curves for varying wave heights and periods for each operational mode.

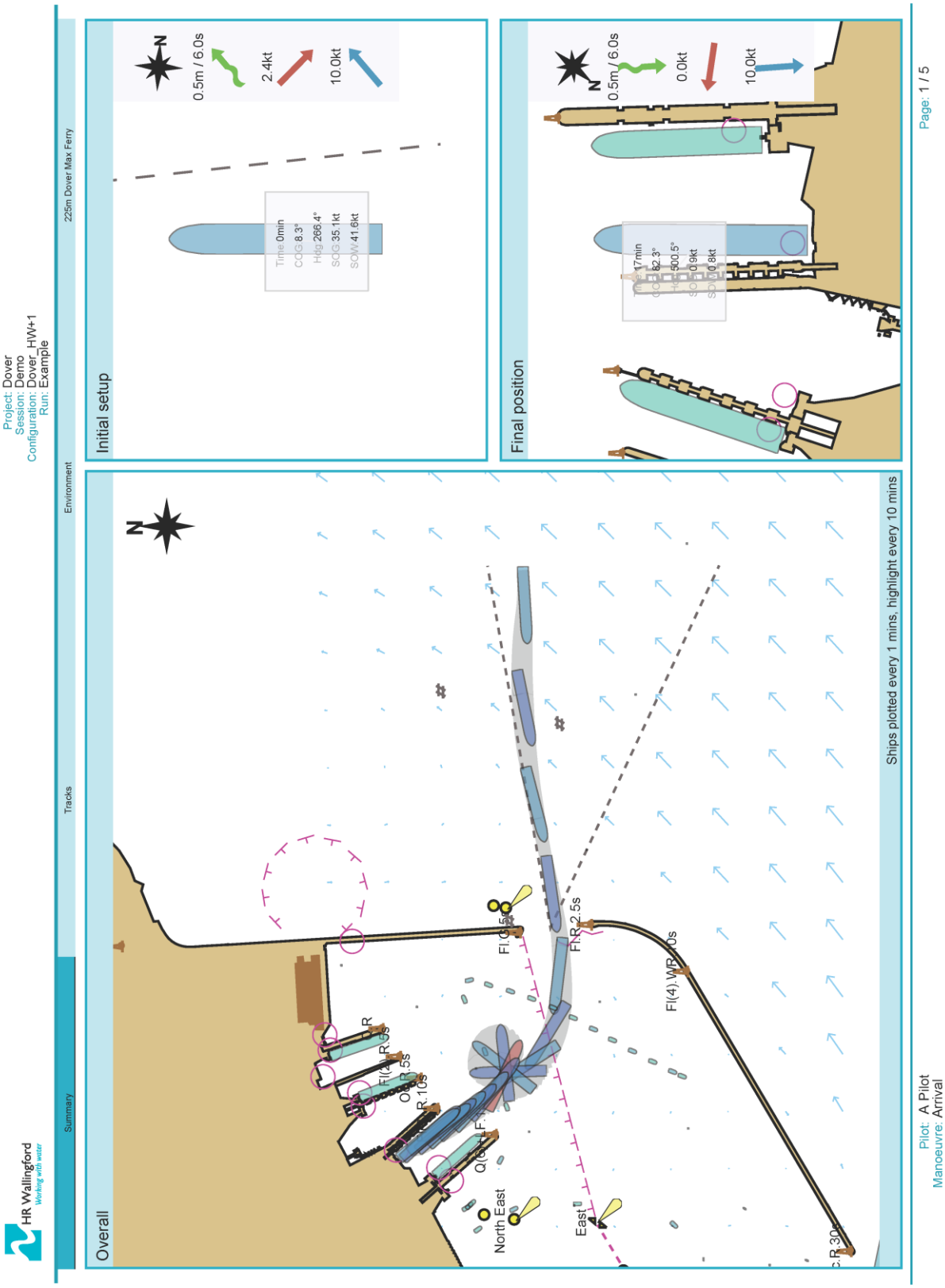
Any number of other vessels can also be present in the simulation. These can be used as vessels on berths or in passing ship manoeuvres. The position and behaviour of these ships are either controlled in a simplified manner or the two Ship Simulators can be integrated so that a pilot can operate the other ship from other Ship Simulator bridge.

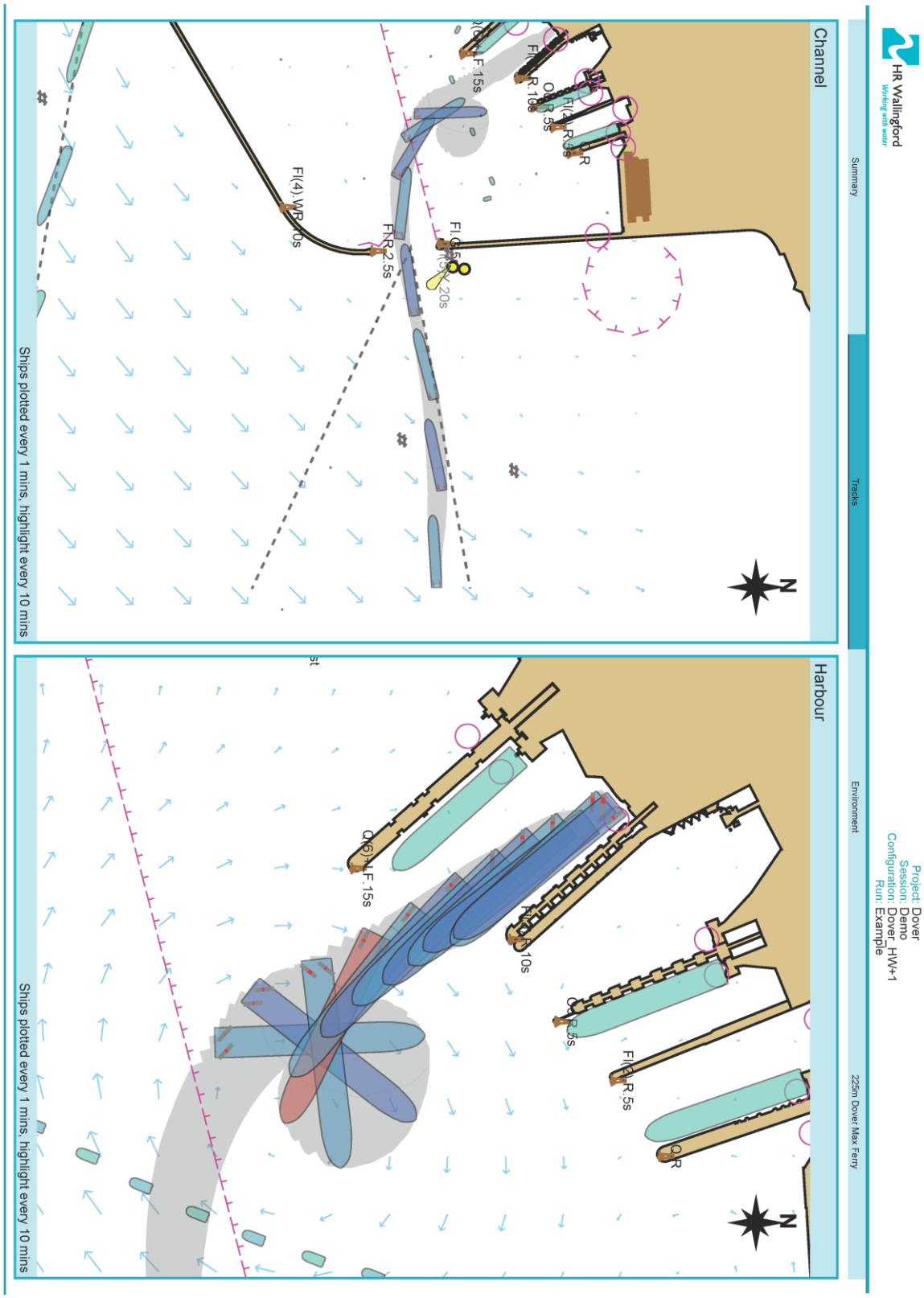
As each simulation run proceeds, the pilot is presented with the visual and other information that allow representative ship handling decisions to be made, based on accepted navigation practice, skill and experience. In particular, the use of experienced mariners ensures that realistic limits of ship controllability are reproduced and accounted for within the simulation.

Simulation data is recorded at an appropriate frequency (typically every 1 second) for later analysis and reporting. The list of data parameters recorded can vary, but typically includes:

- Elapsed time
- Ship position and heading
- Speed and rate of turn
- Rudder and engine settings
- Under keel clearance
- Tug and thruster activity
- Current and wave conditions at the ship
- Position and heading of any target ships.

This information is presented in a series of vessel track and data plots as shown in the Figures below.

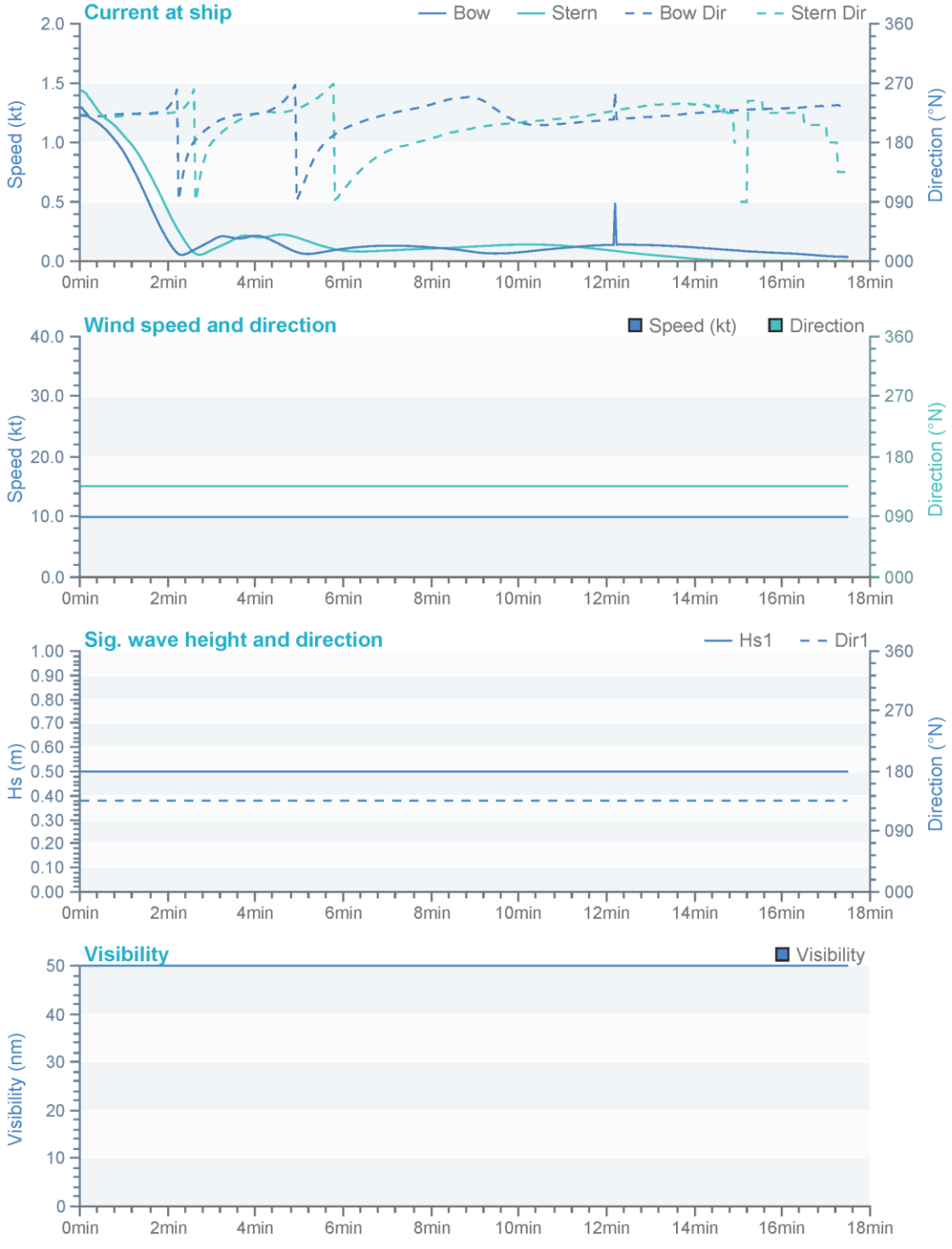

Project: Dover
Session: Demo
Configuration: Dover_HW+1
Run: Example
Summary
Tracks
Environment
225m Dover Max Ferry
Overall
Initial setup
Final position
0.5m / 6.0s
2.4kt
10.0kt
0.0kt
Time 0min
COG 8.3°
Hdg 266.4°
SOG 35.1kt
SOW 41.6kt
Time 17min
COG 82.3°
Hdg 500.5°
SOG 0.9kt
SOW 0.8kt
Ships plotted every 1 mins, highlight every 10 mins
North East
East
Fl.R.2.5s
Fl(4).WR.10s
Pilot: A Pilot
Manoeuvre: Arrival
Page: 1 / 5


HR Wallingford
Working with water
Summary
Tracks
Environment
225m Dover Max Ferry
Project: Dover
Session: Demo
Configuration: Dover_HW+1
Run: Example
Channel
Harbour
Ships plotted every 1 mins, highlight every 10 mins
Ships plotted every 1 mins, highlight every 10 mins
Pilot: A Pilot
Manoeuvre: Arrival
Page: 2 / 5

HR Wallingford
Working with water

Project: Dover
Session: Demo
Configuration: Dover_HW+1
Run: Example

Summary | Tracks | Environment | 225m Dover Max Ferry



Pilot: A Pilot
Manoeuvre: Arrival

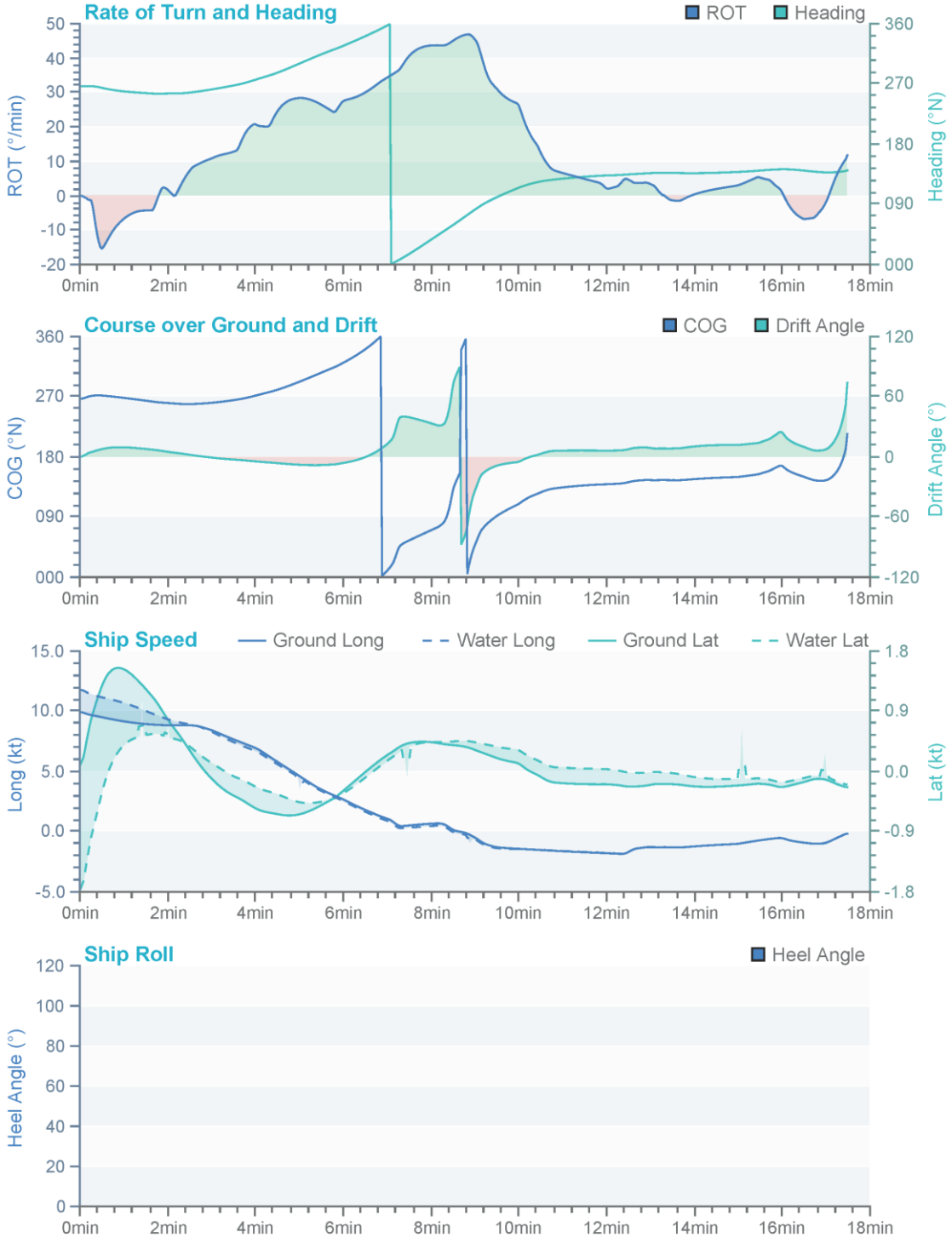
Ship: 225m Dover Max Ferry

Page: 3 / 5

HR Wallingford
Working with water

Project: Dover
Session: Demo
Configuration: Dover_HW+1
Run: Example

Summary | Tracks | Environment | 225m Dover Max Ferry



Pilot: A Pilot
Manoeuvre: Arrival

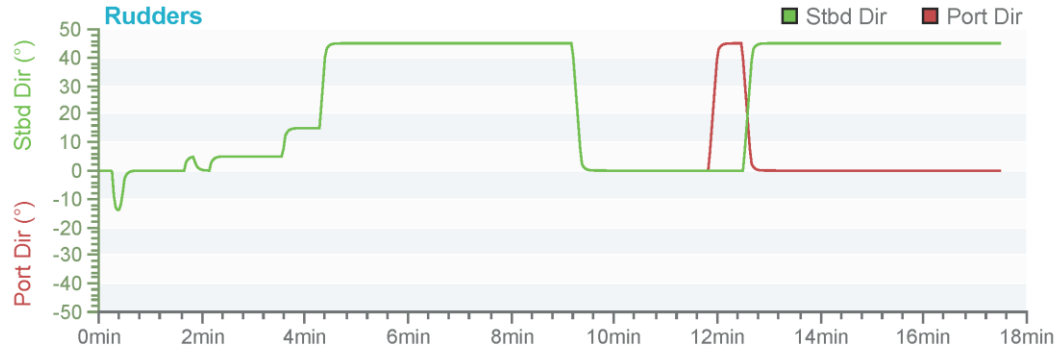
Ship: 225m Dover Max Ferry

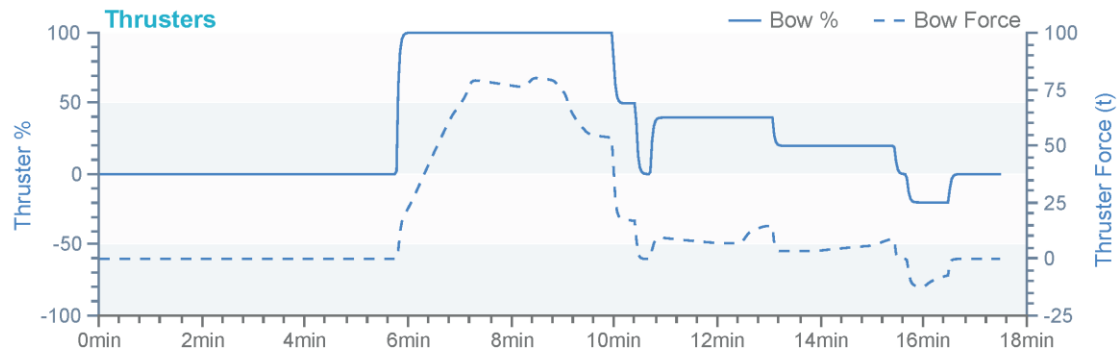
Page: 4 / 5

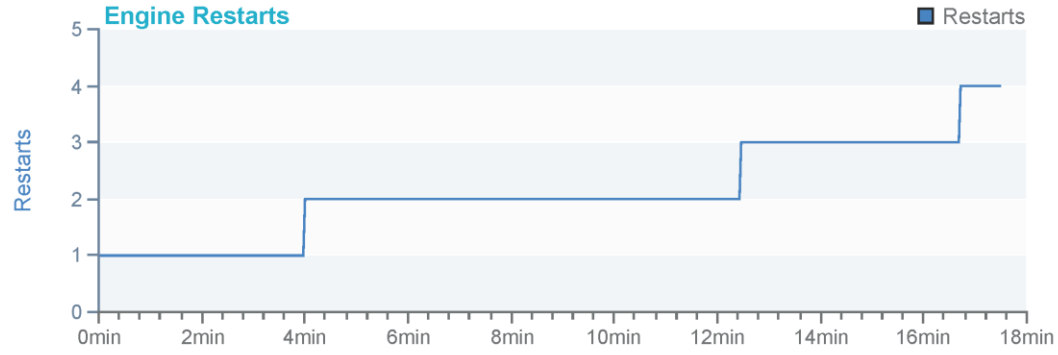
HR Wallingford
Working with water

Project: Dover
Session: Demo
Configuration: Dover_HW+1
Run: Example

Summary | Tracks | Environment | 225m Dover Max Ferry







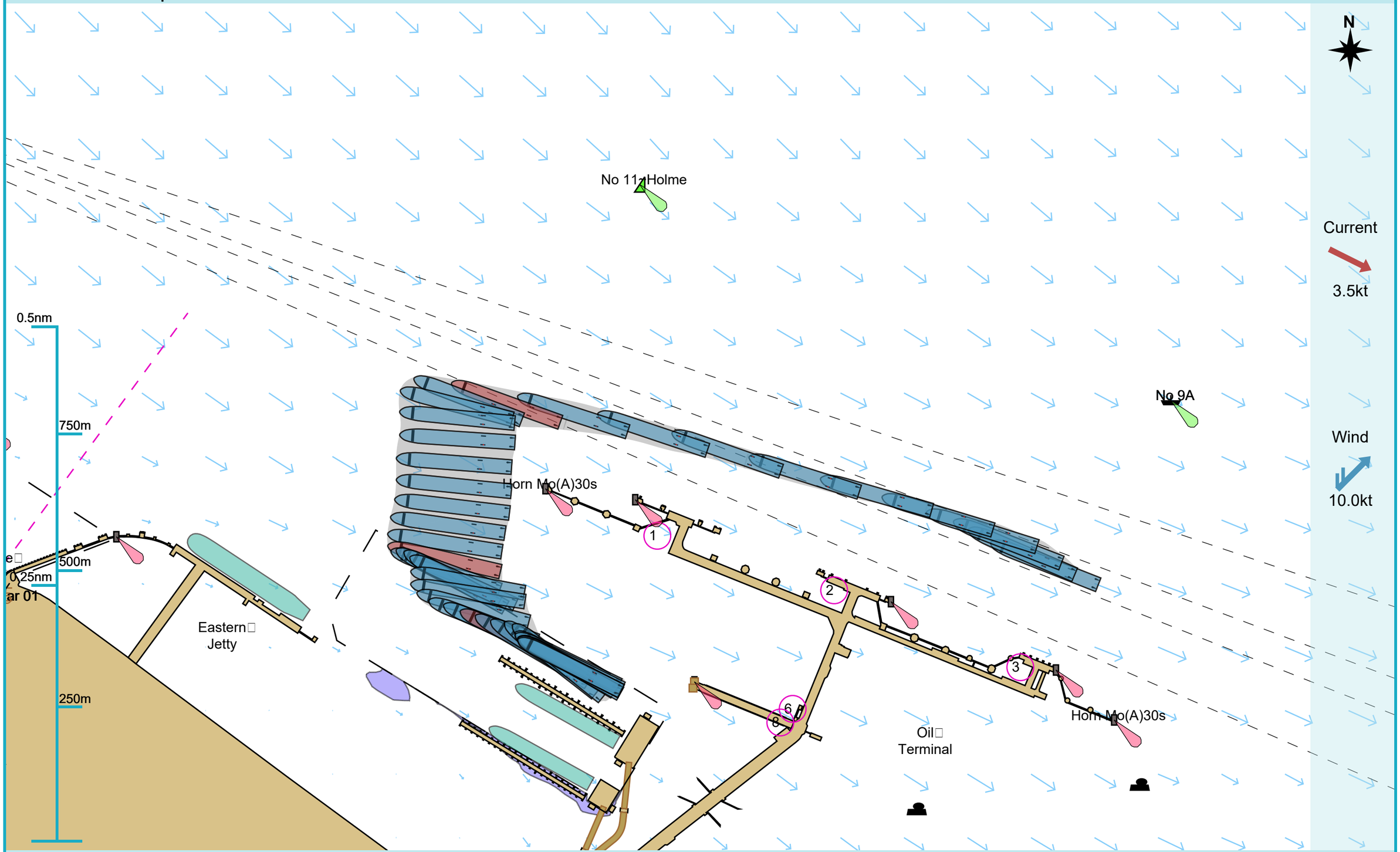
Pilot: A Pilot
Manoeuvre: Arrival

Ship: 225m Dover Max Ferry

Page: 5 / 5

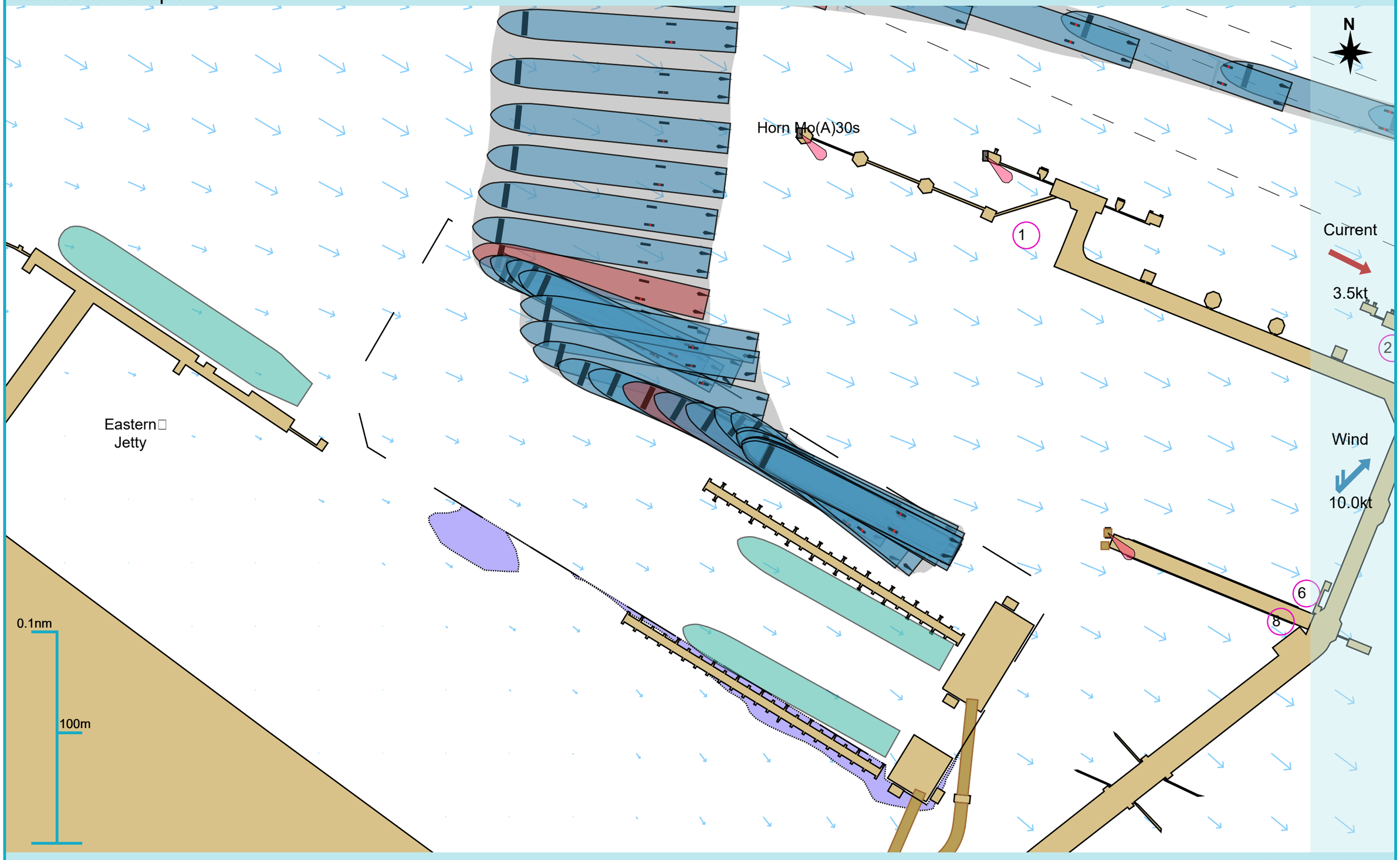
B Simulation track and data plots

Manoeuvre track plot

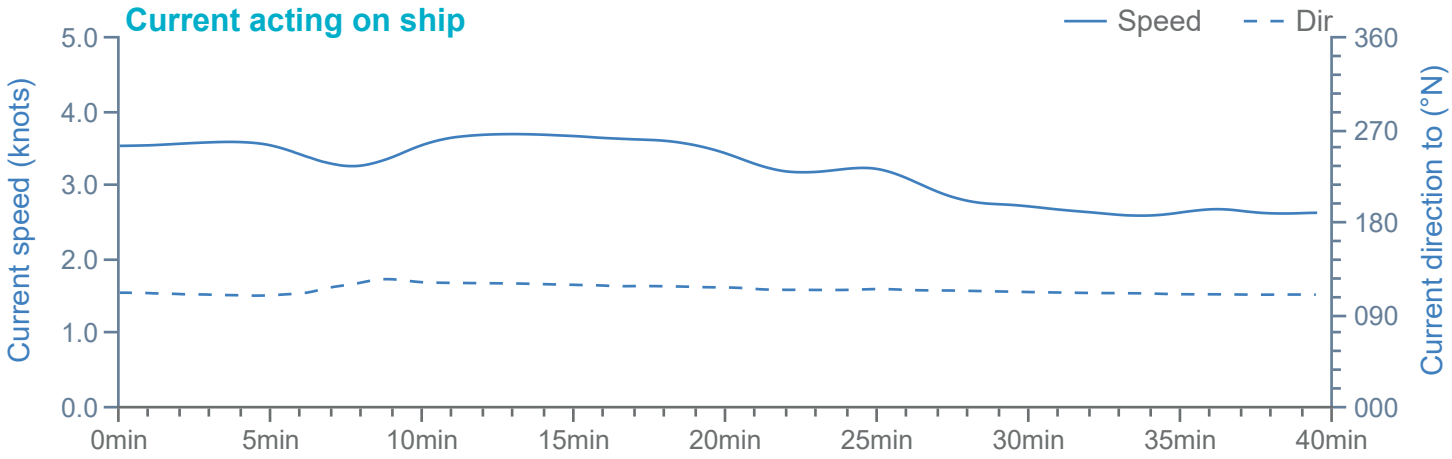


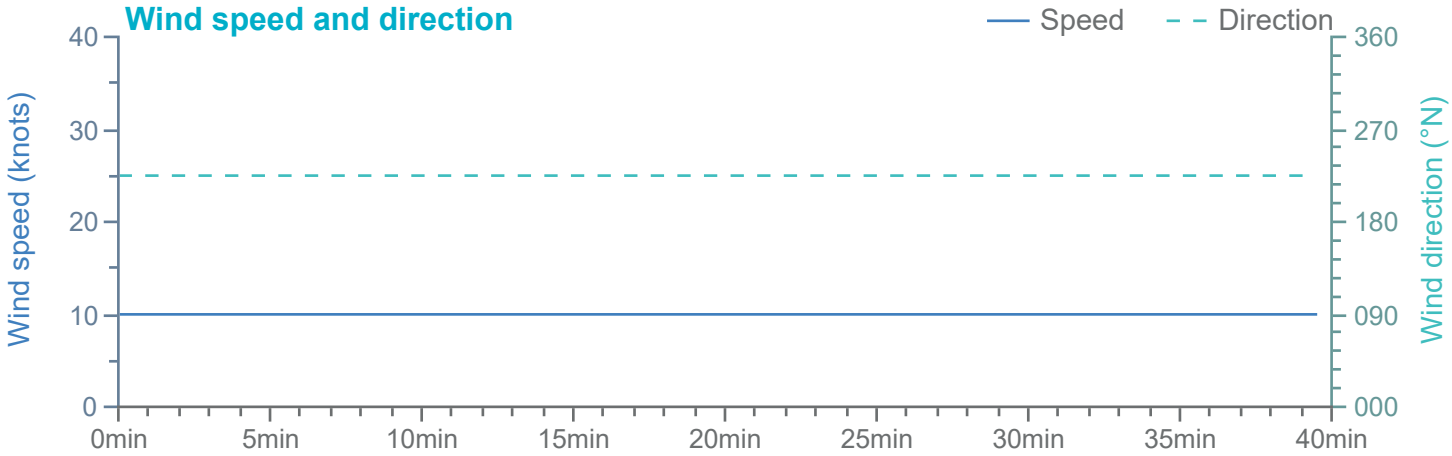
Ships plotted every 1 mins, highlight every 10 mins

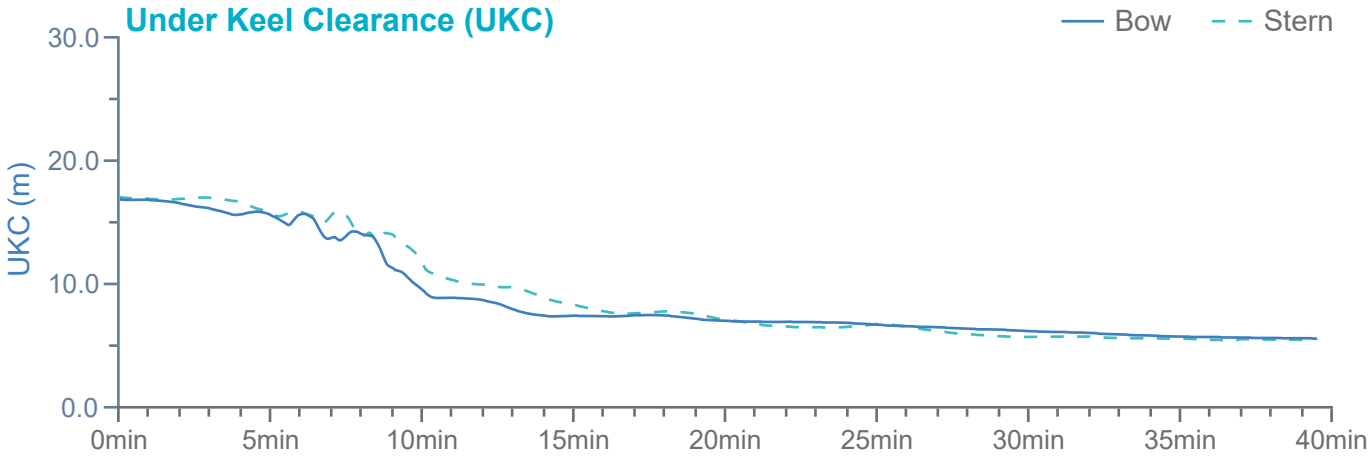
Manoeuvre track plot

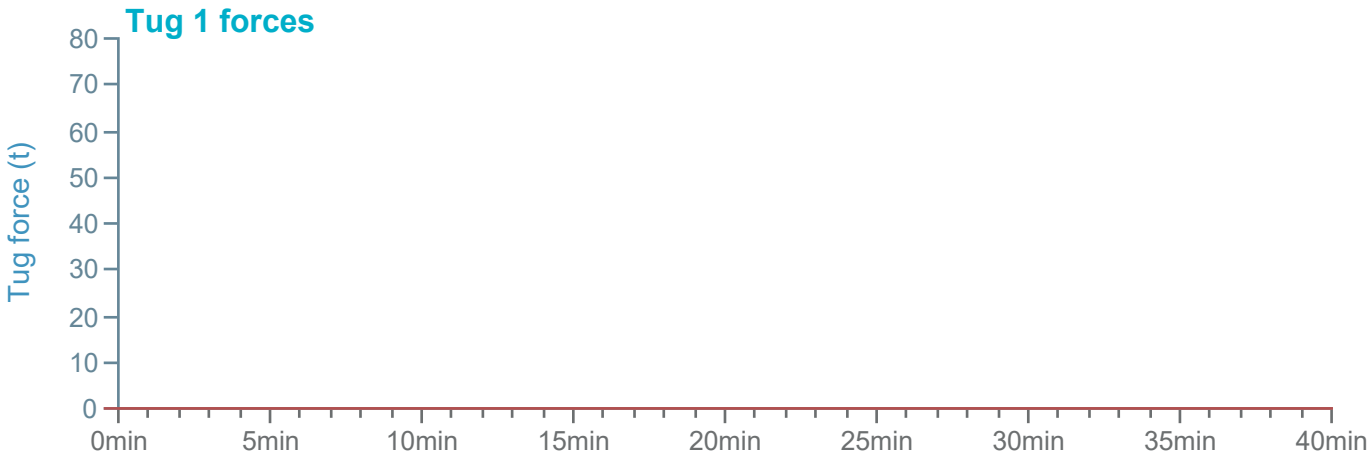


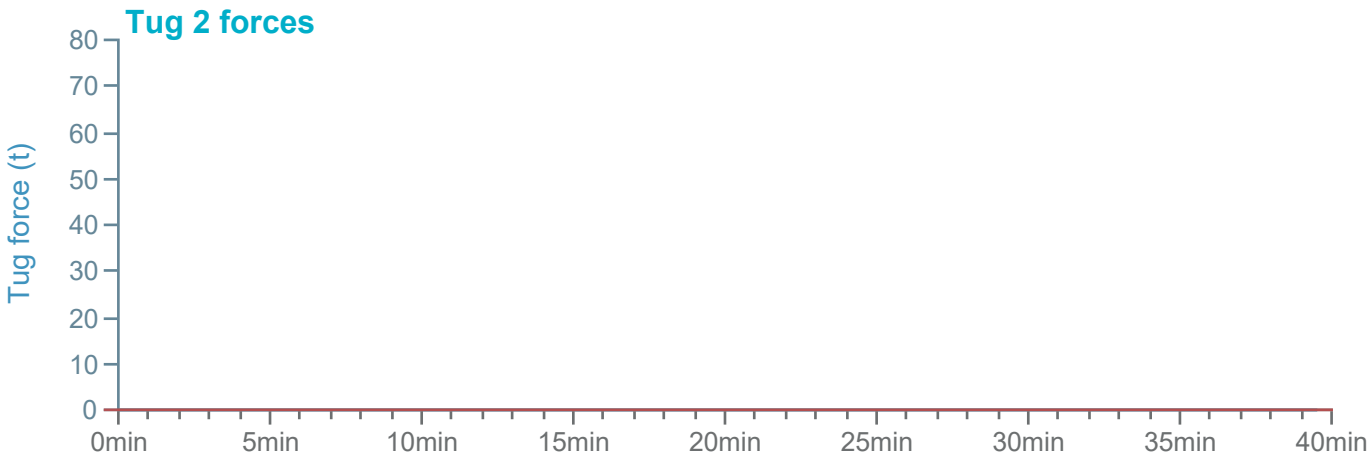
Ships plotted every 1 mins, highlight every 10 mins

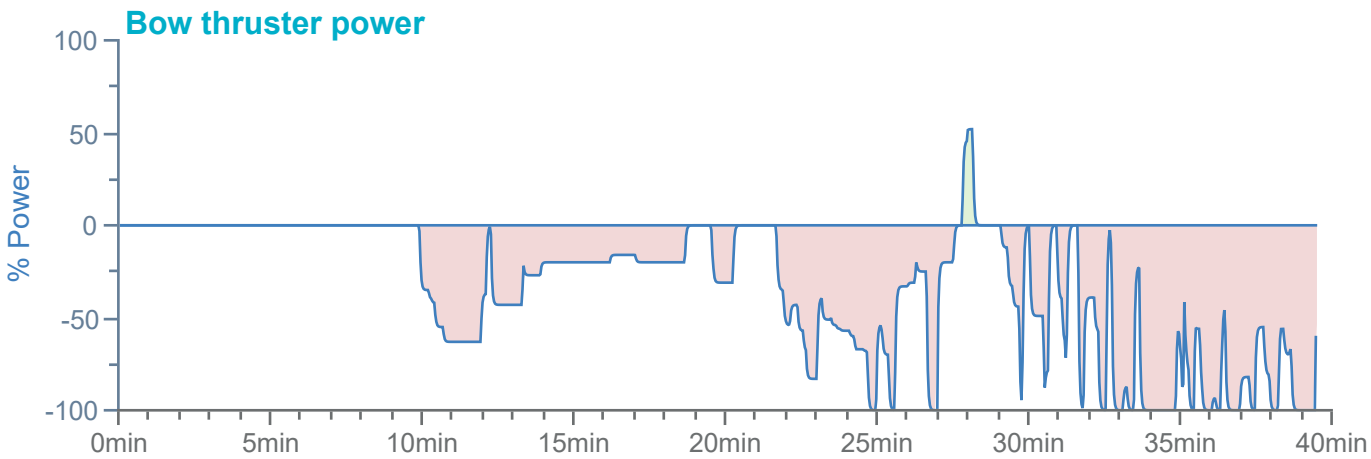

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min
35min
40min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min
35min
40min

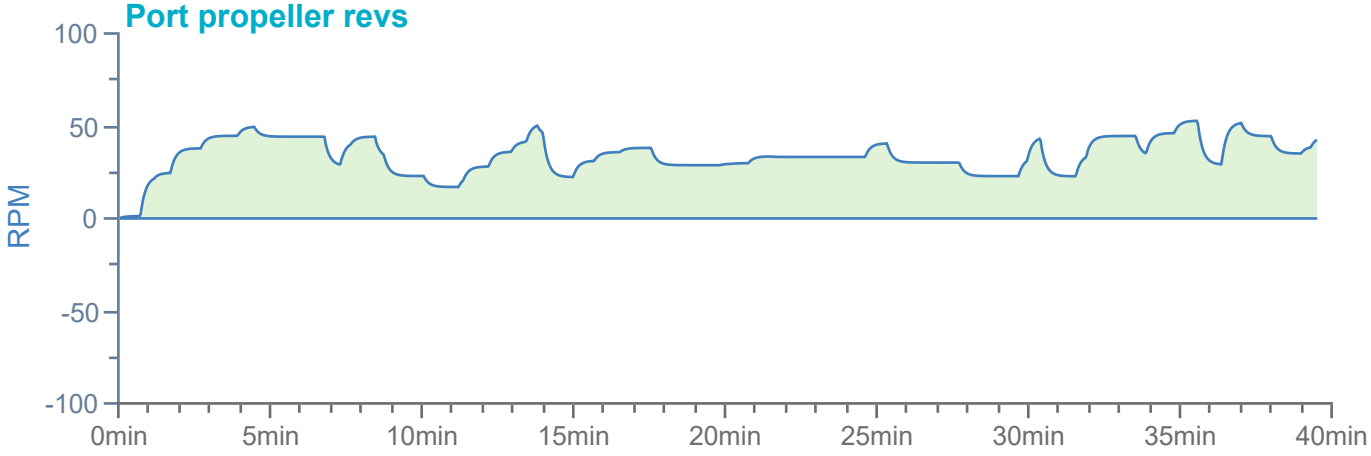

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min
30min
35min
40min


Tug 1 forces
Tug force (t)
80
70
60
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min
30min
35min
40min

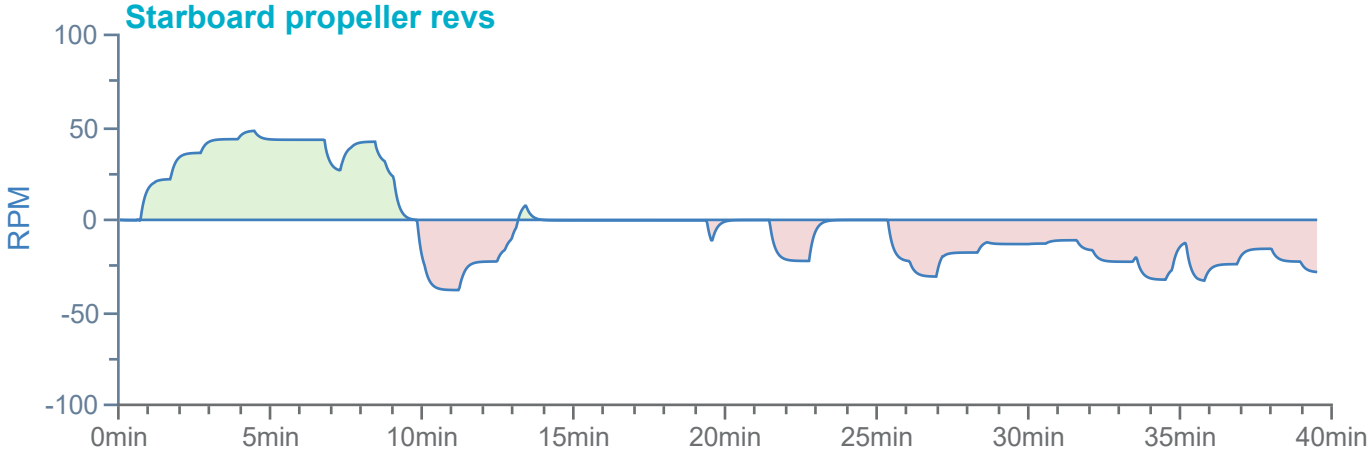

Tug 2 forces
Tug force (t)
80
70
60
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min
30min
35min
40min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min
35min
40min

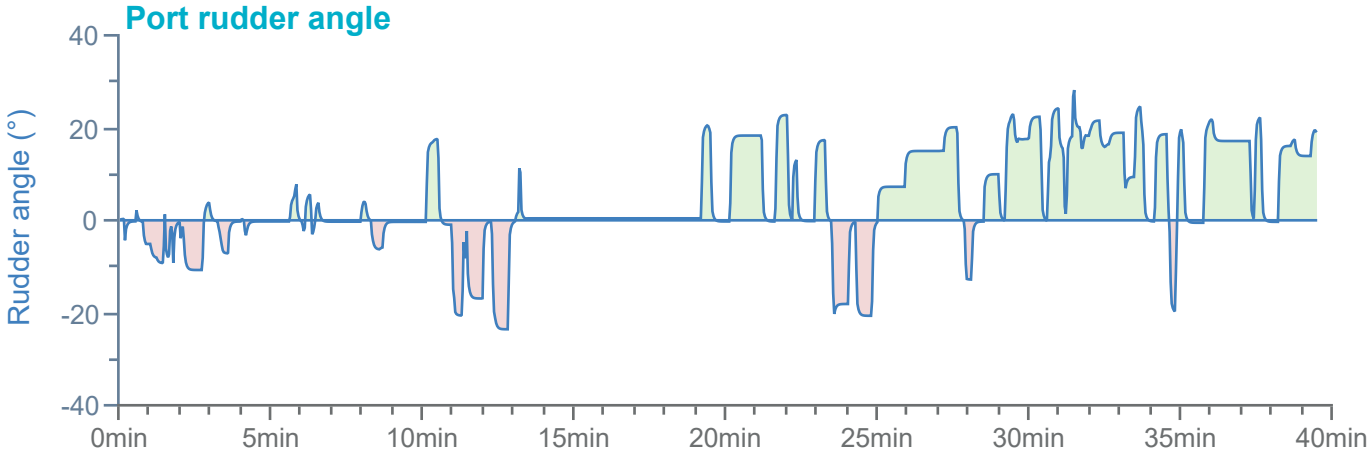
Port propeller revs



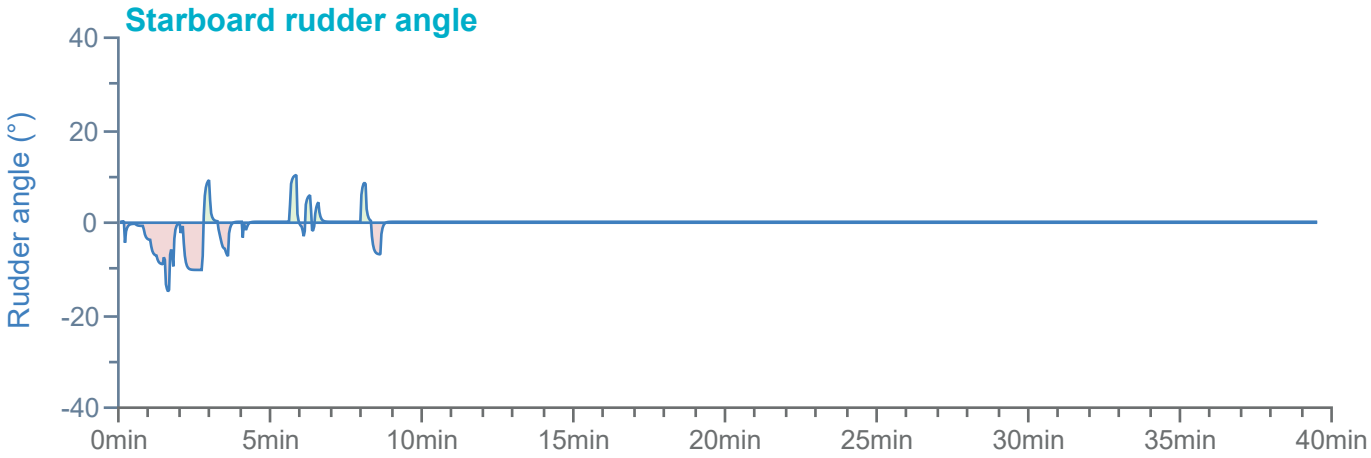
Starboard propeller revs



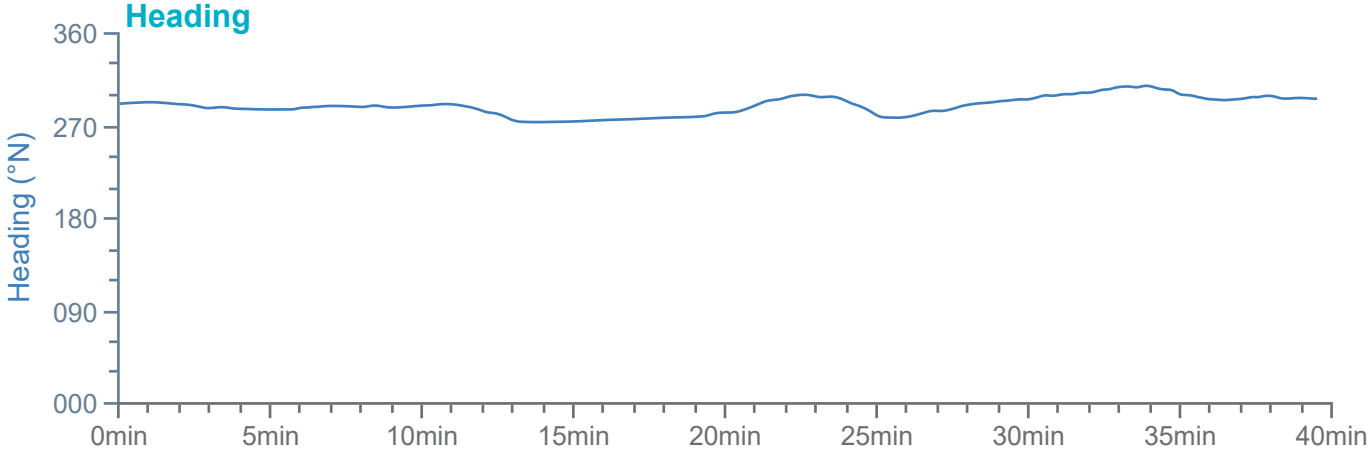
Port rudder angle



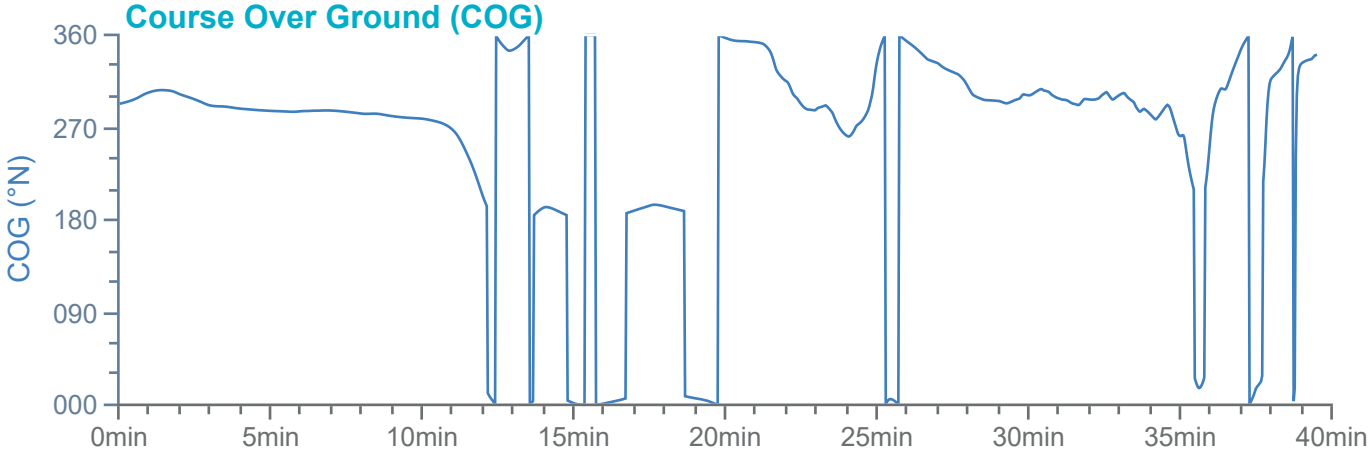
Starboard rudder angle



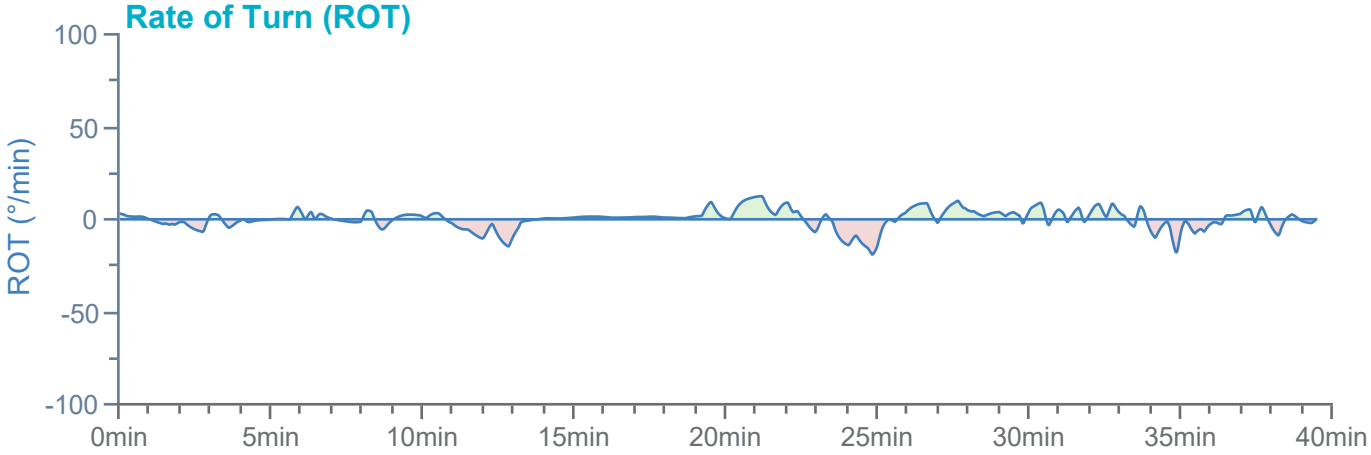
Heading

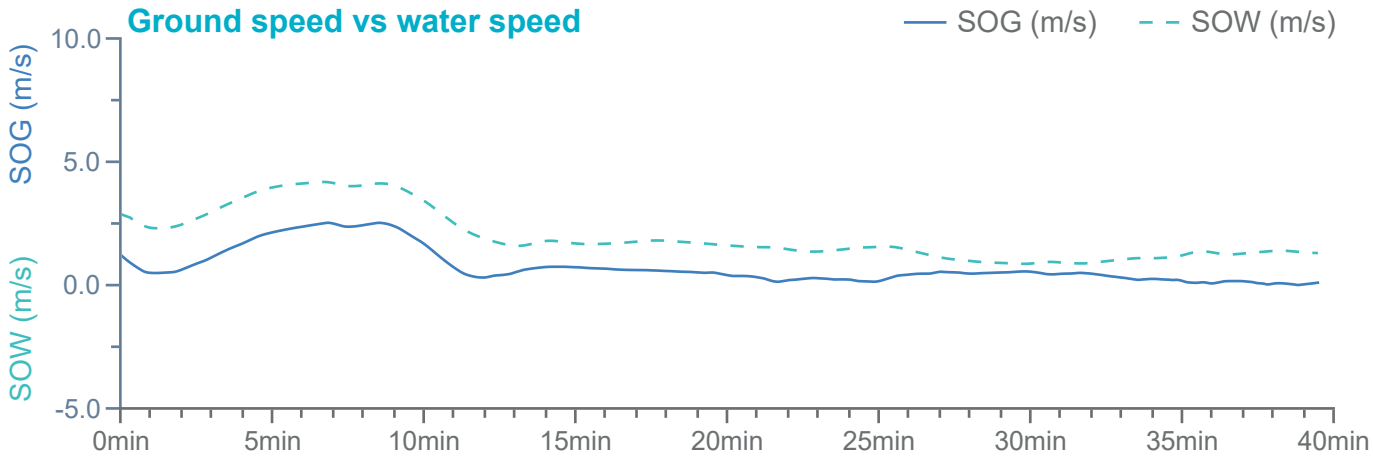


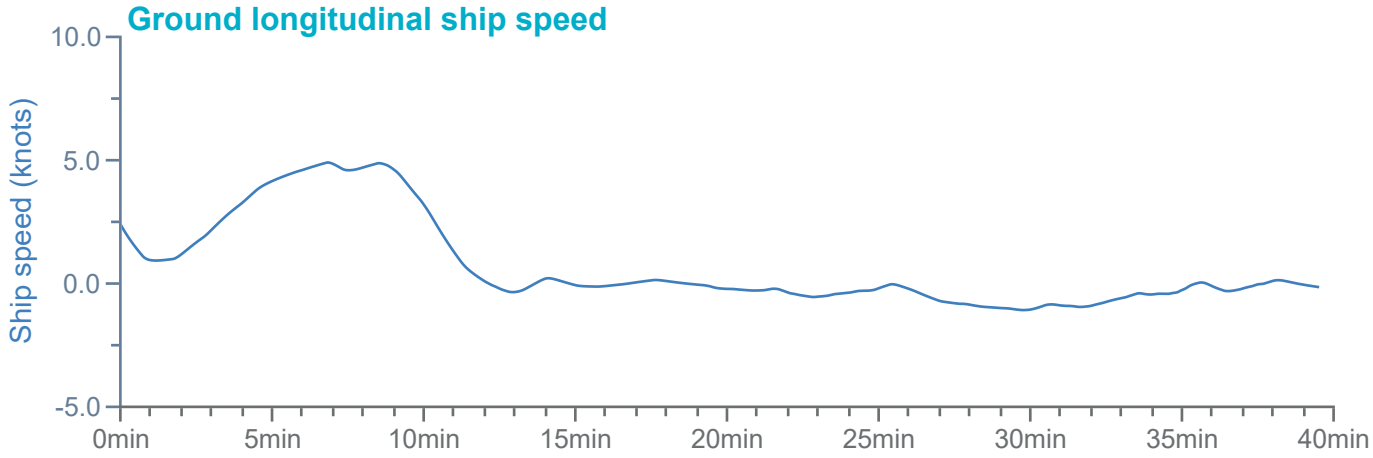
Course Over Ground (COG)

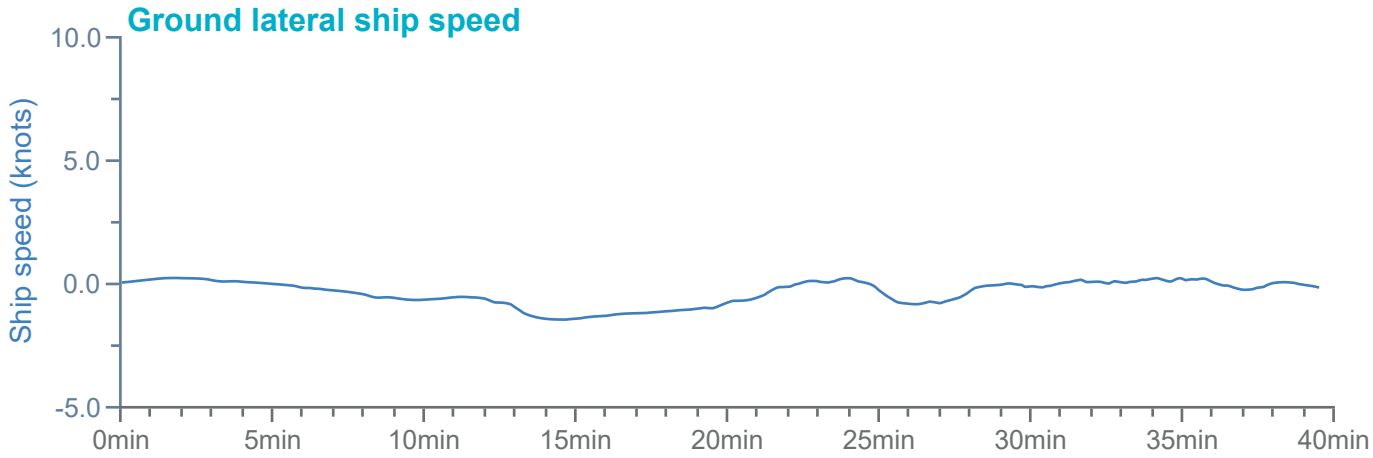


Rate of Turn (ROT)

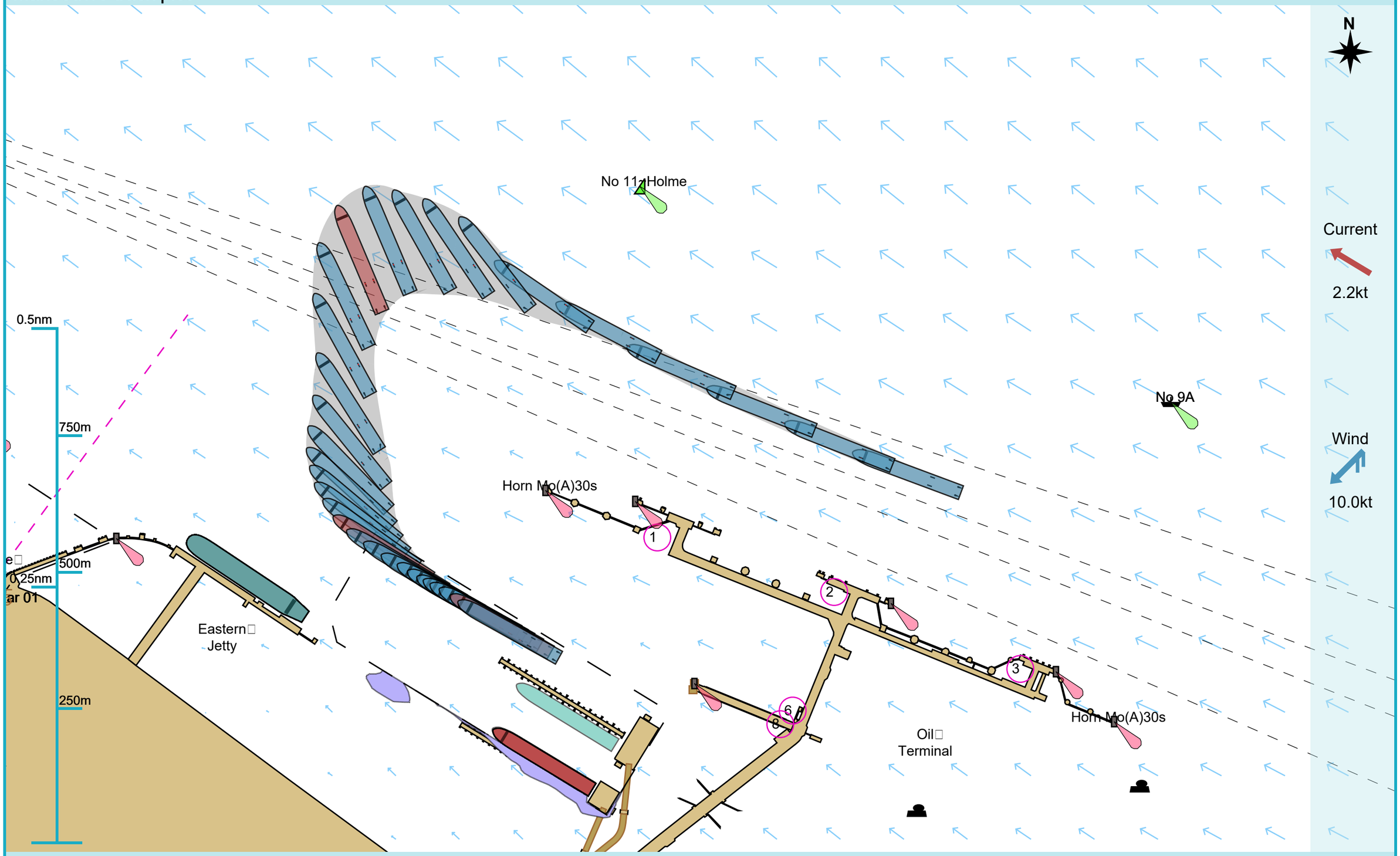



Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min
35min
40min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min
35min
40min

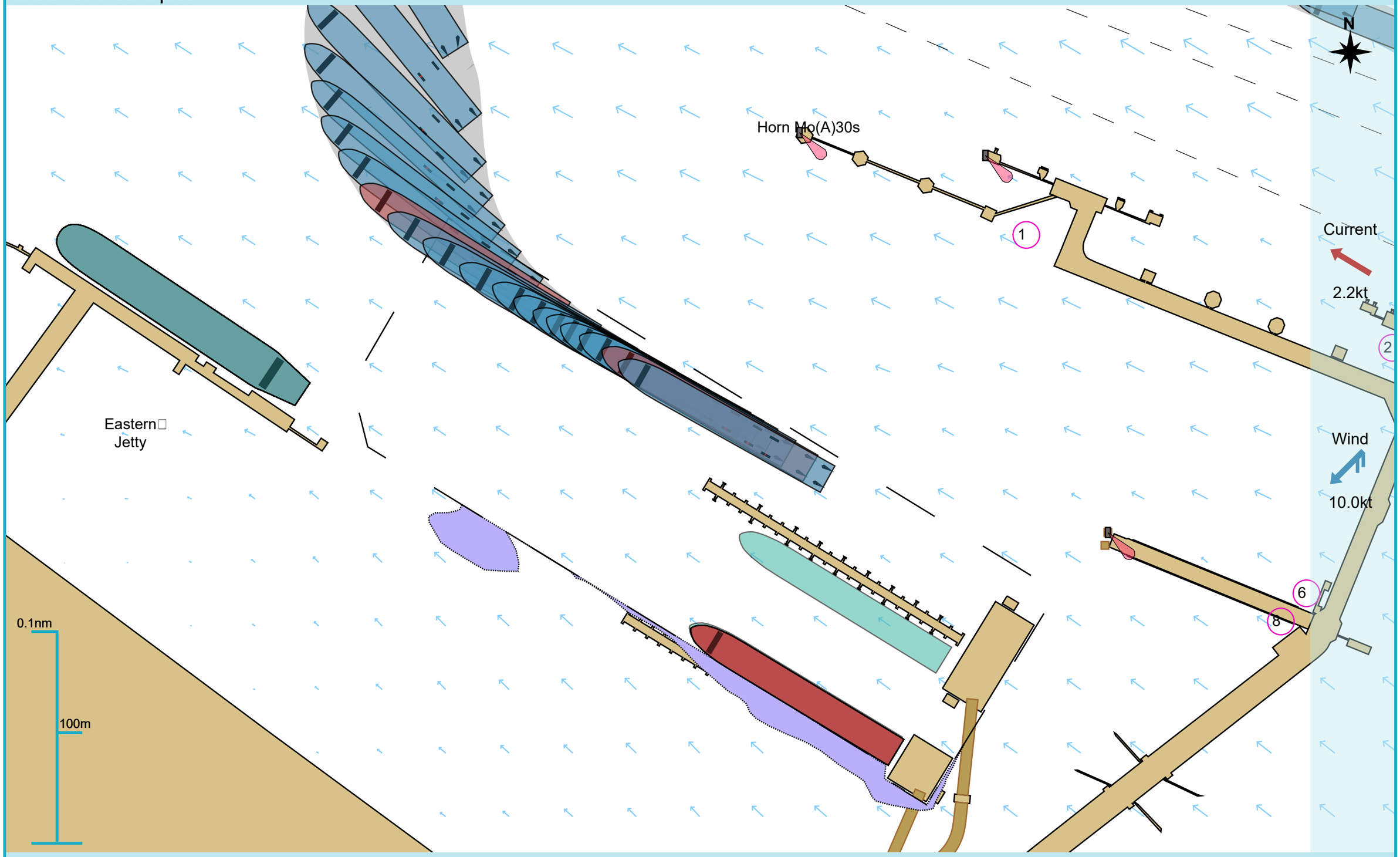

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min
35min
40min

Manoeuvre track plot

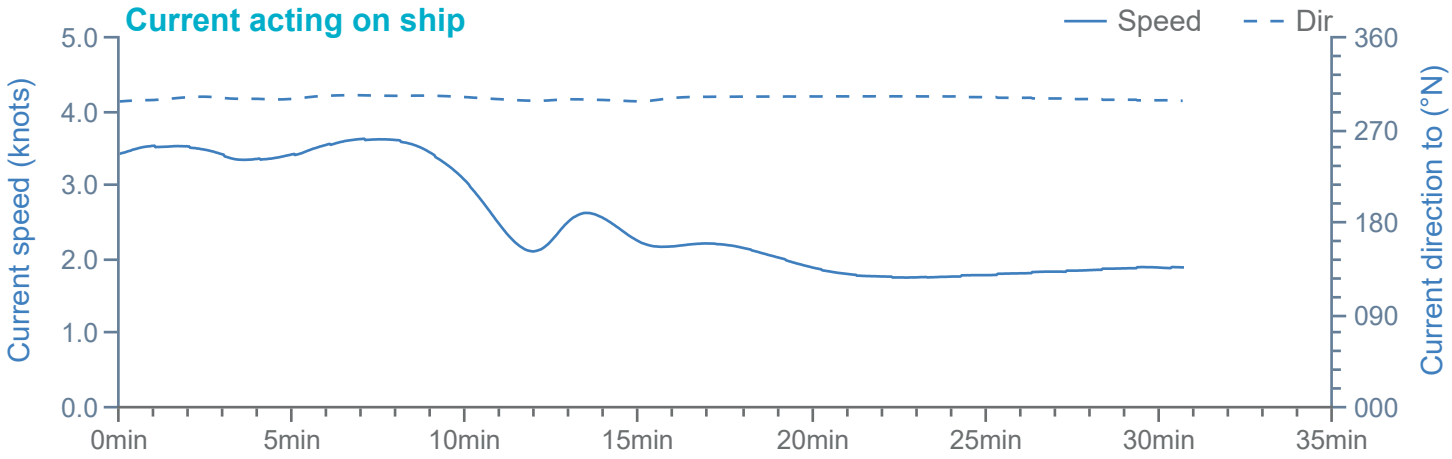


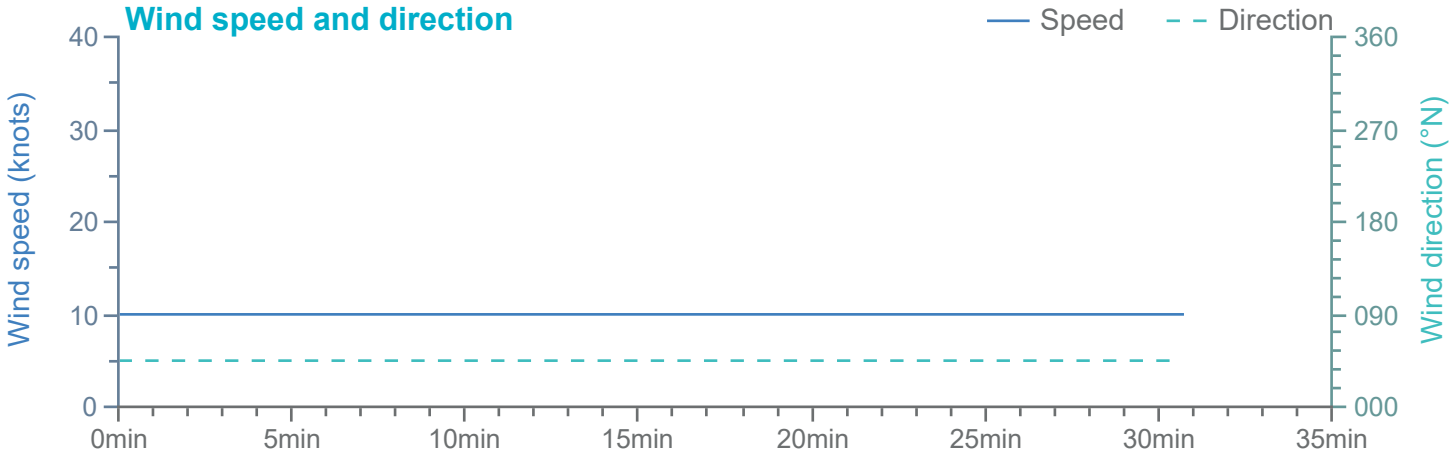
Ships plotted every 1 mins, highlight every 10 mins

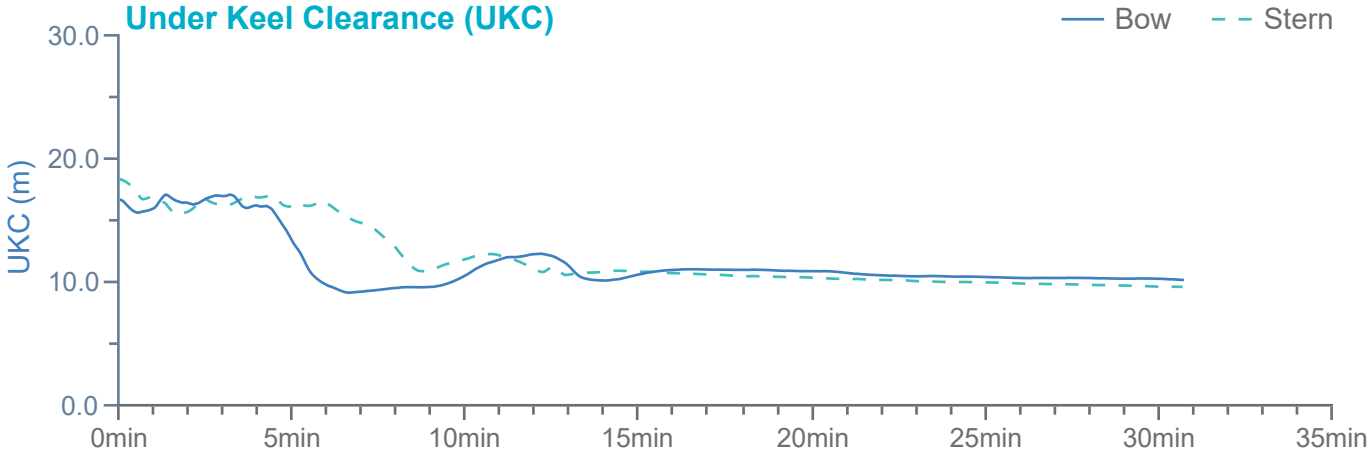
Manoeuvre track plot



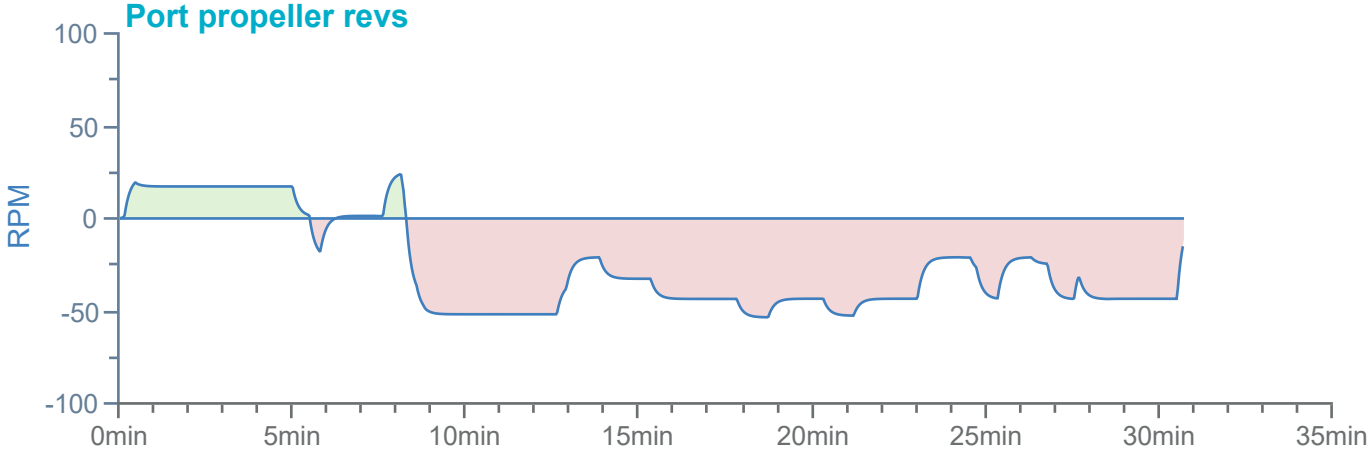
Ships plotted every 1 mins, highlight every 10 mins


Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min
35min

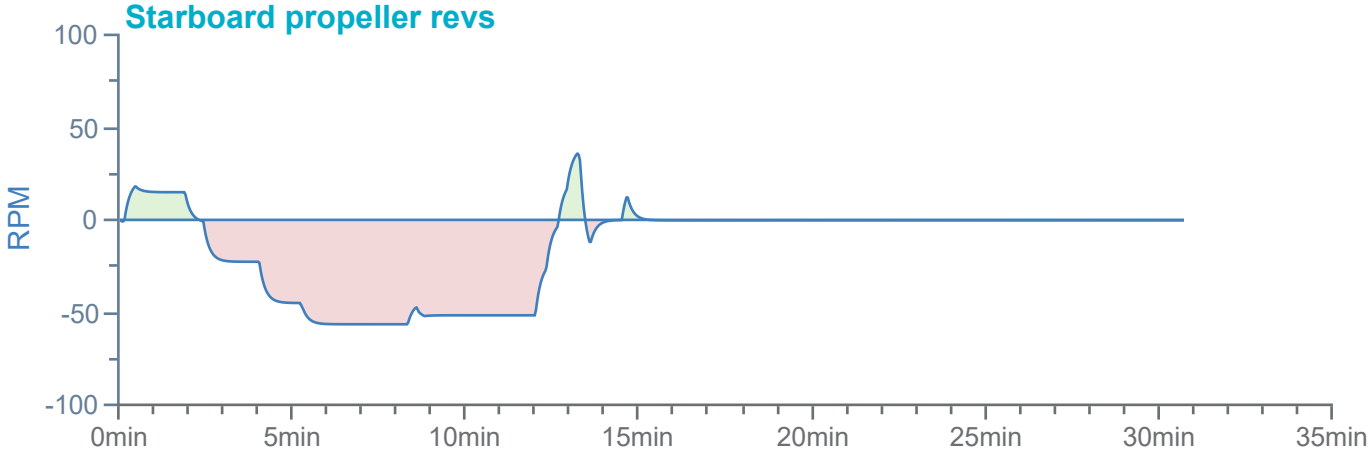

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min
35min


Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min
30min
35min

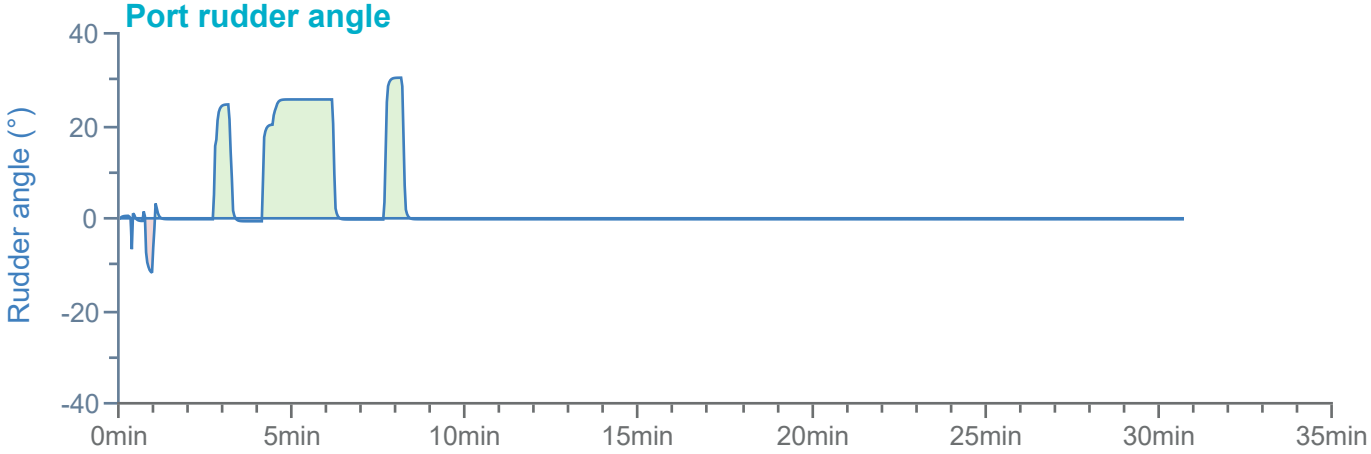
Port propeller revs



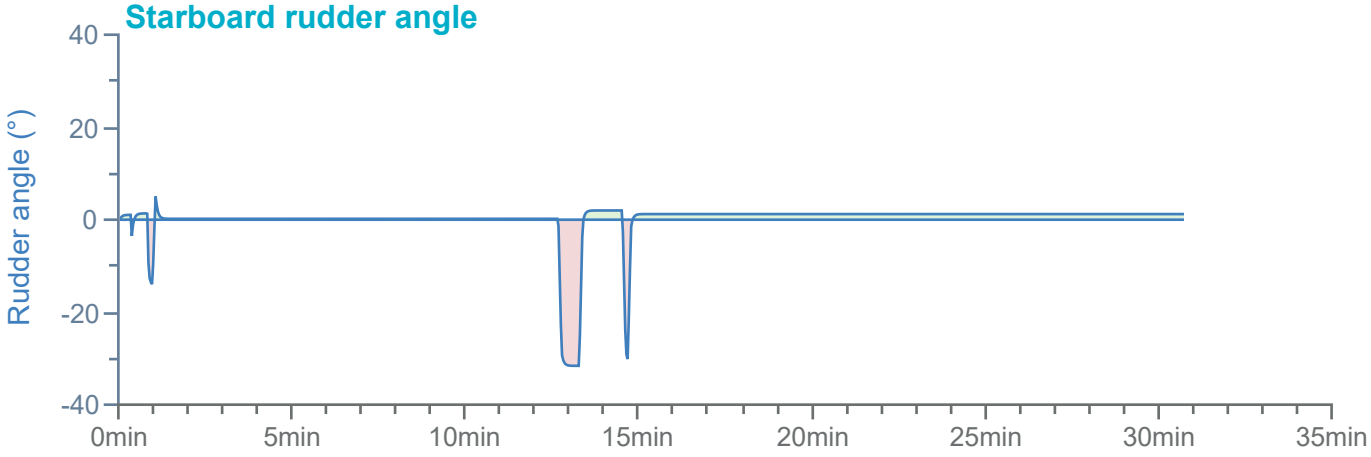
Starboard propeller revs

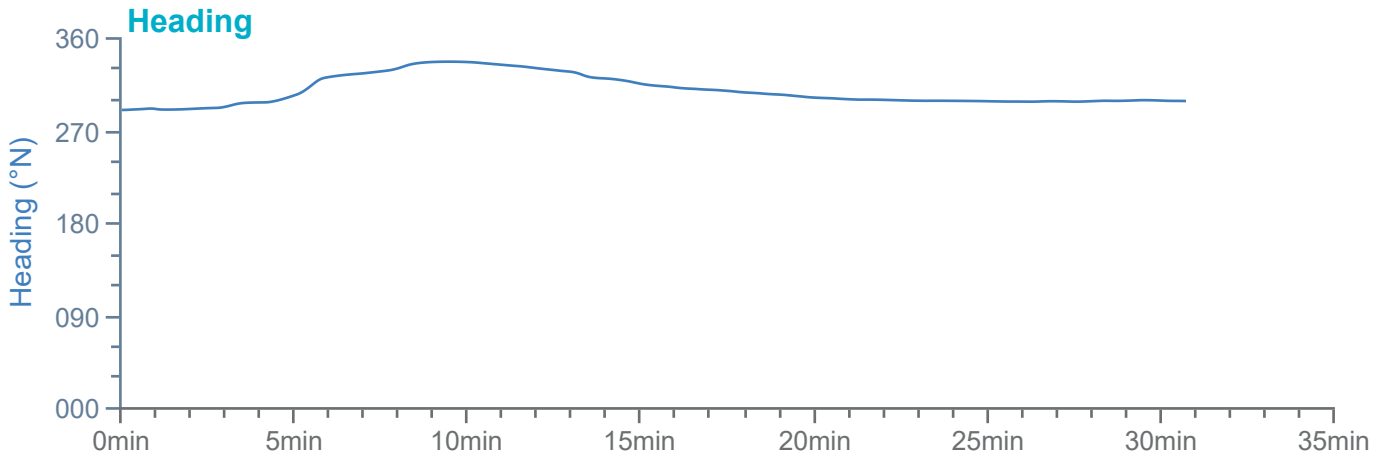


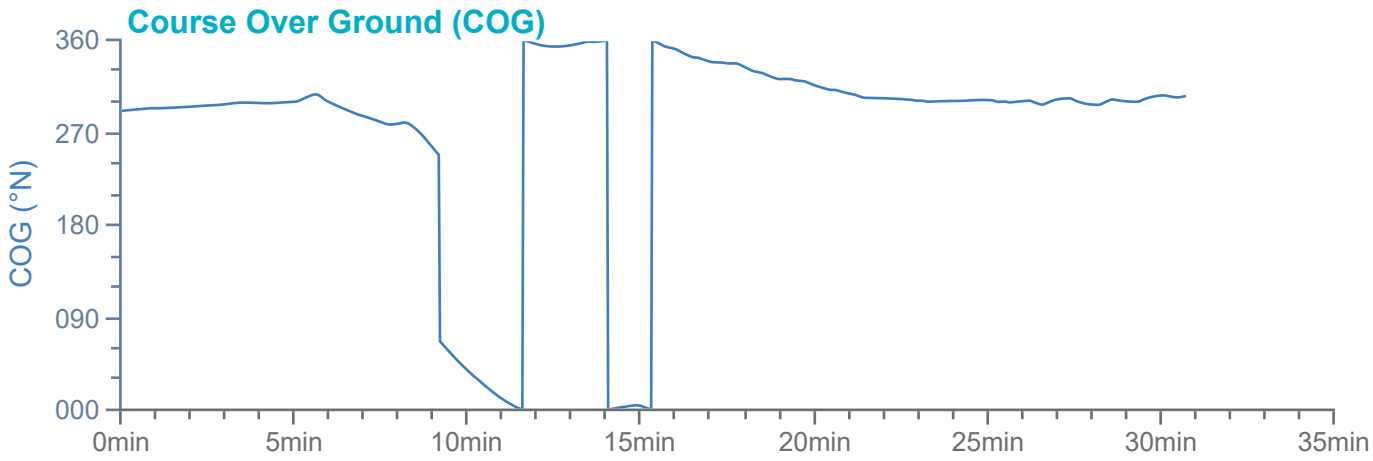
Port rudder angle

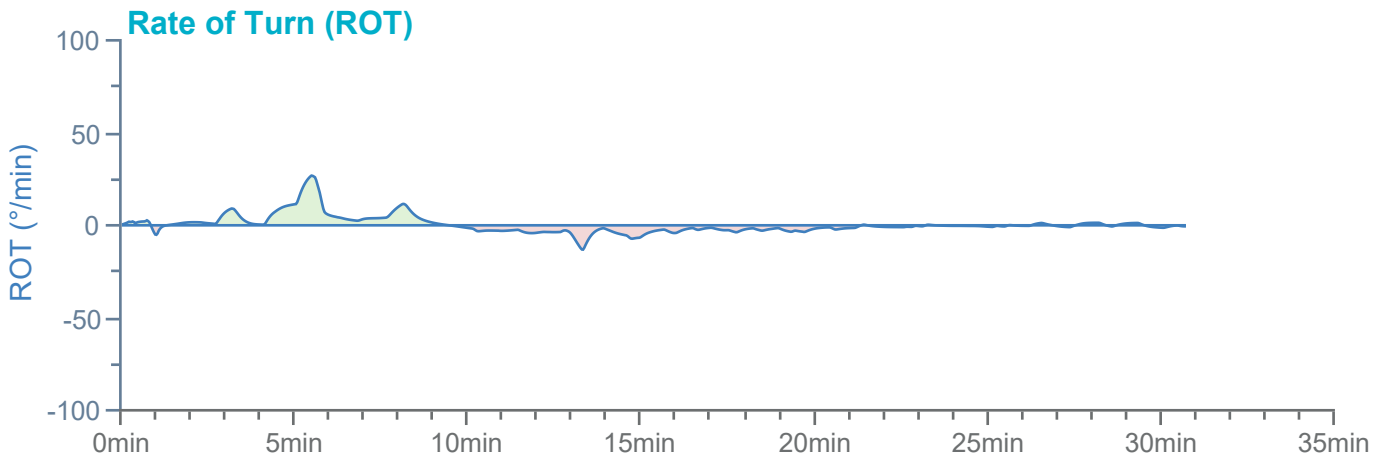


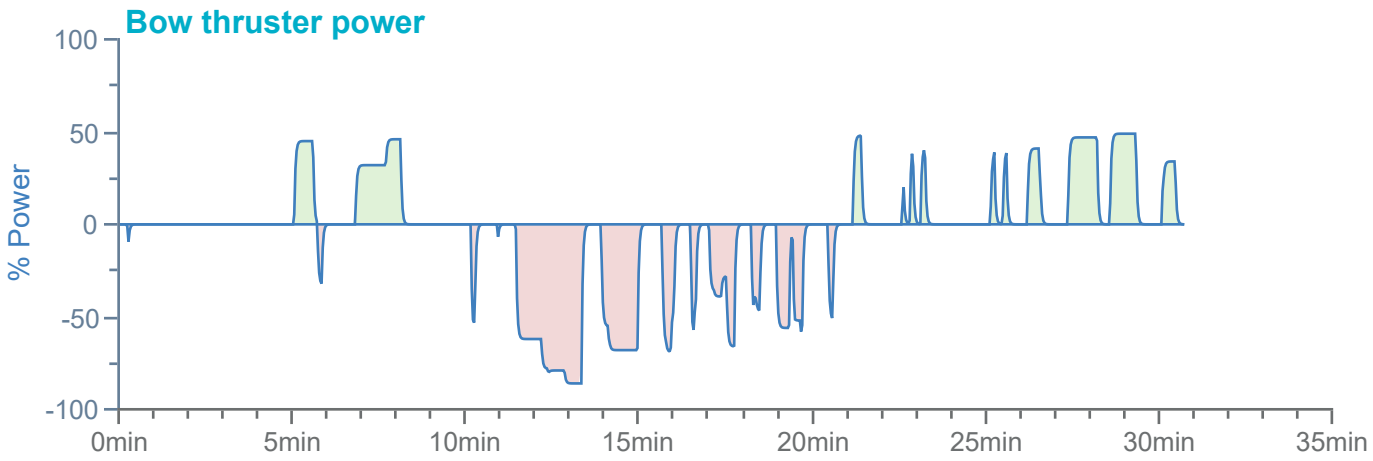
Starboard rudder angle

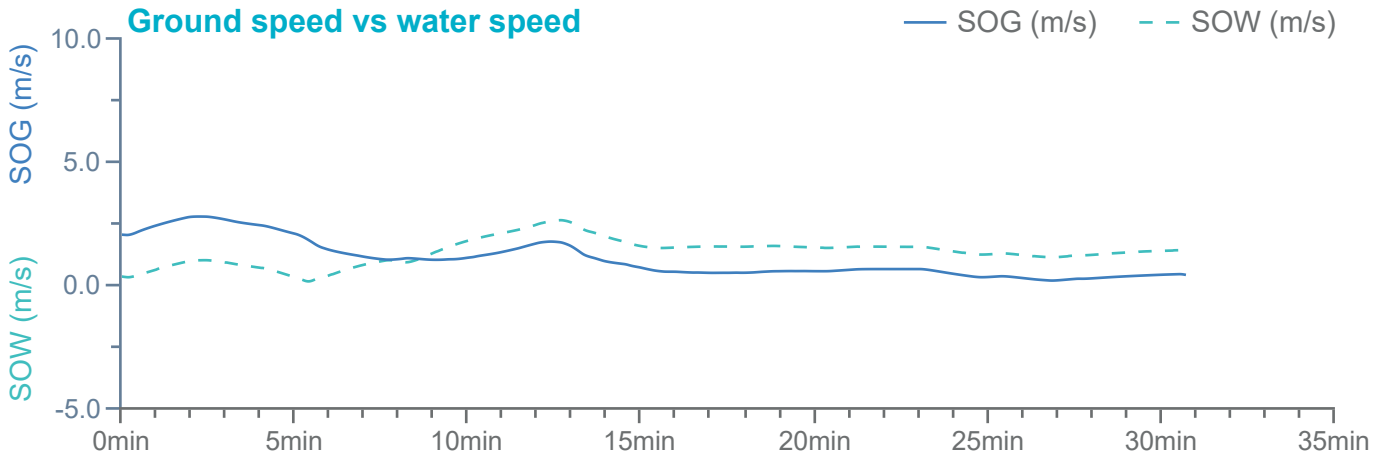


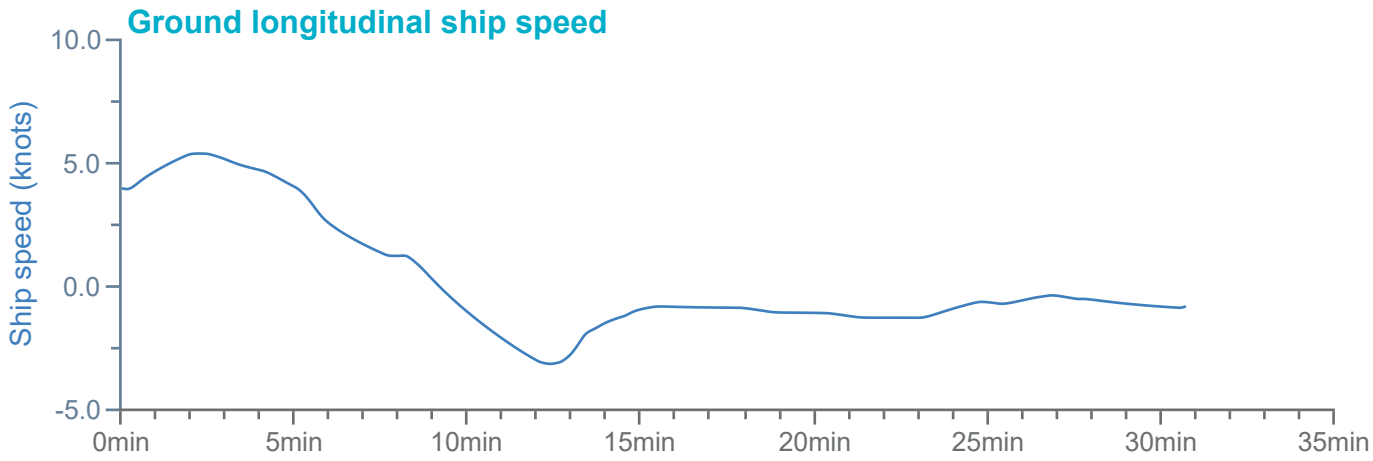

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min
35min

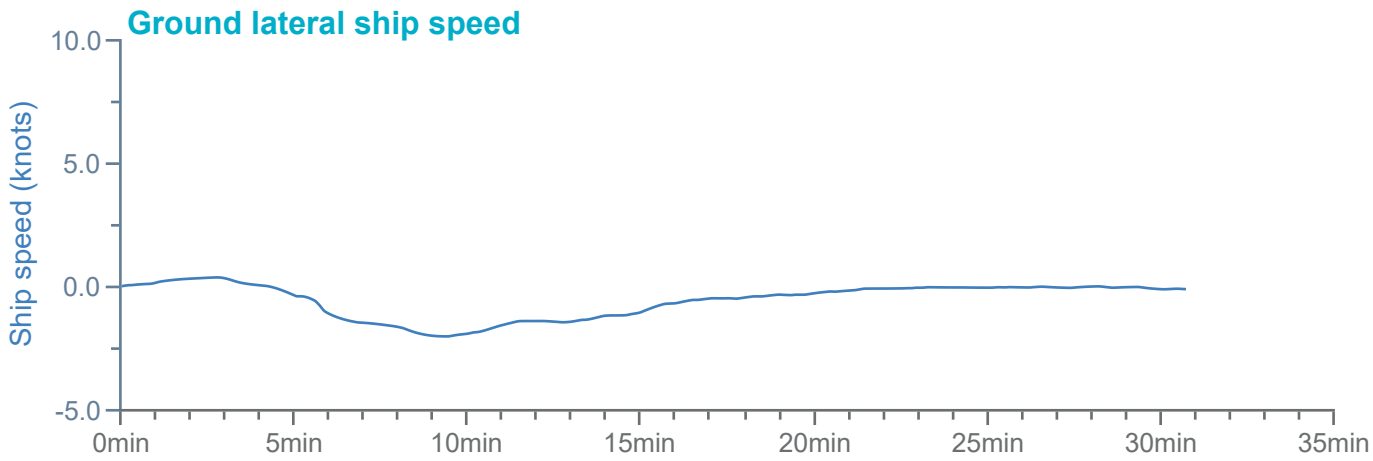

Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min
35min


Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min
35min

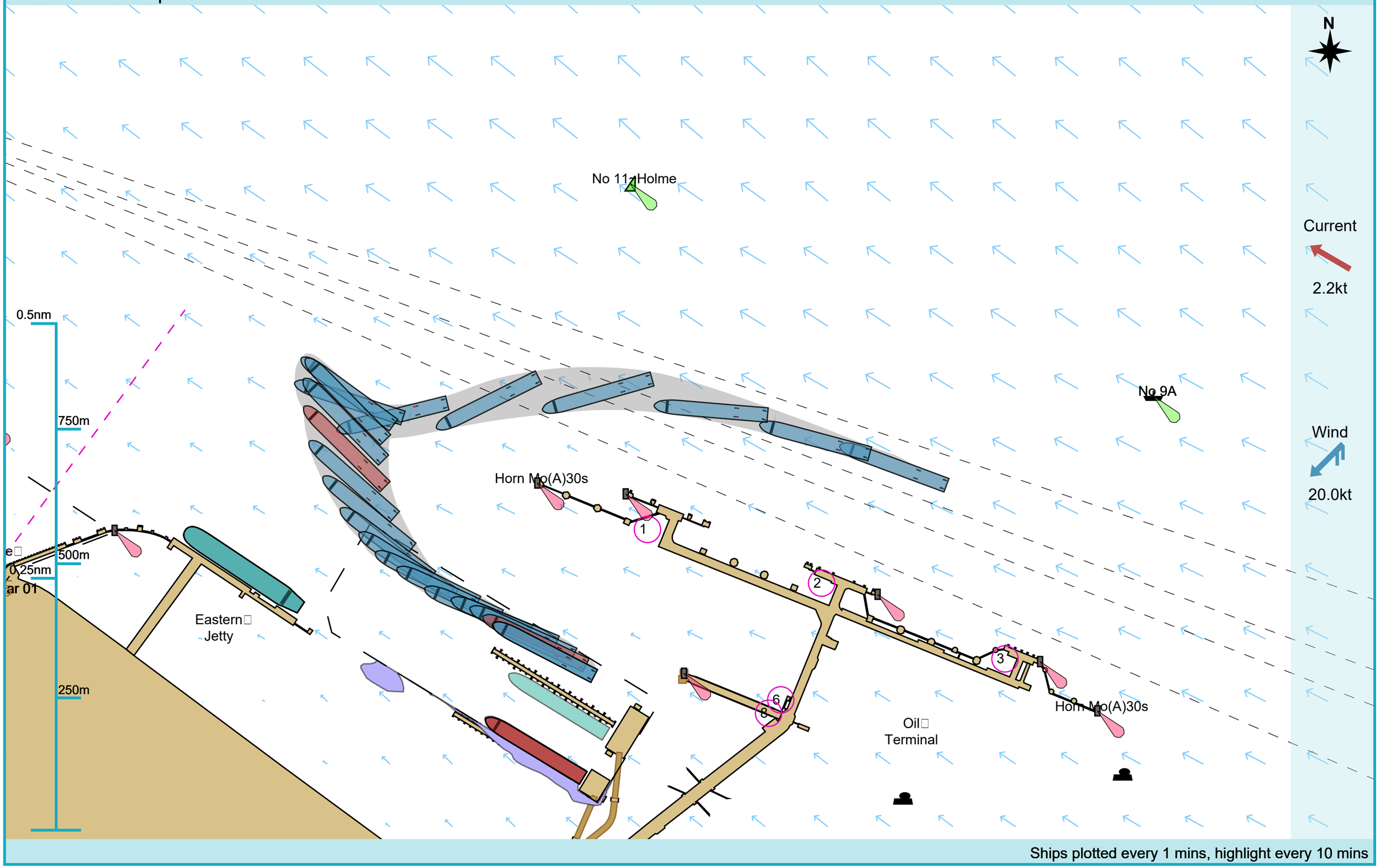

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min
35min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min
35min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min
35min

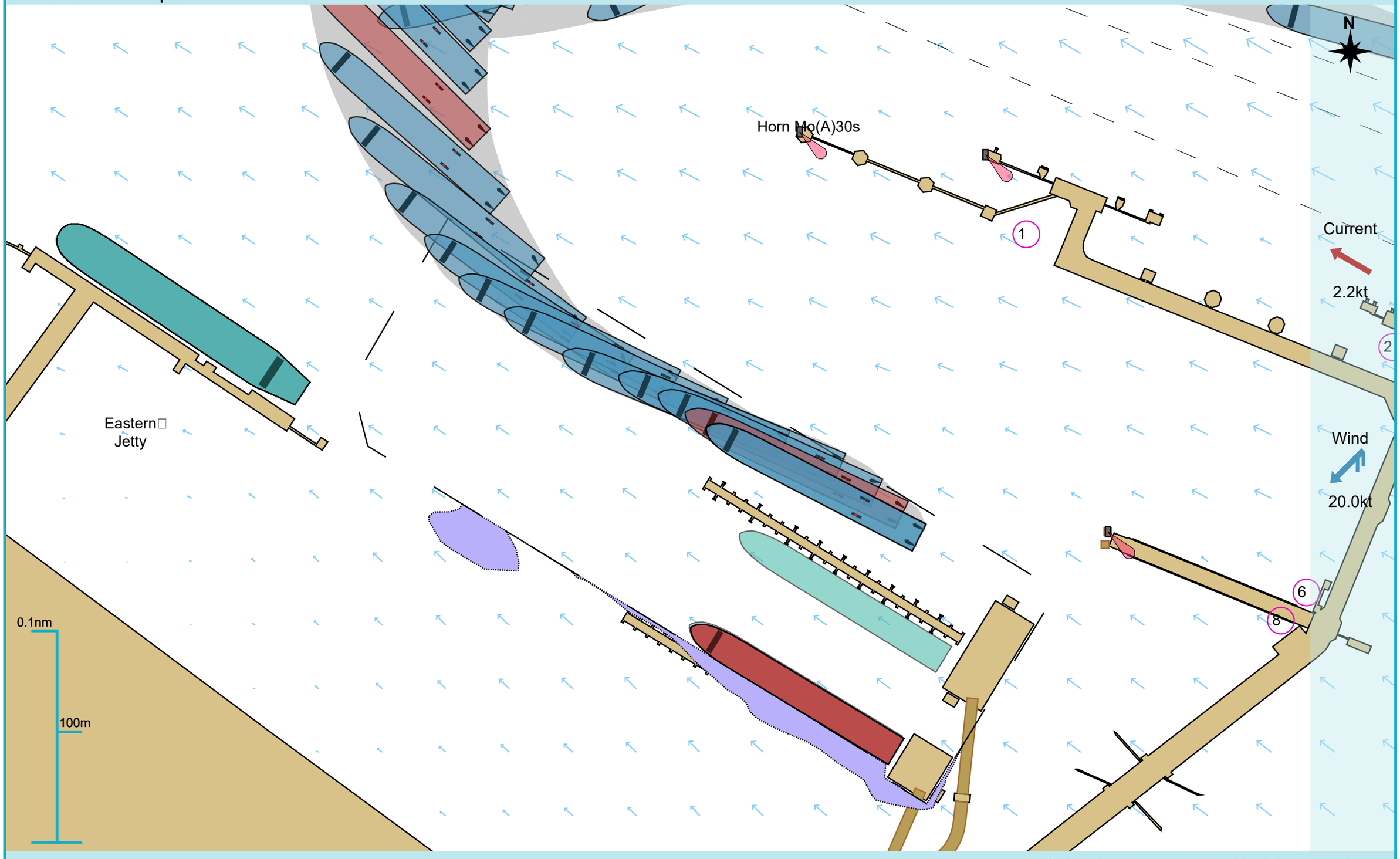

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min
35min

Manoeuvre track plot

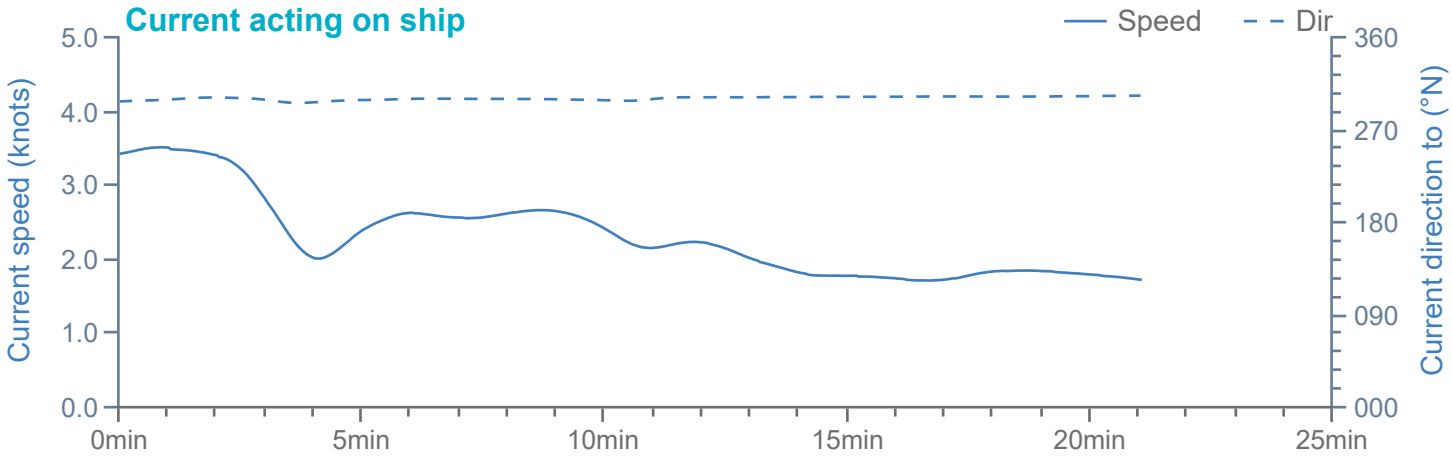


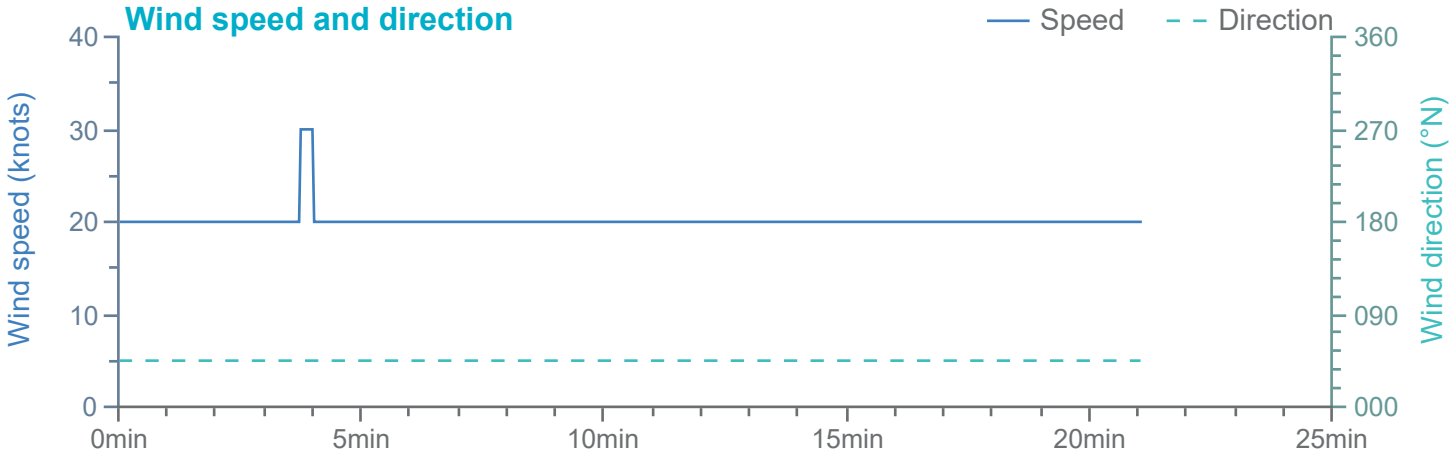
Ships plotted every 1 mins, highlight every 10 mins

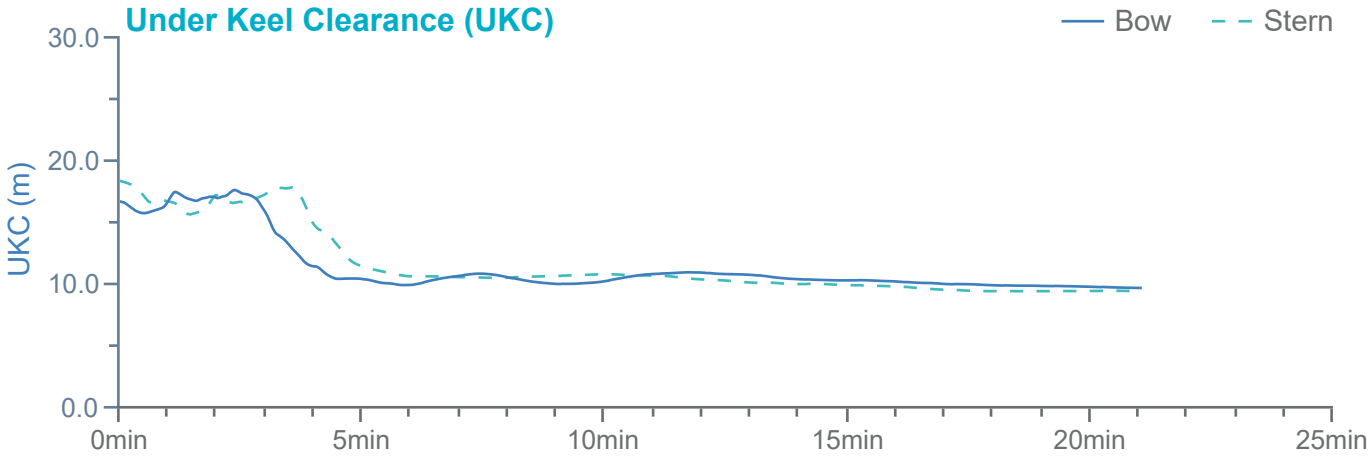
Manoeuvre track plot



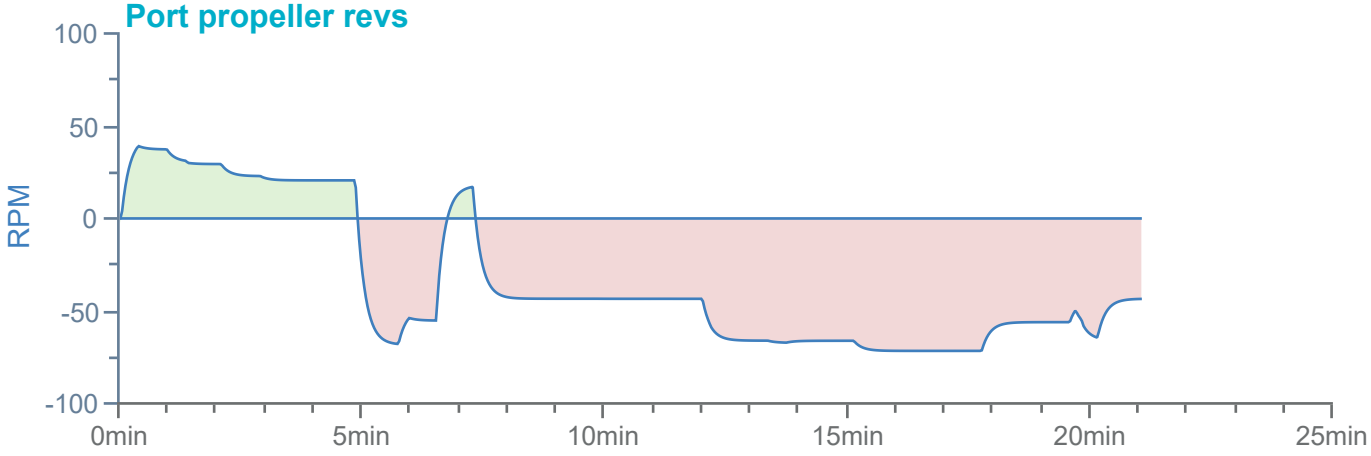
Ships plotted every 1 mins, highlight every 10 mins


Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

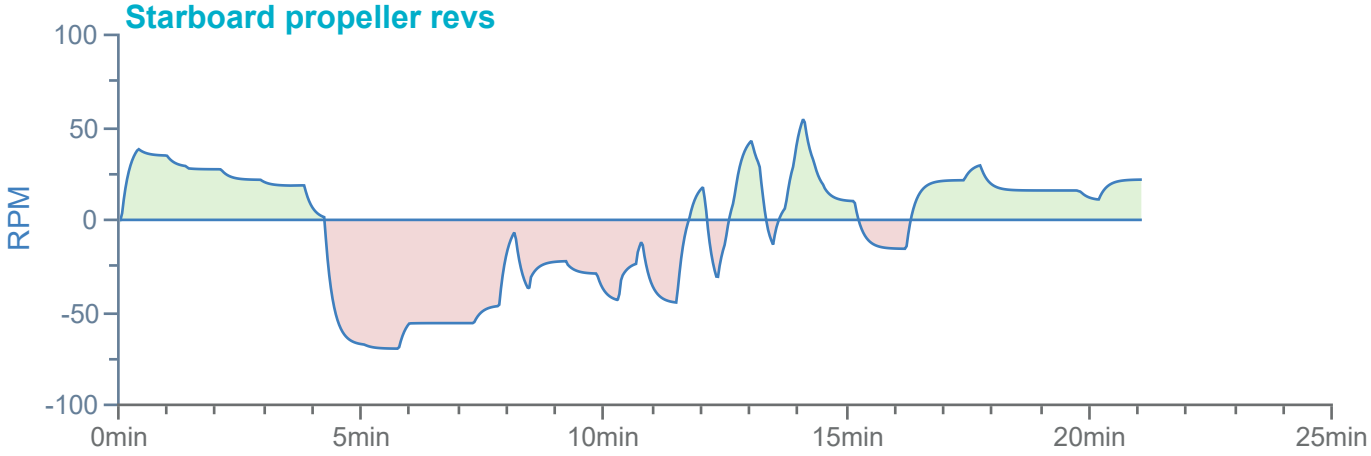

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min

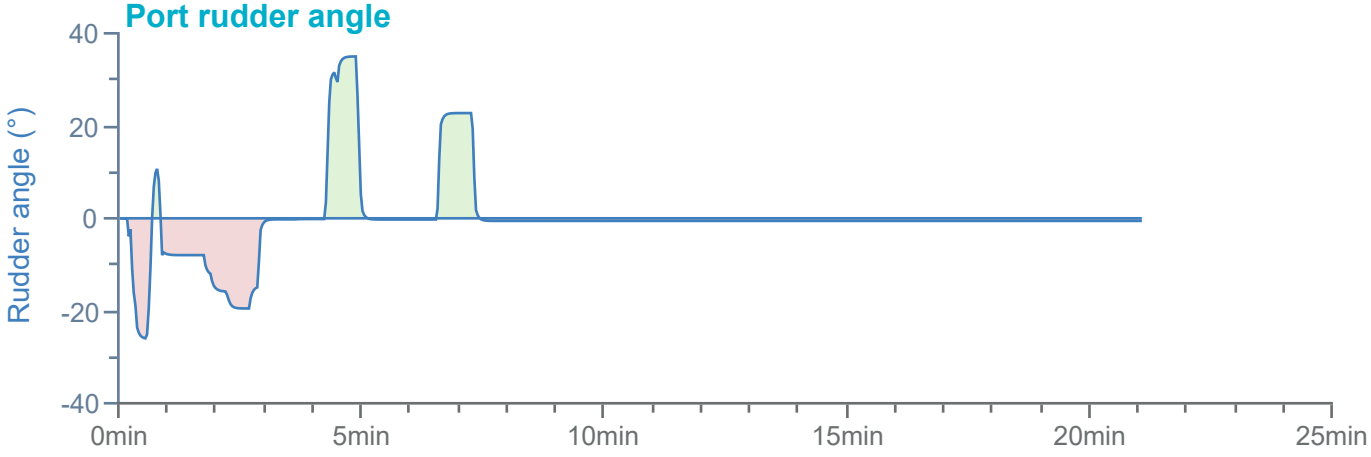
Port propeller revs



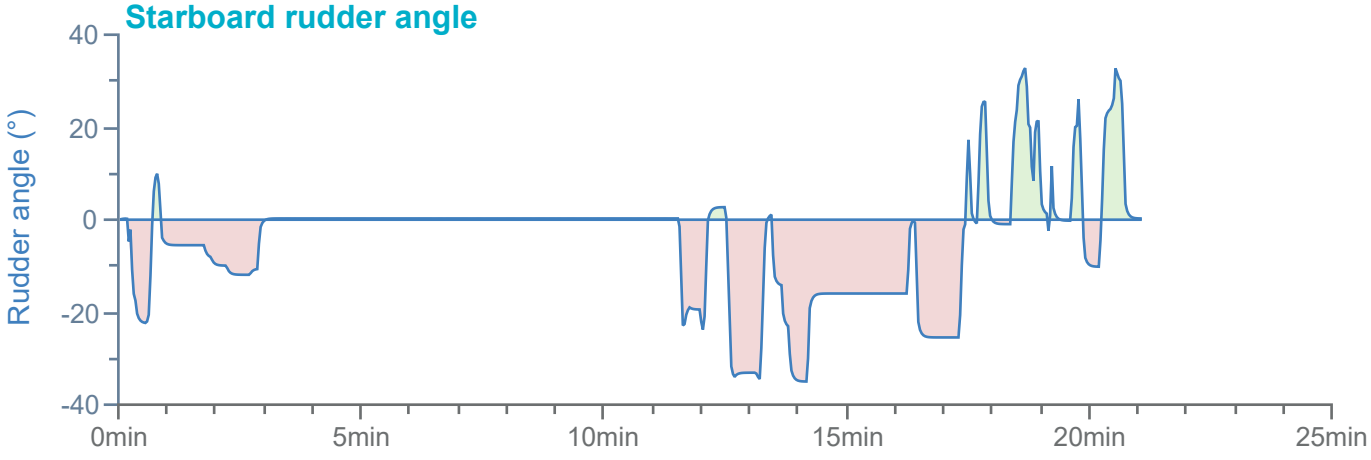
Starboard propeller revs

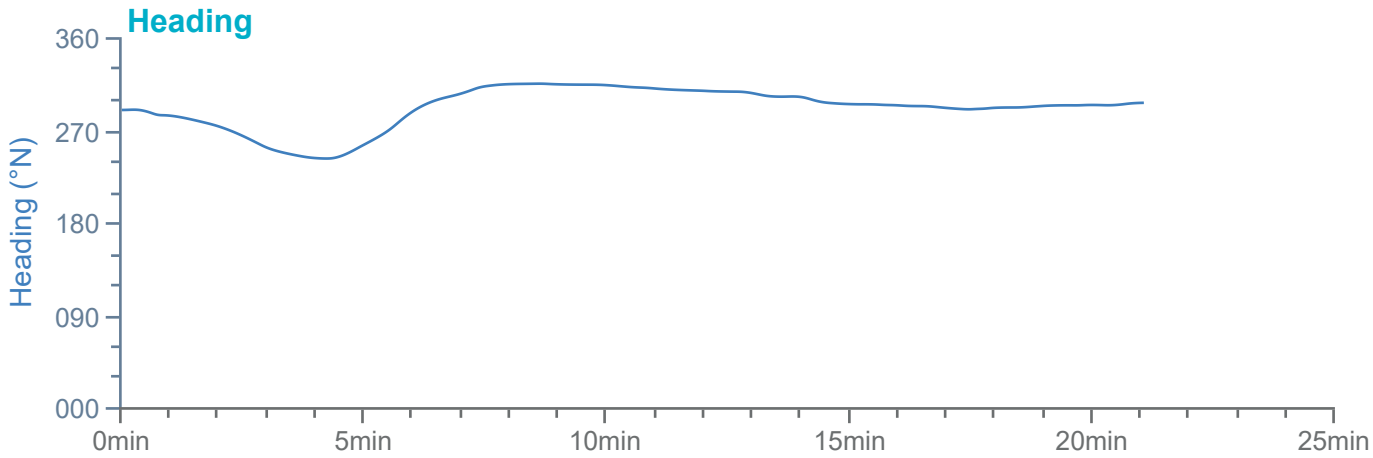


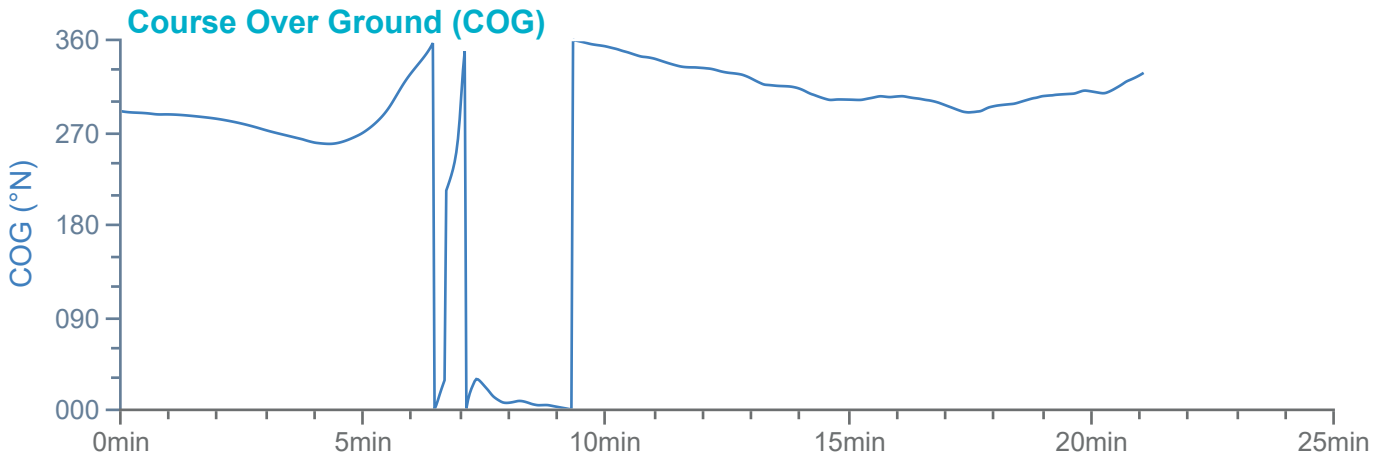
Port rudder angle

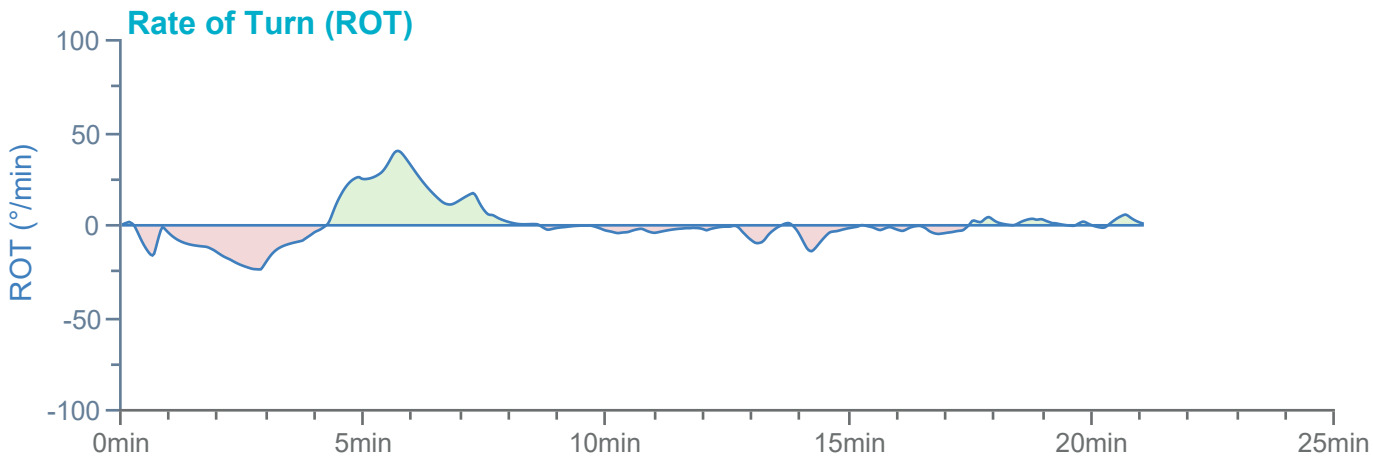


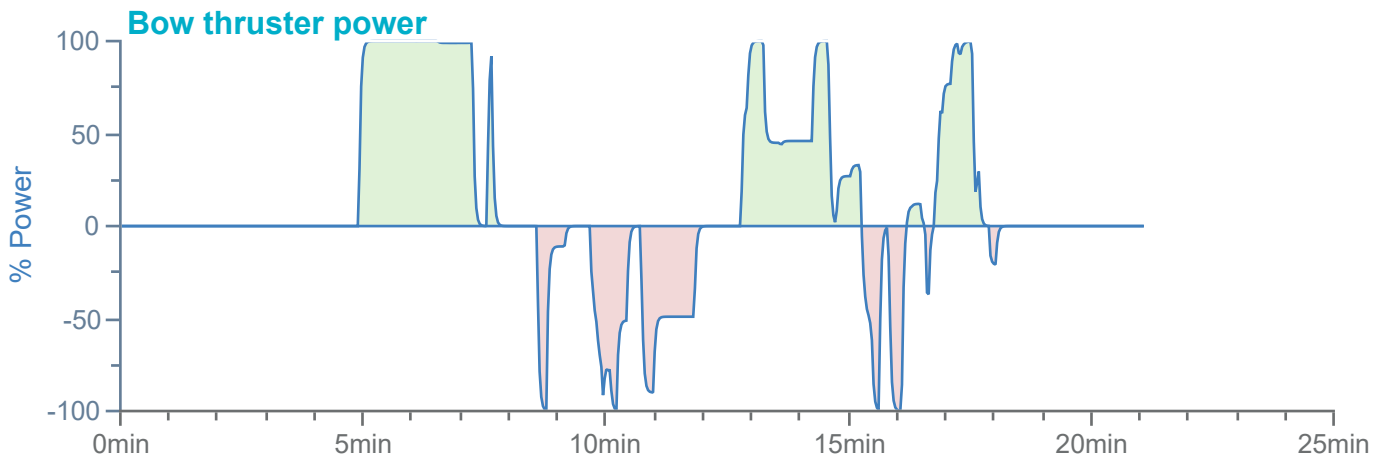
Starboard rudder angle

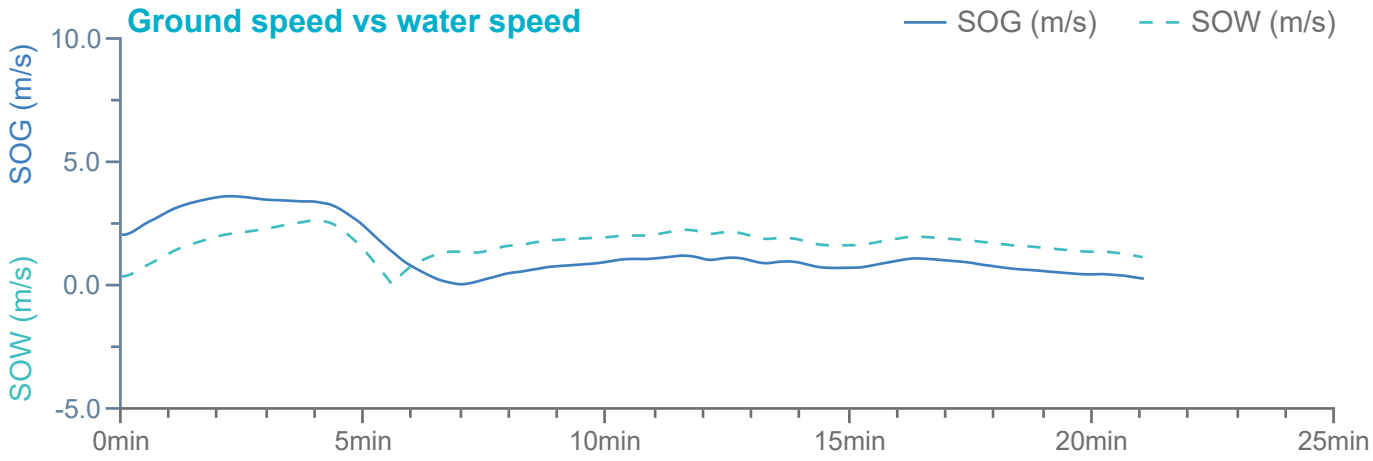


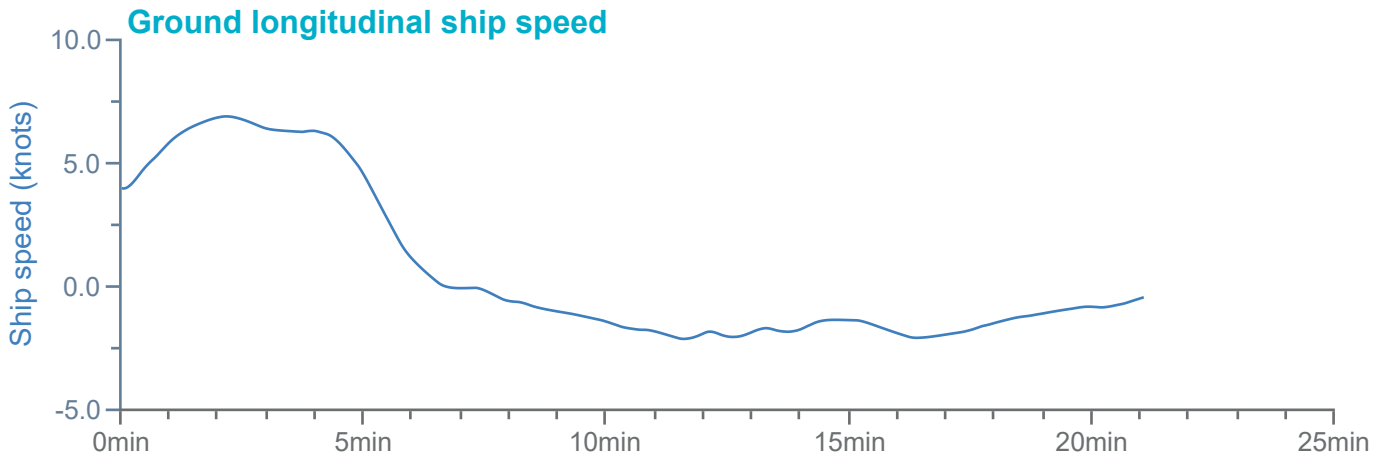

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min

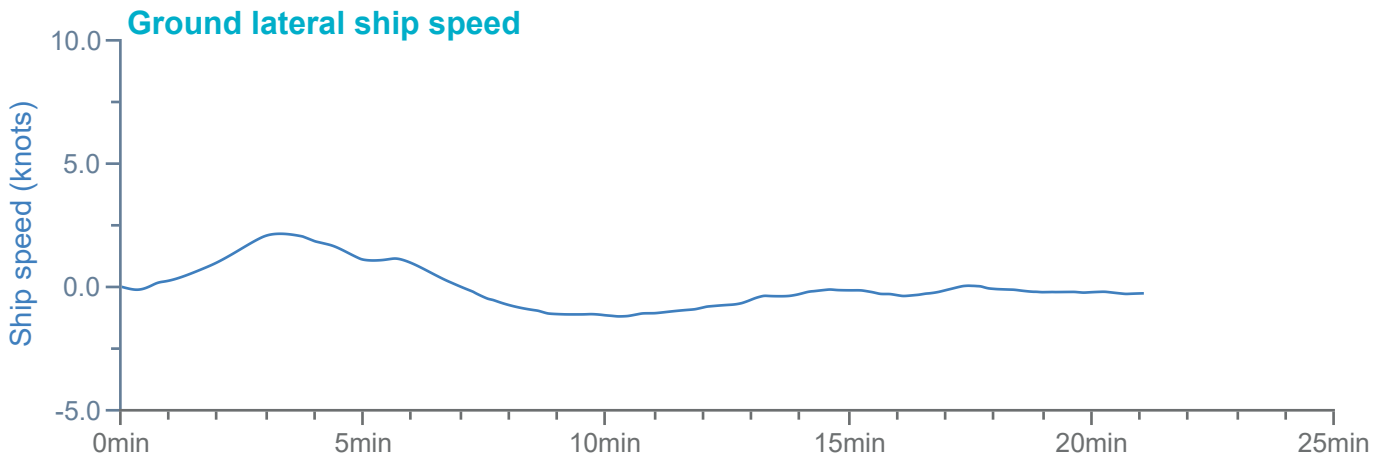

Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min

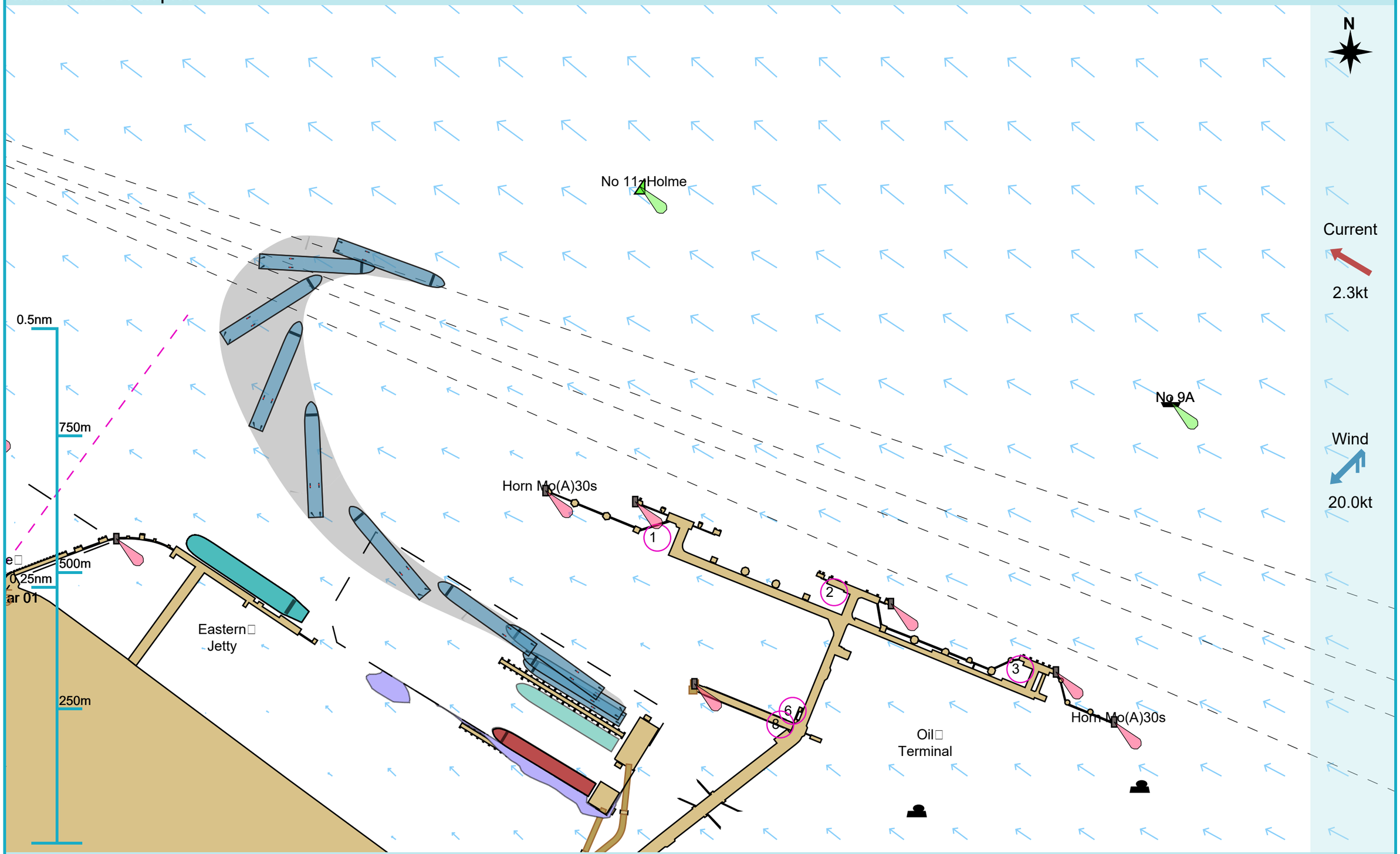

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

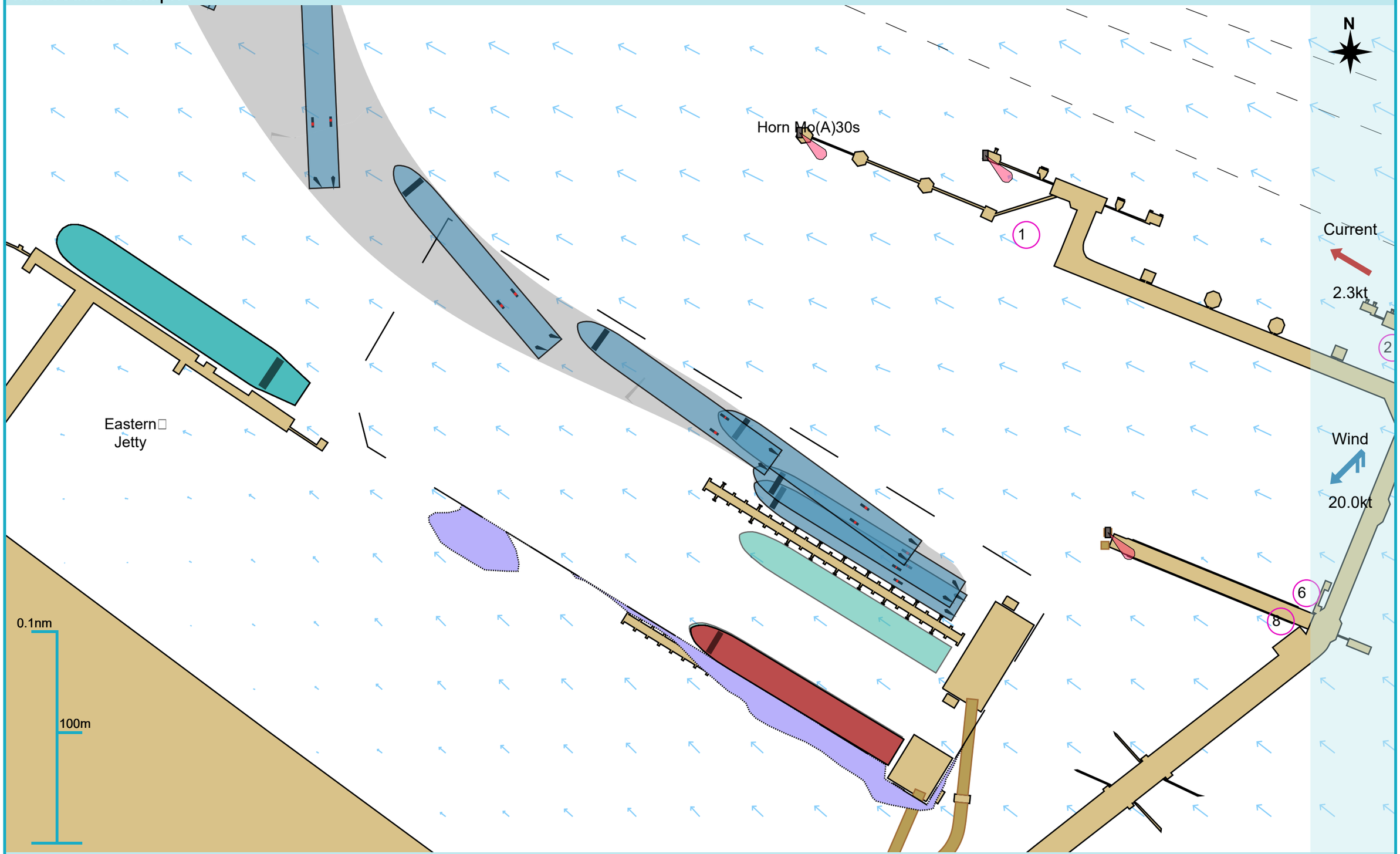

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

Manoeuvre track plot

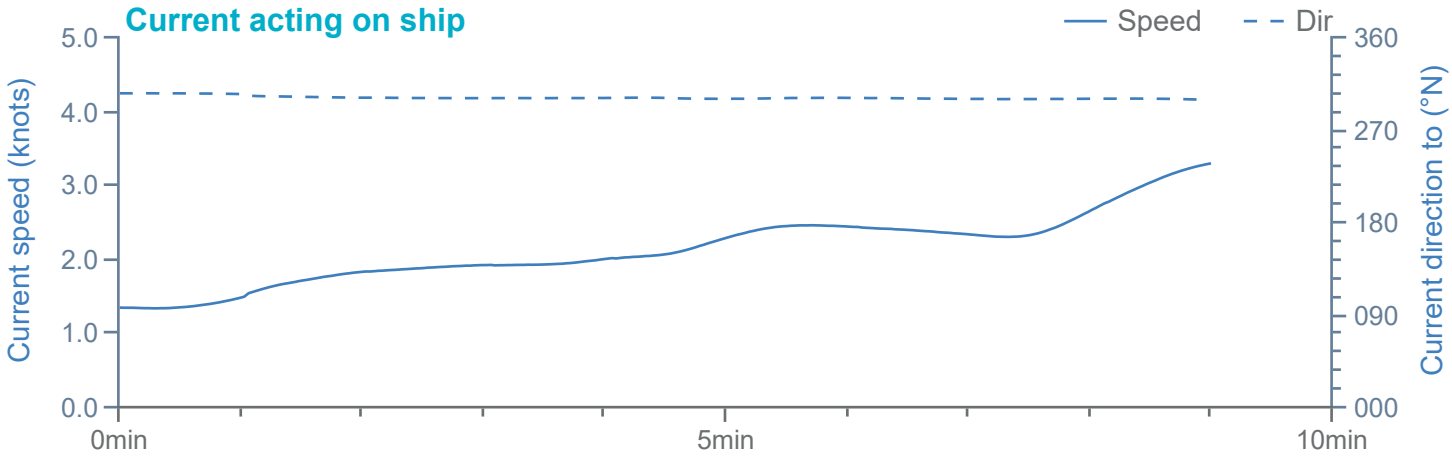


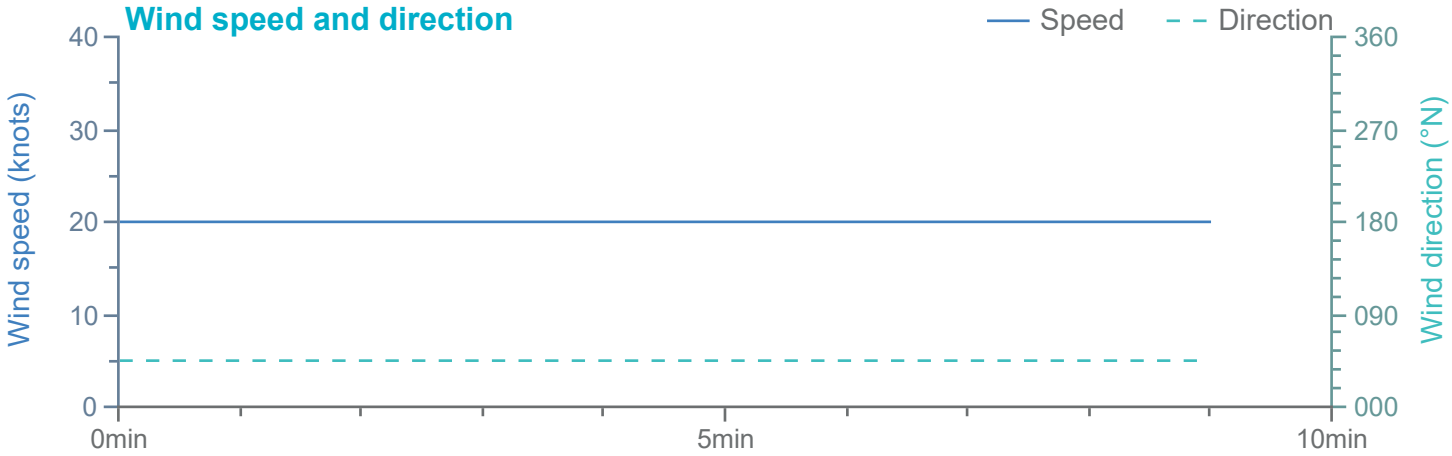
Ships plotted every 1 mins, highlight every 10 mins

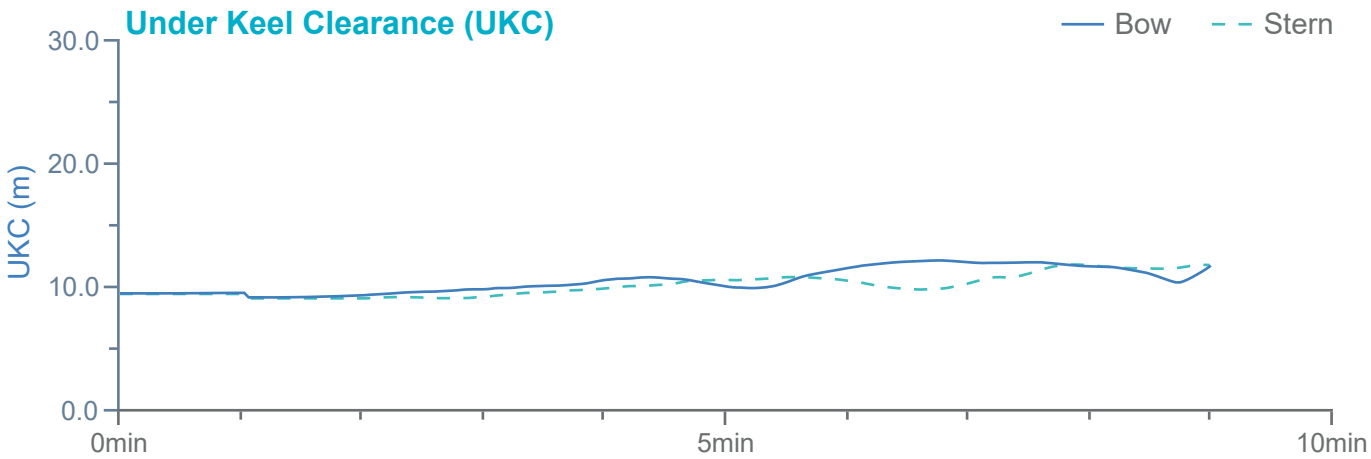
Manoeuvre track plot

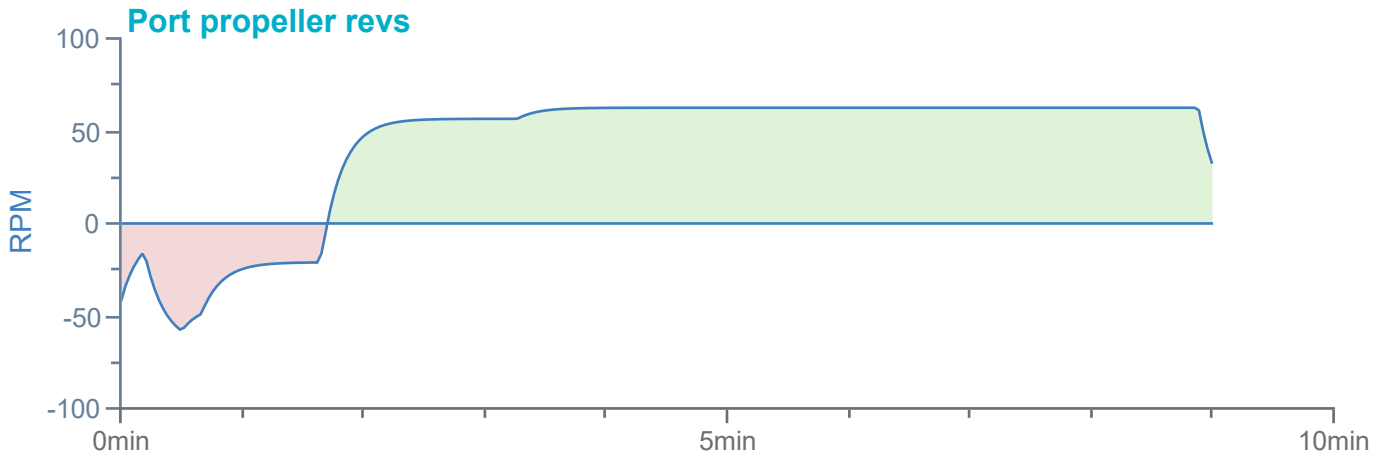


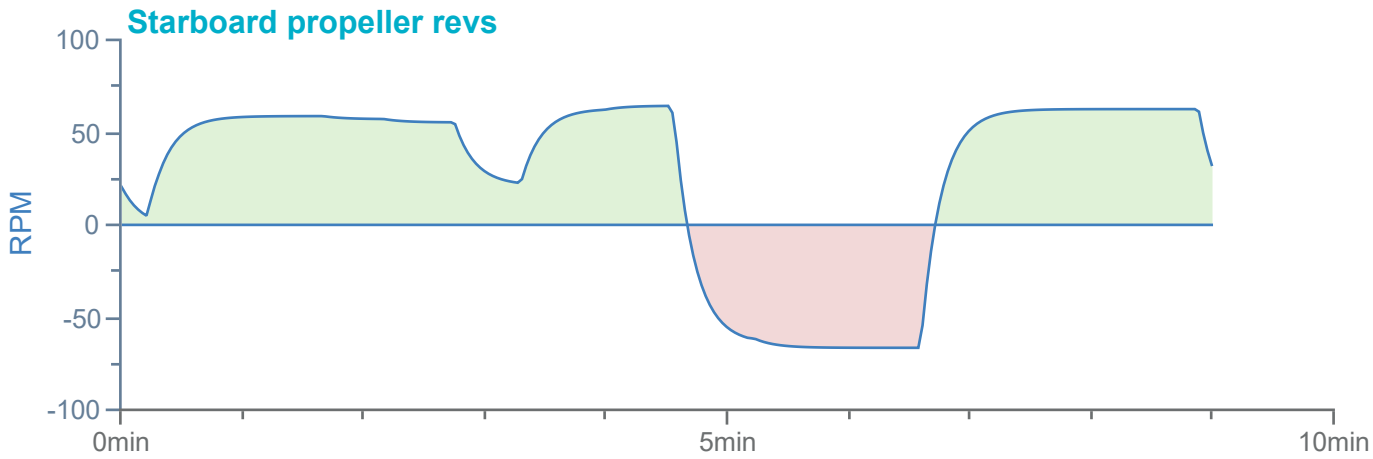
Ships plotted every 1 mins, highlight every 10 mins

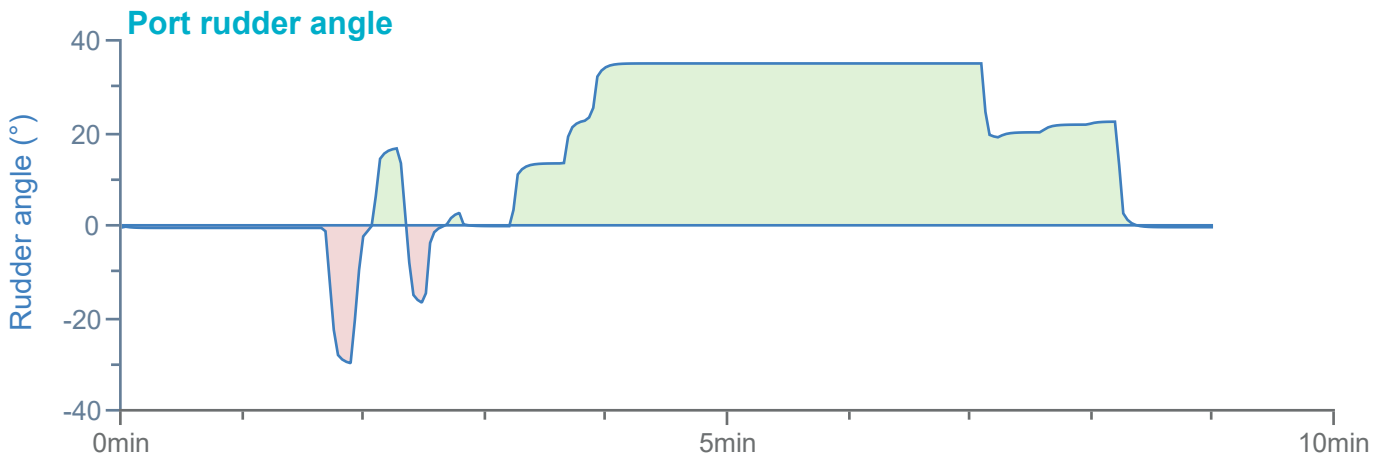

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min

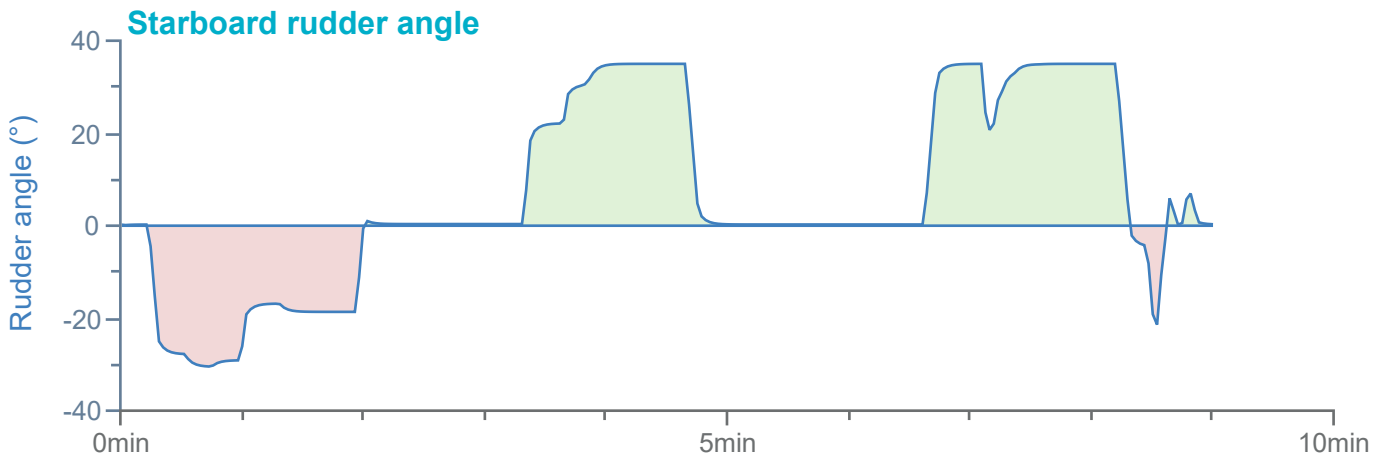

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min

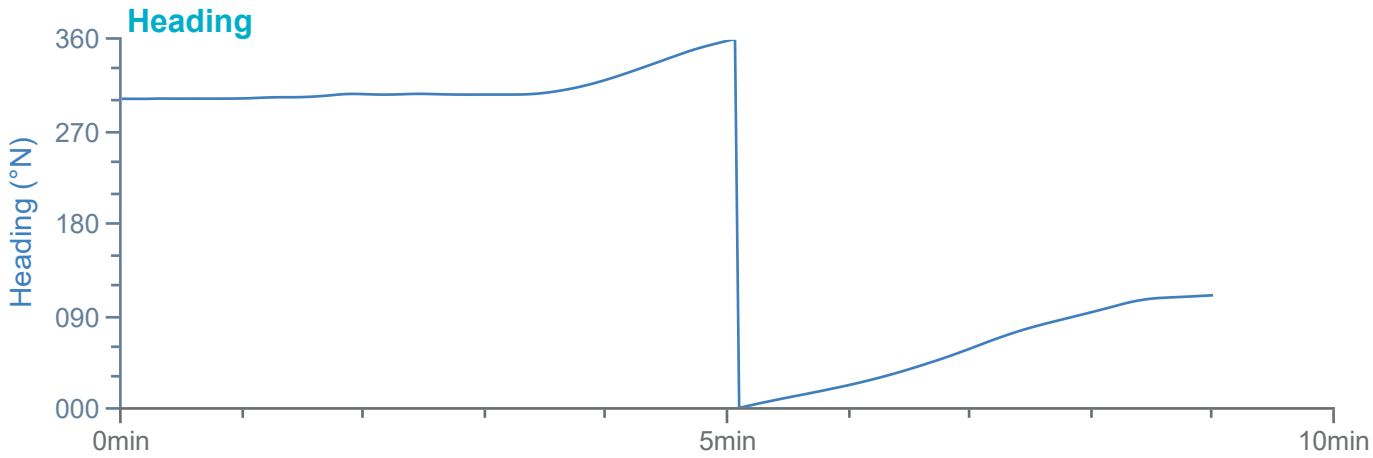

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

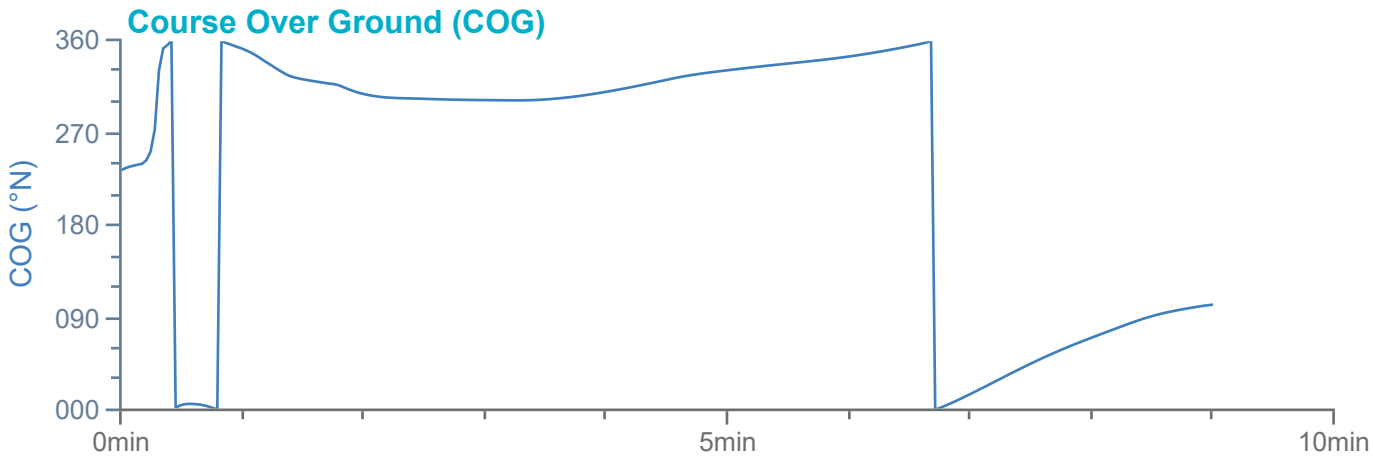

Port propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min

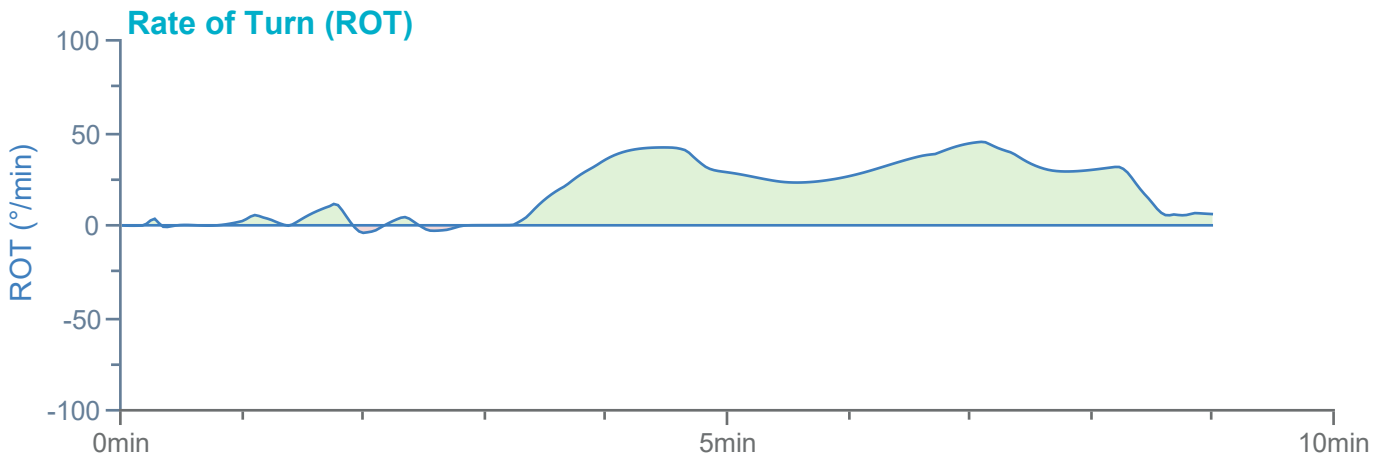

Starboard propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min

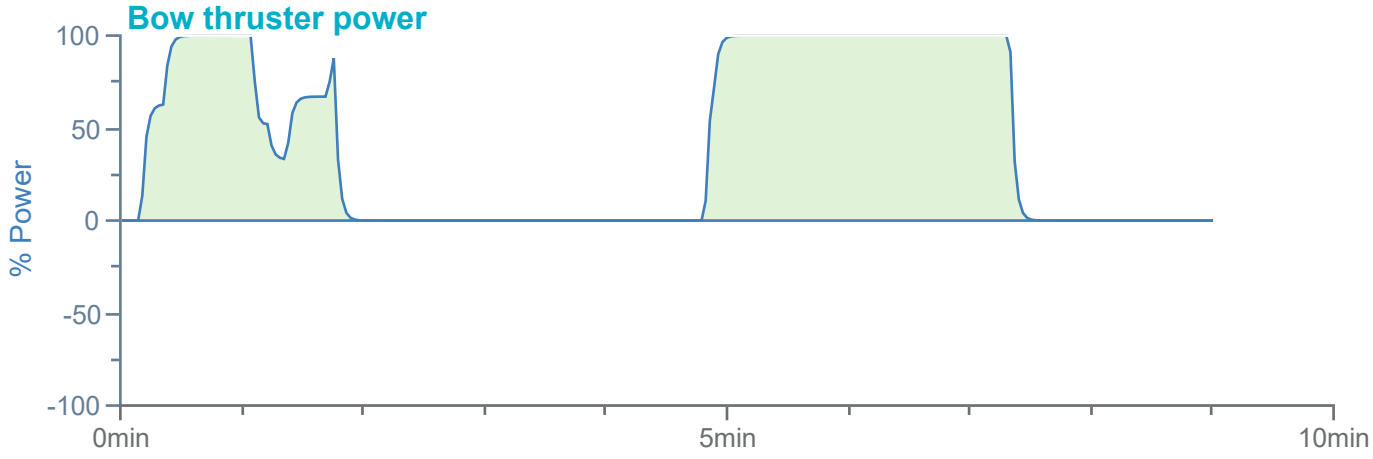

Port rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min

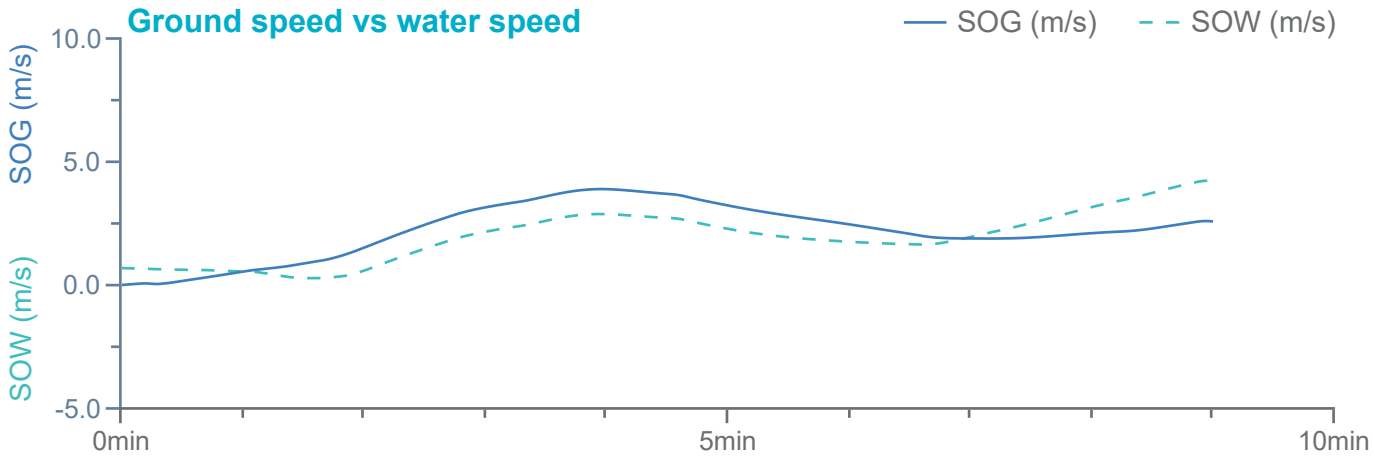

Starboard rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min

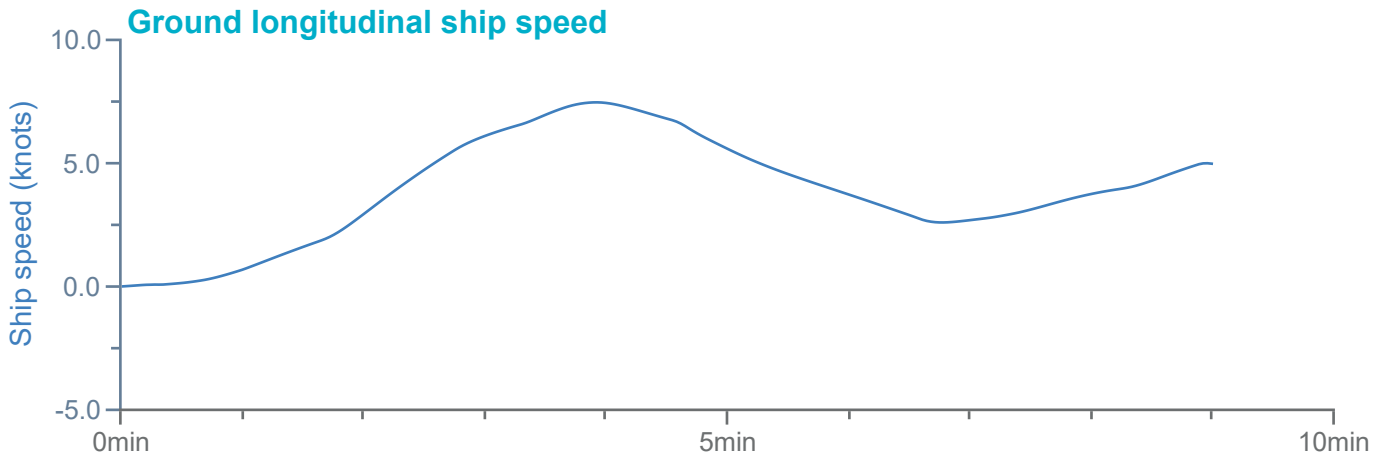

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min

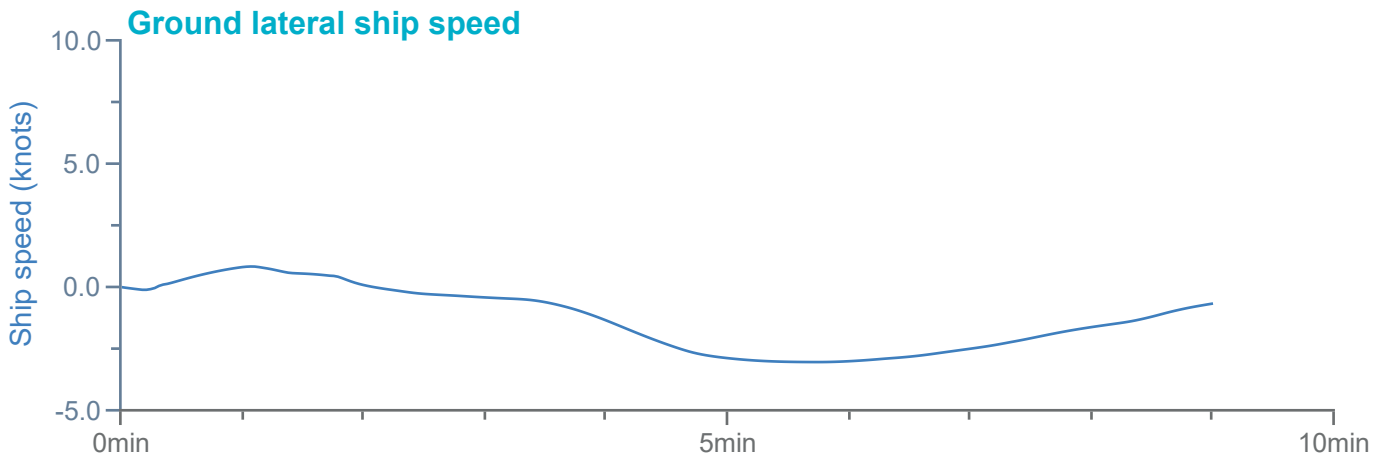

Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min


Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min

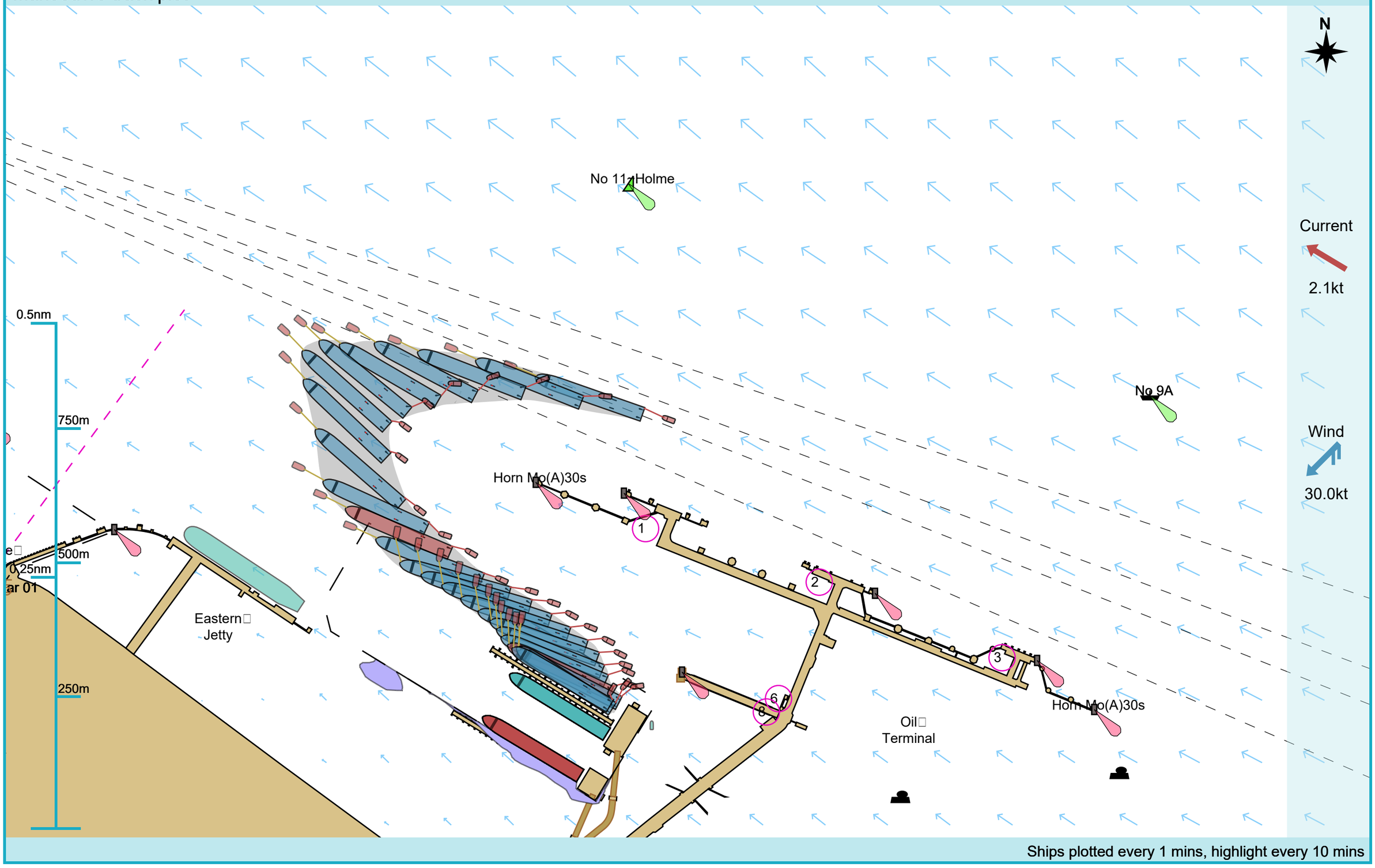

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

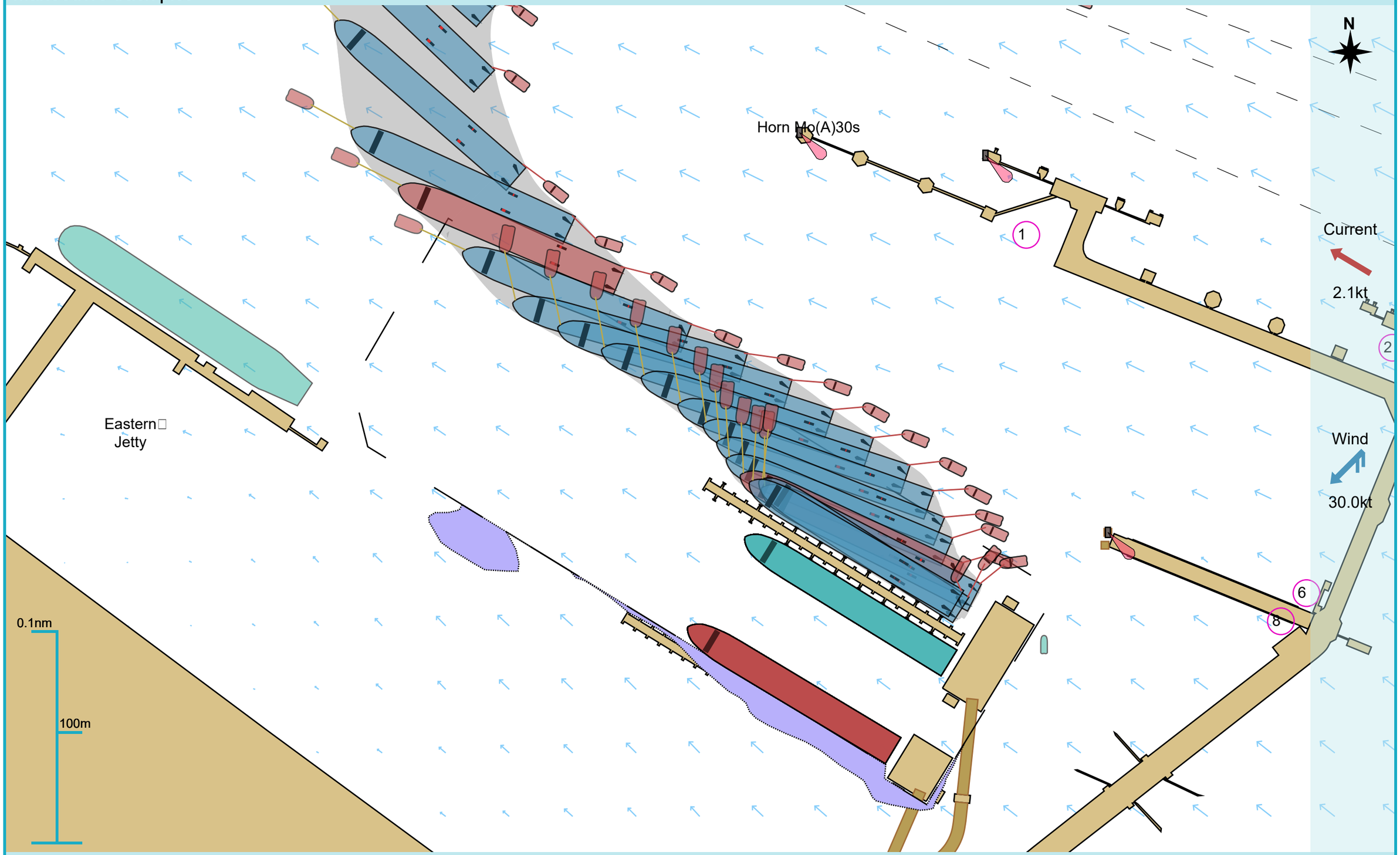

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

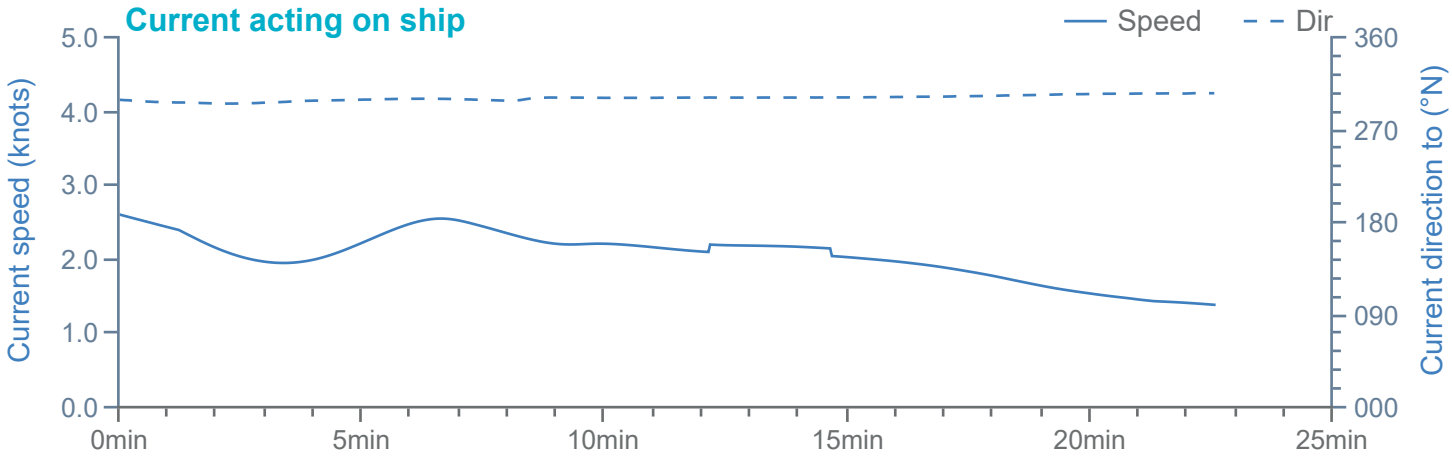


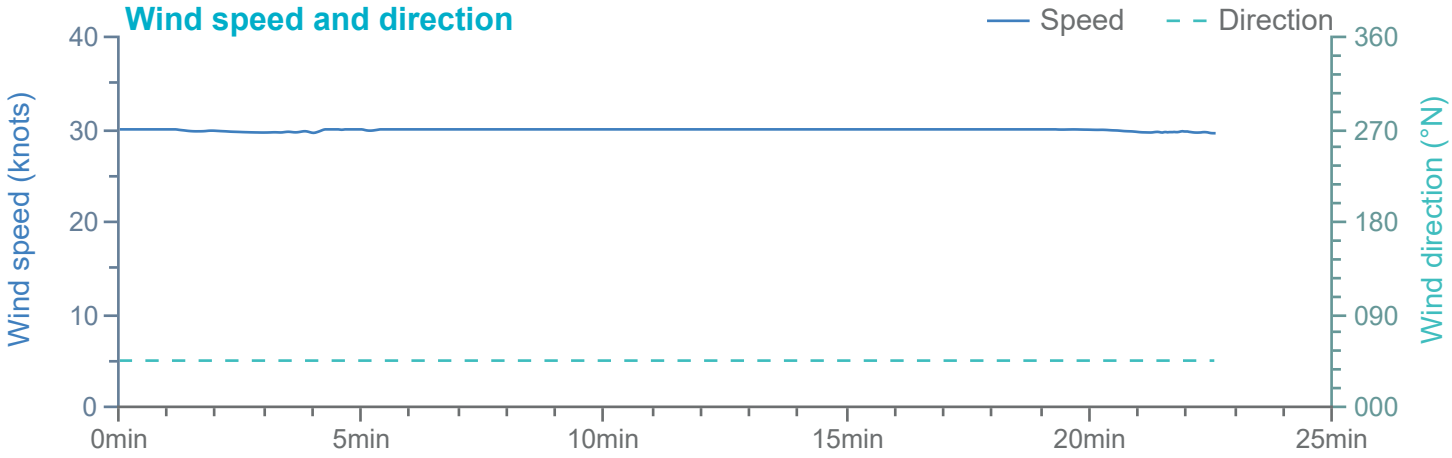
Ships plotted every 1 mins, highlight every 10 mins

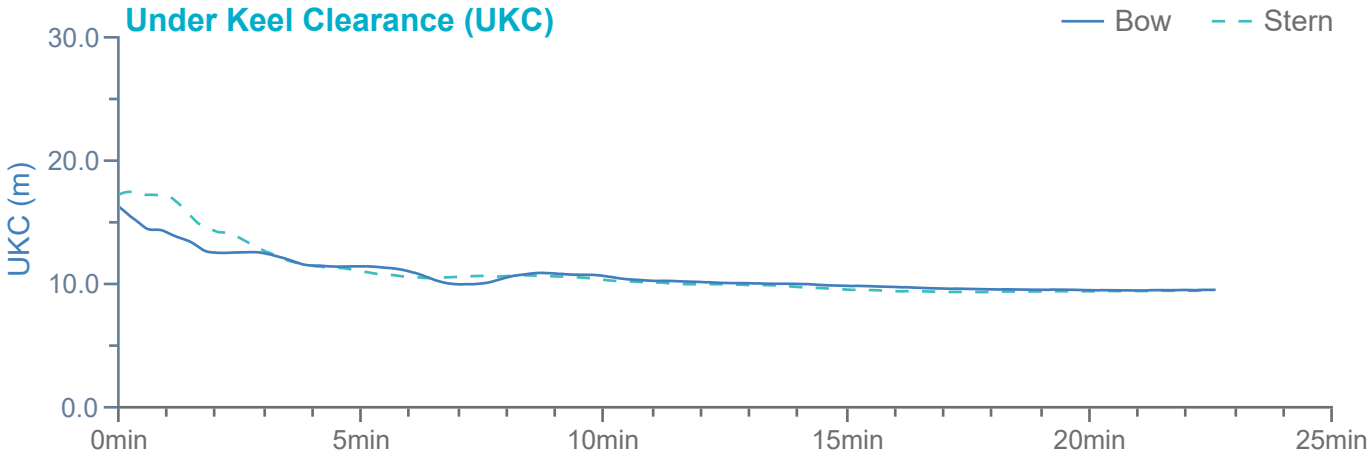
Manoeuvre track plot

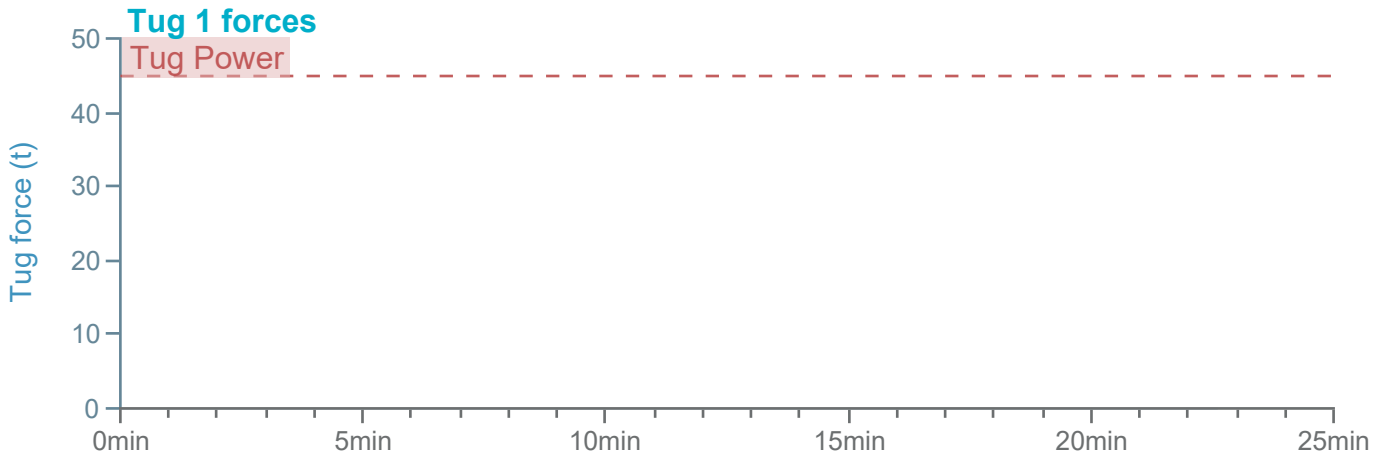


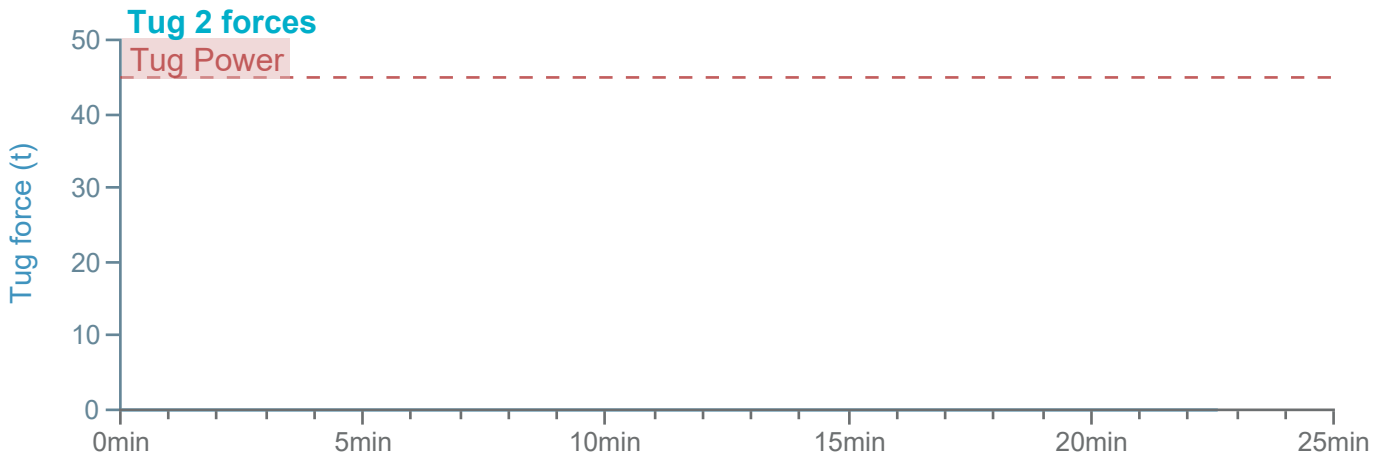
Ships plotted every 1 mins, highlight every 10 mins

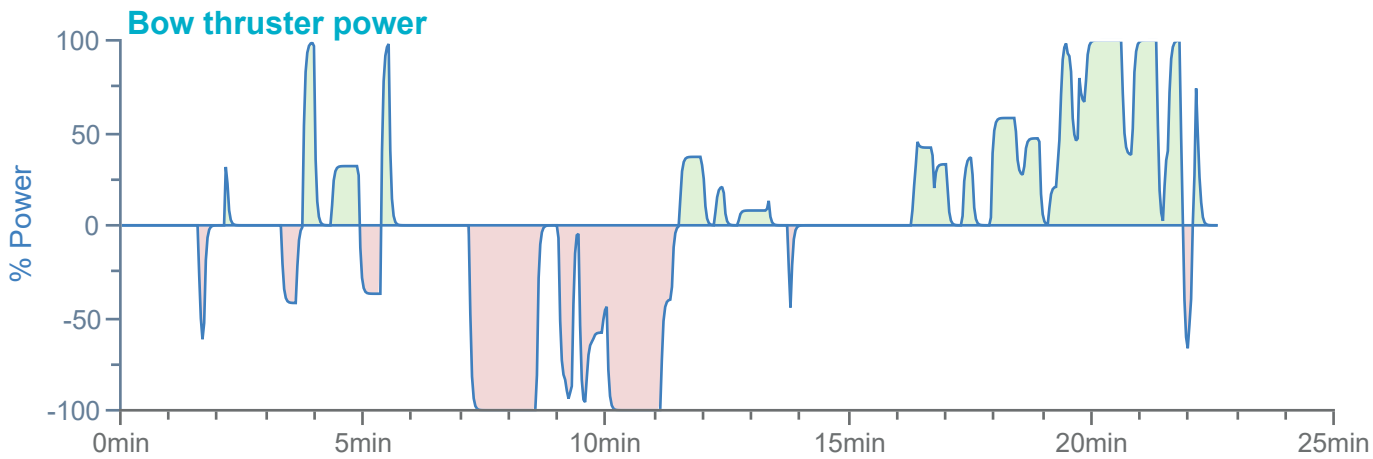

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

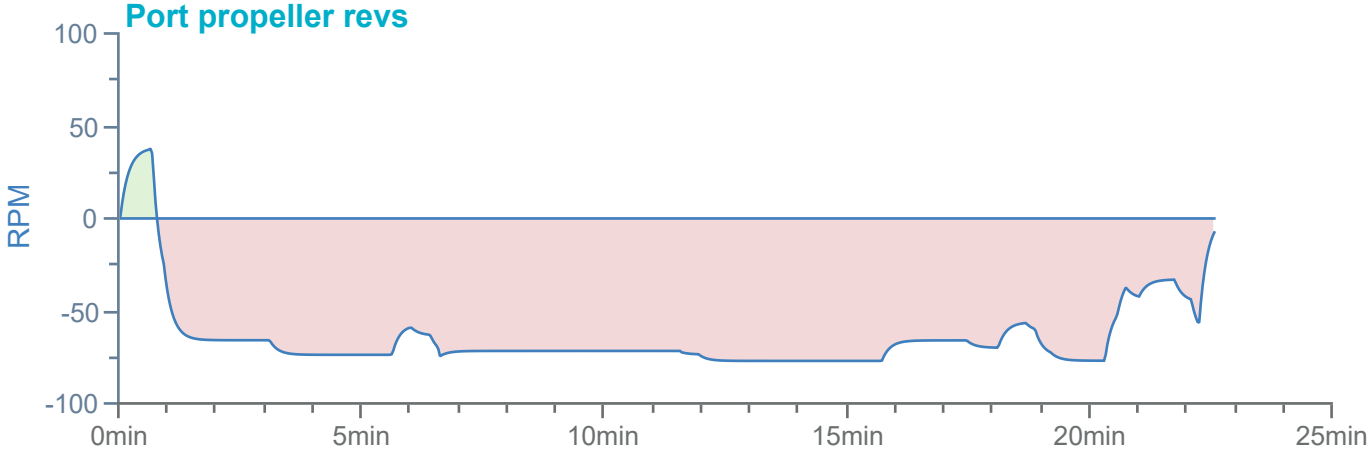

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min

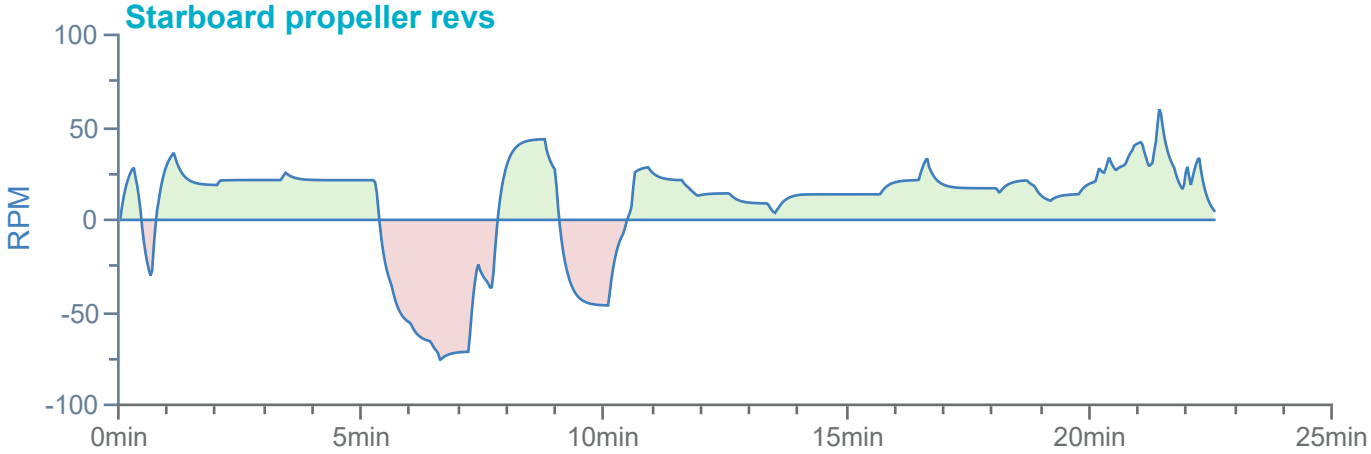

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min

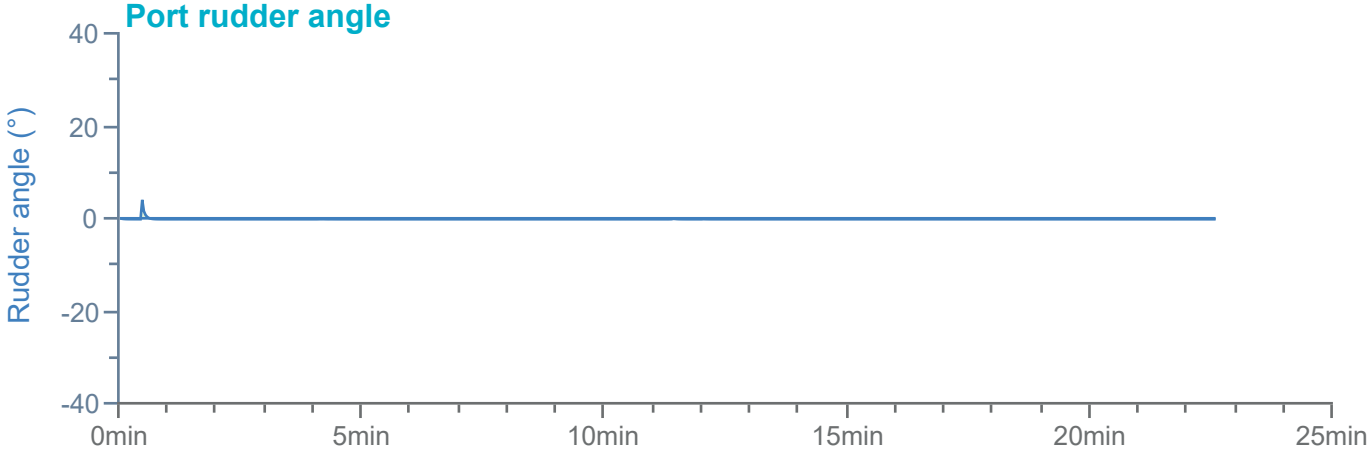
Port propeller revs



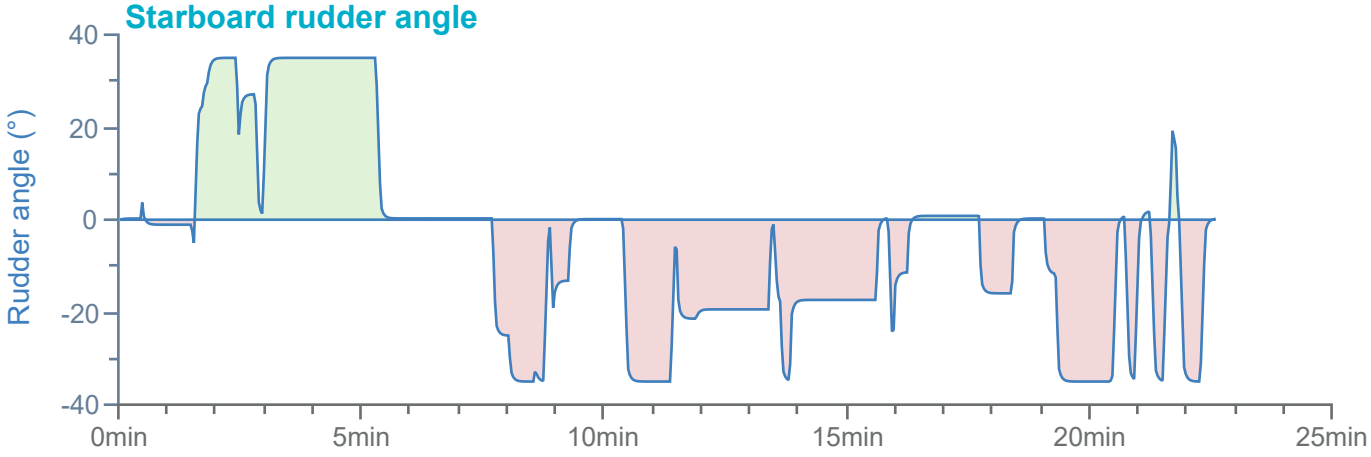
Starboard propeller revs

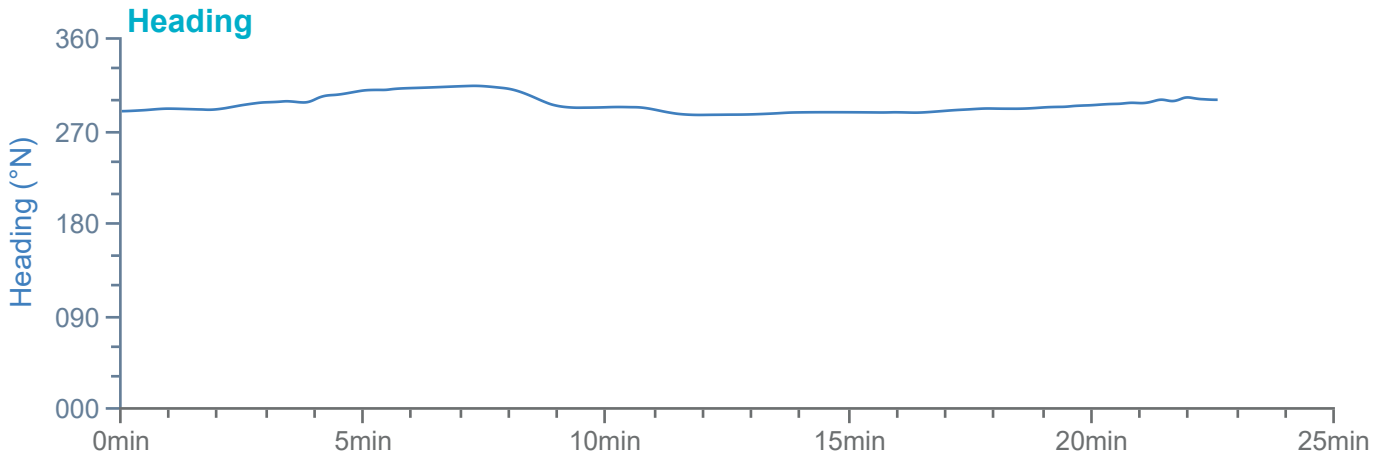


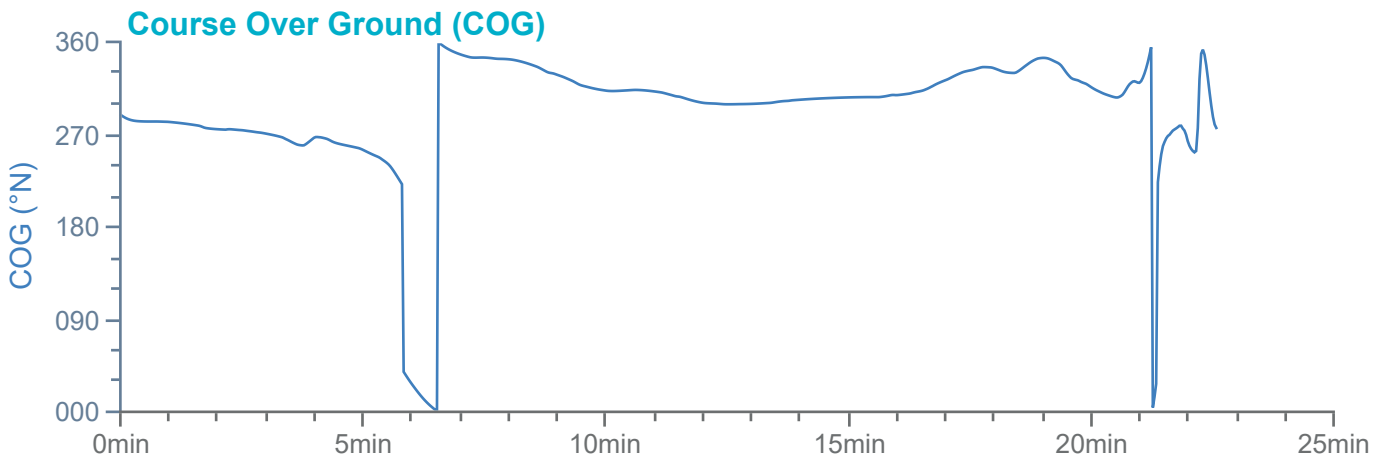
Port rudder angle

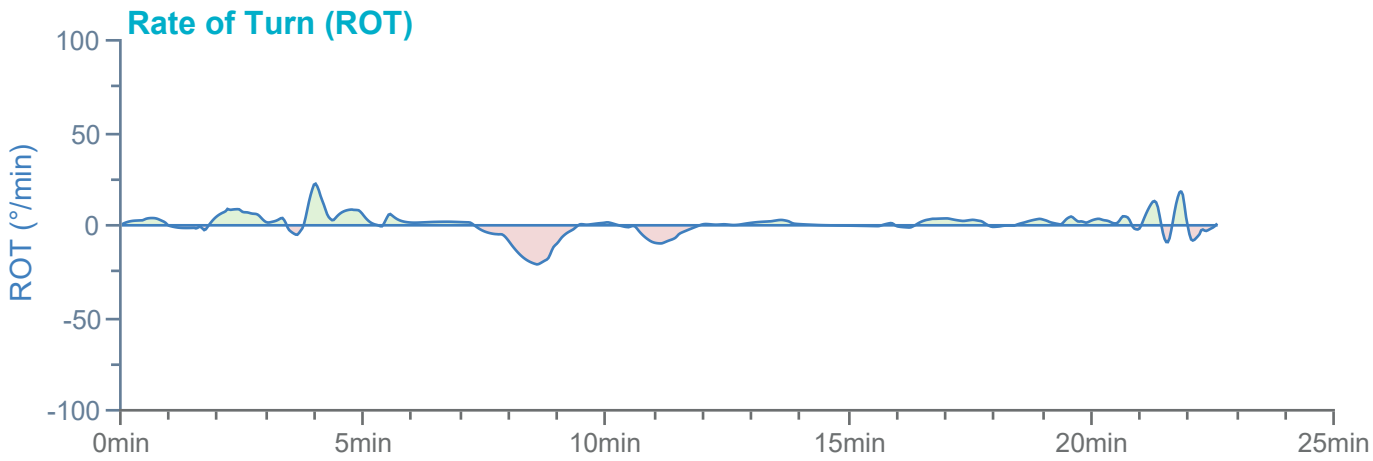


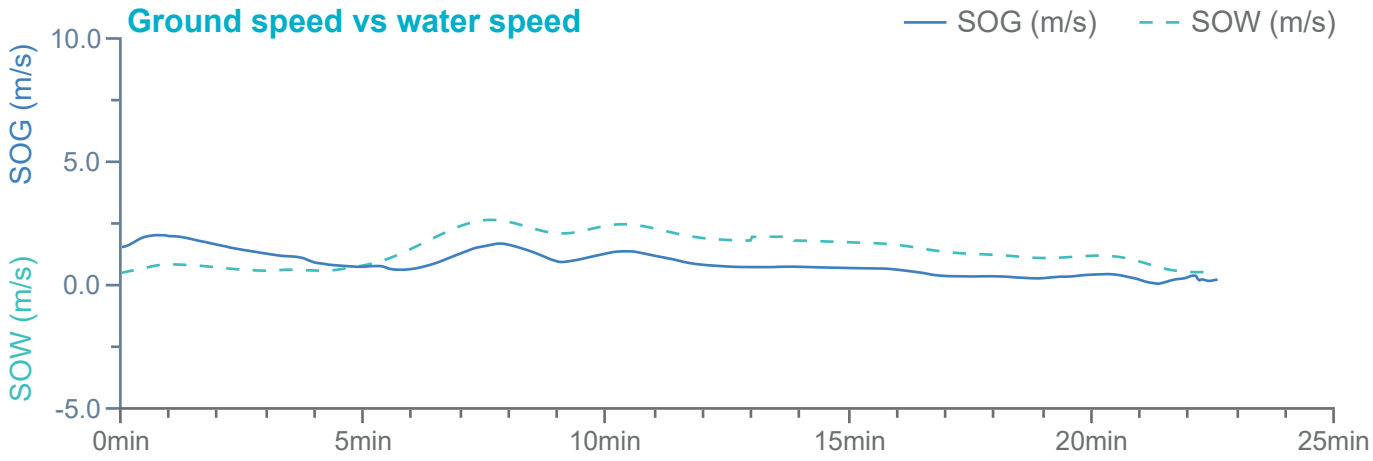
Starboard rudder angle

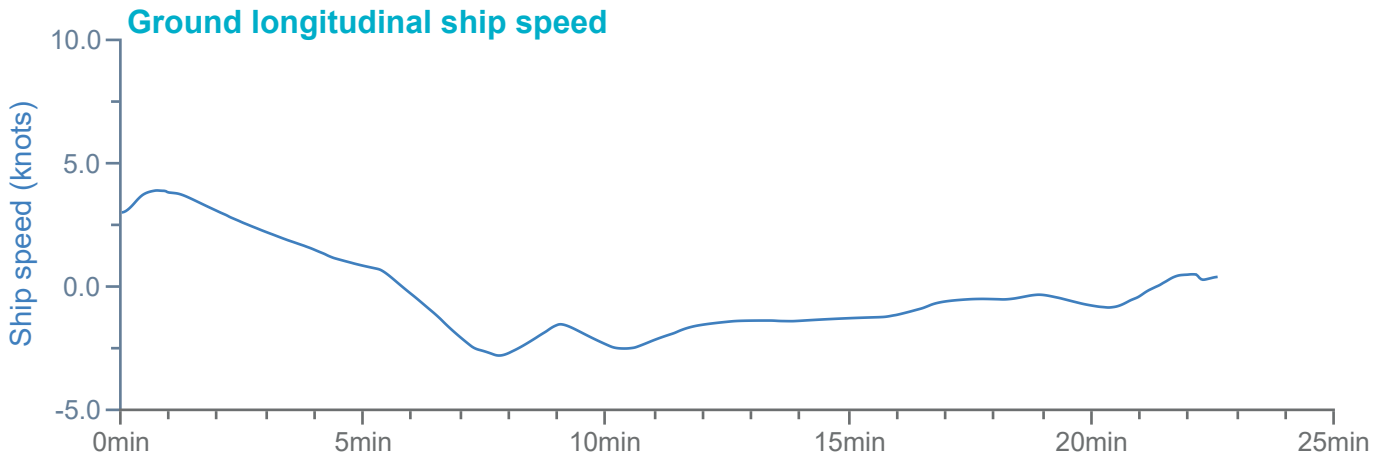


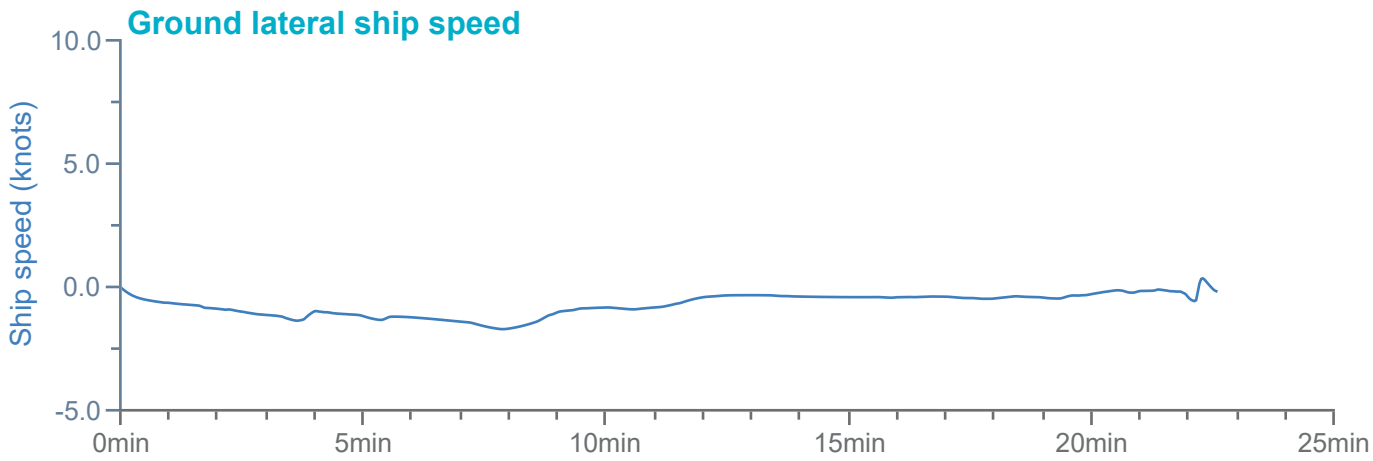

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min

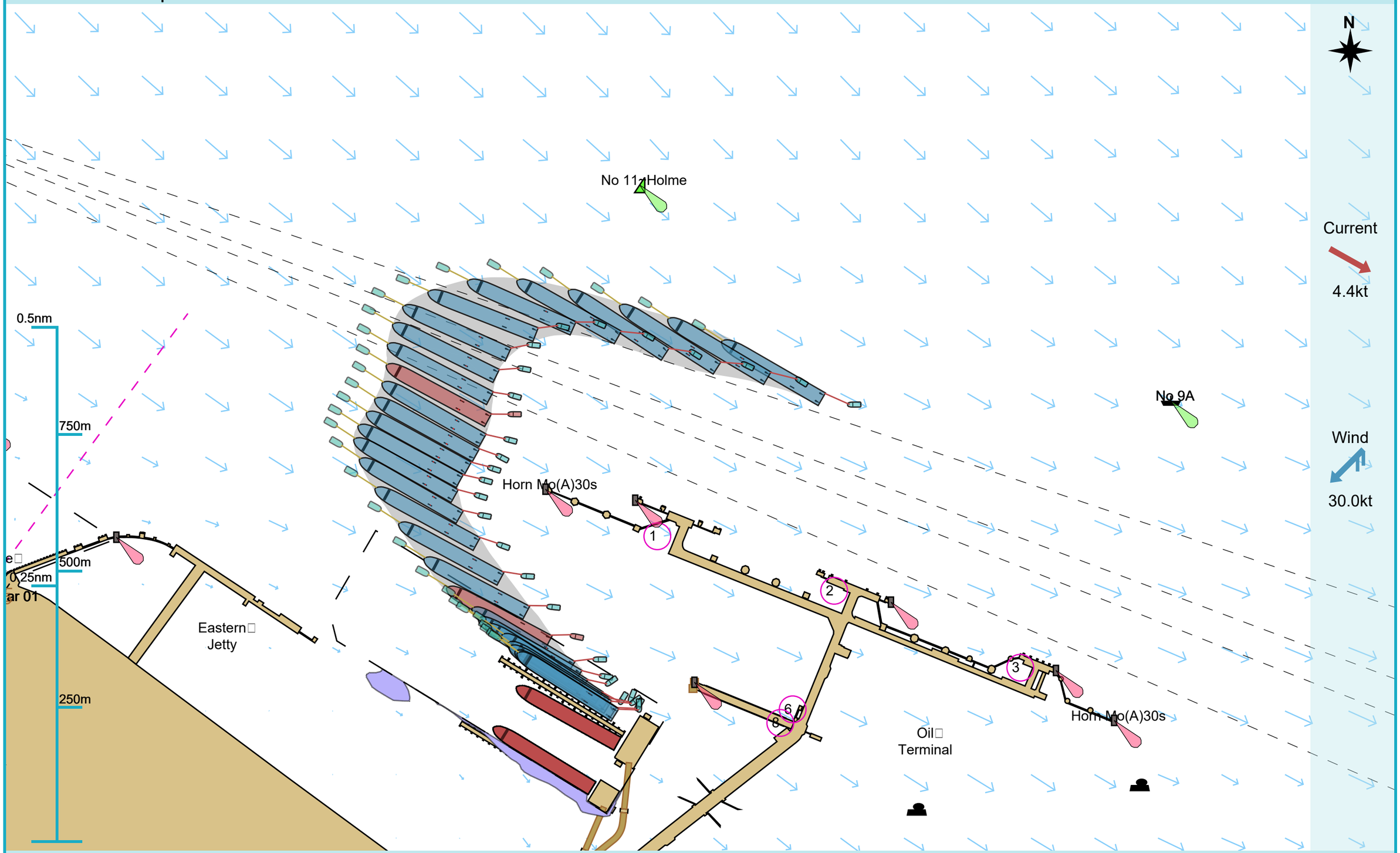

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

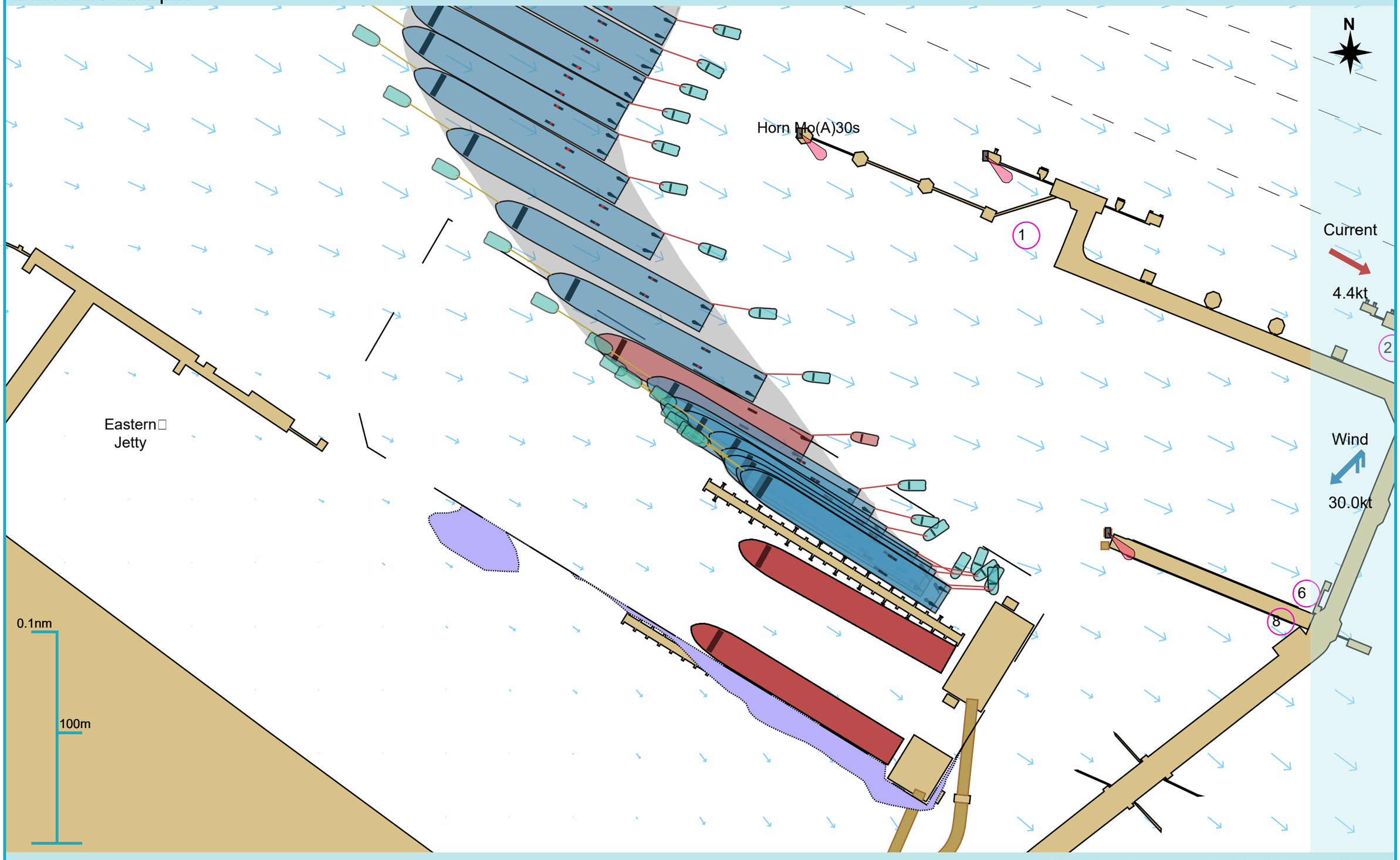

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

Manoeuvre track plot

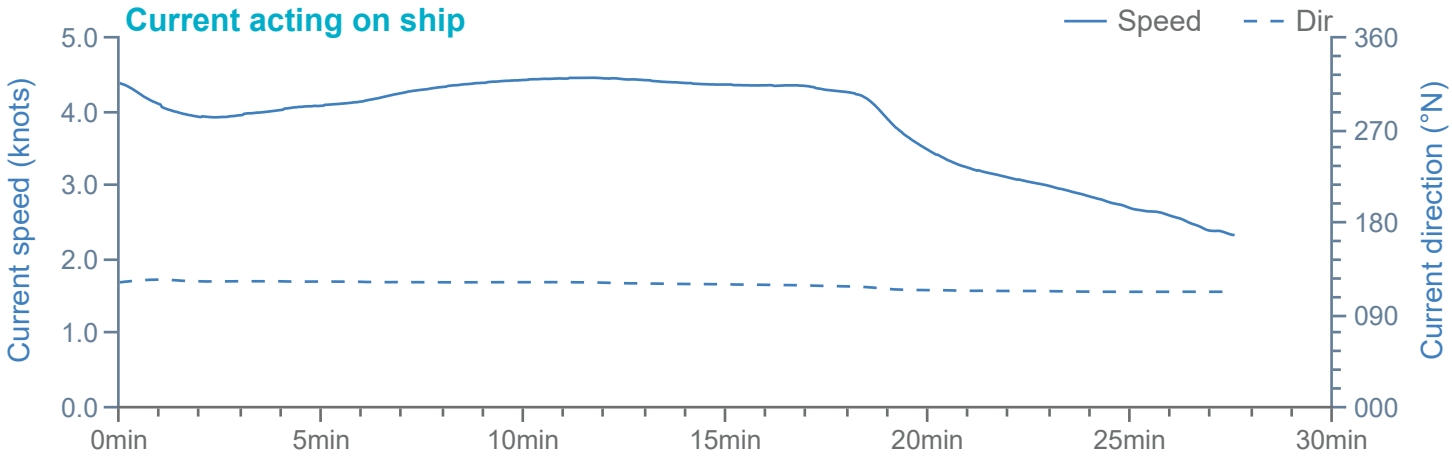


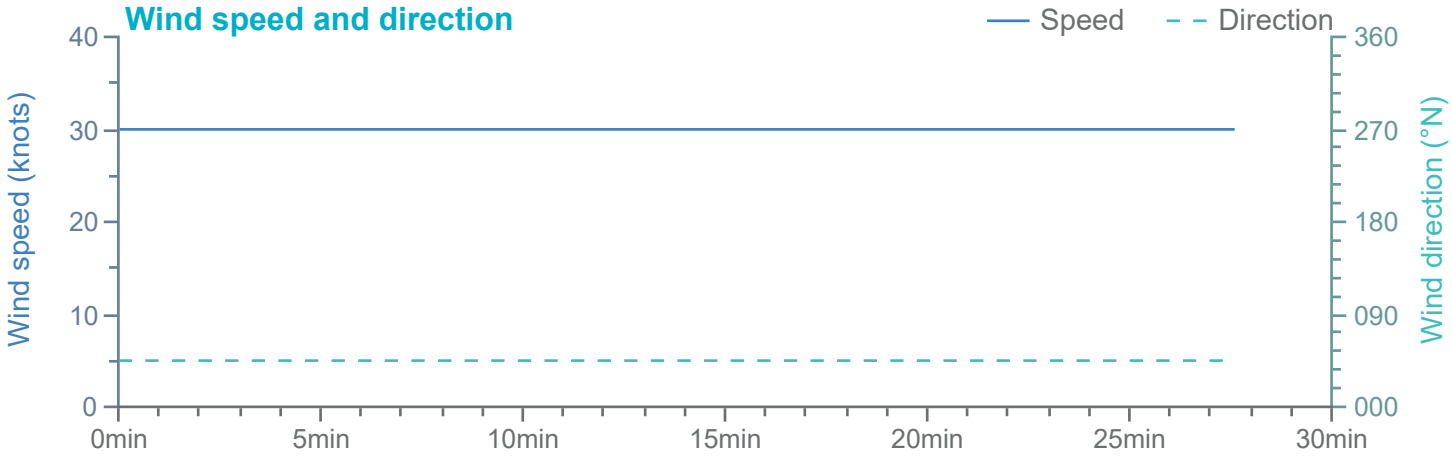
Ships plotted every 1 mins, highlight every 10 mins

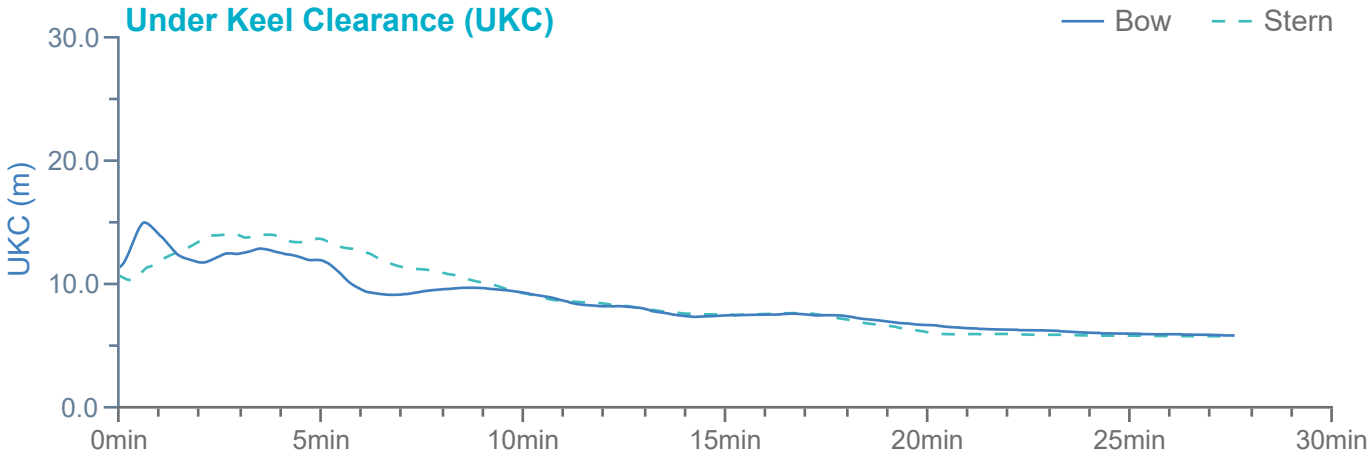
Manoeuvre track plot

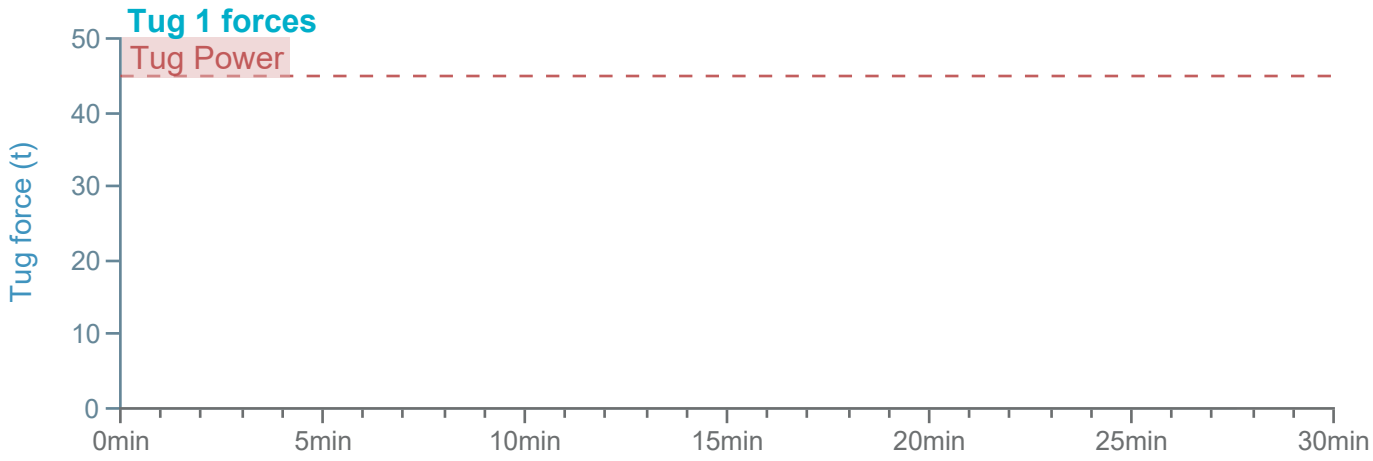


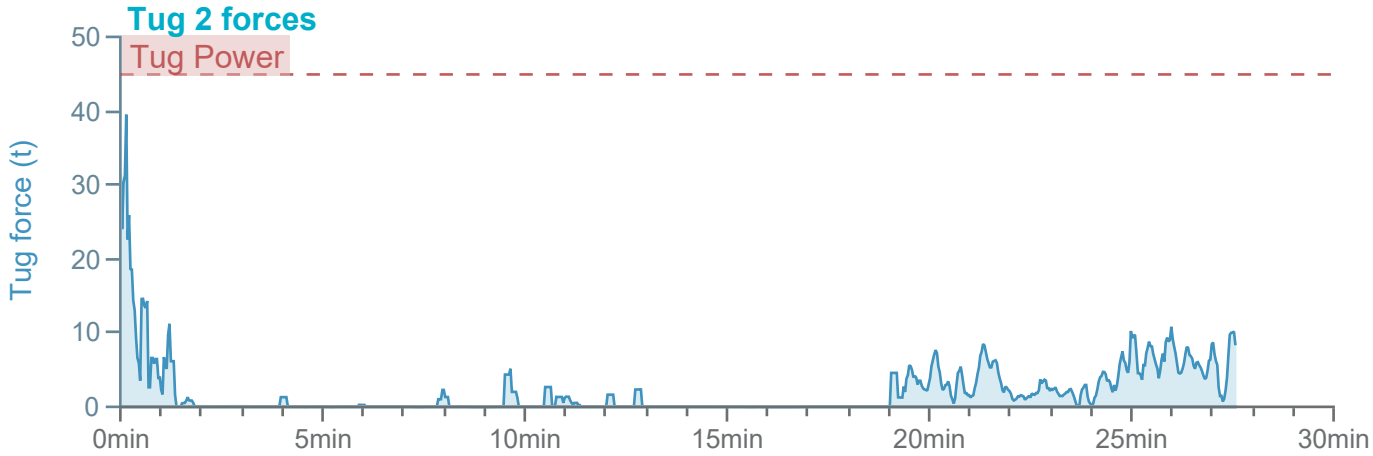
Ships plotted every 1 mins, highlight every 10 mins

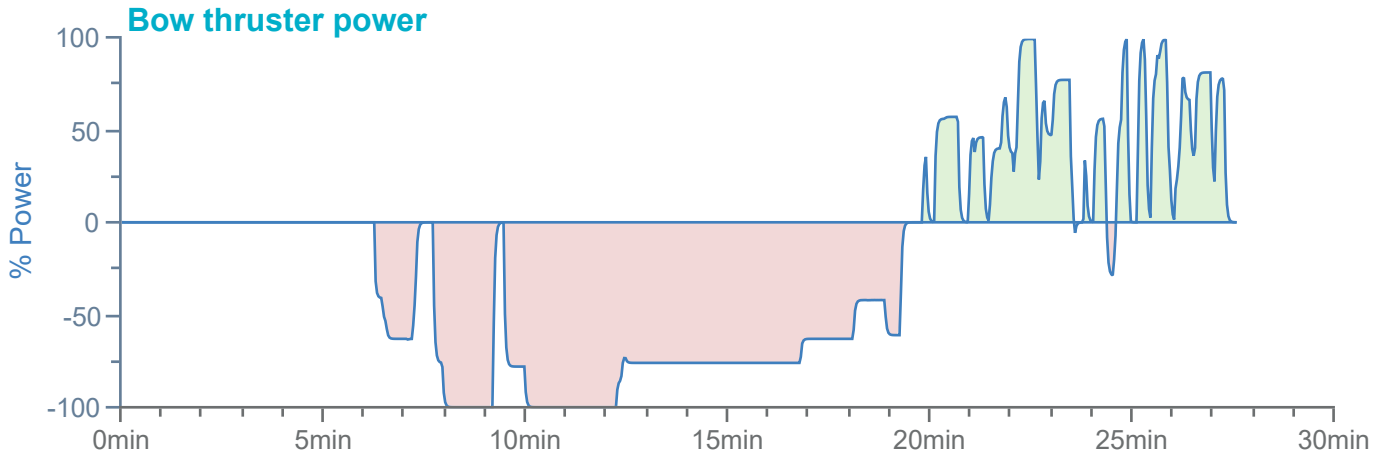

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min

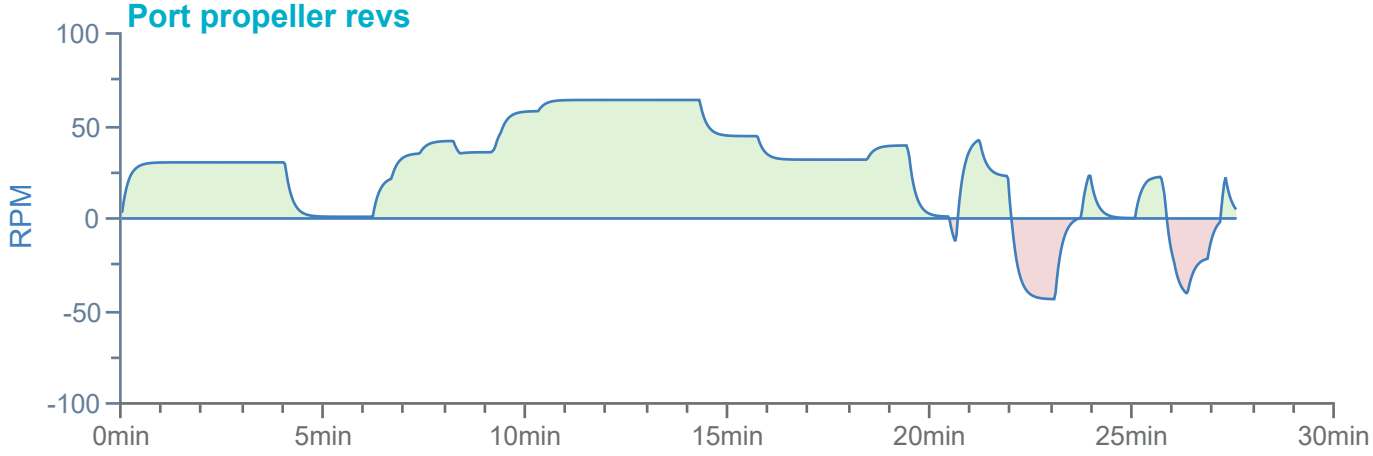

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min
30min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min
30min

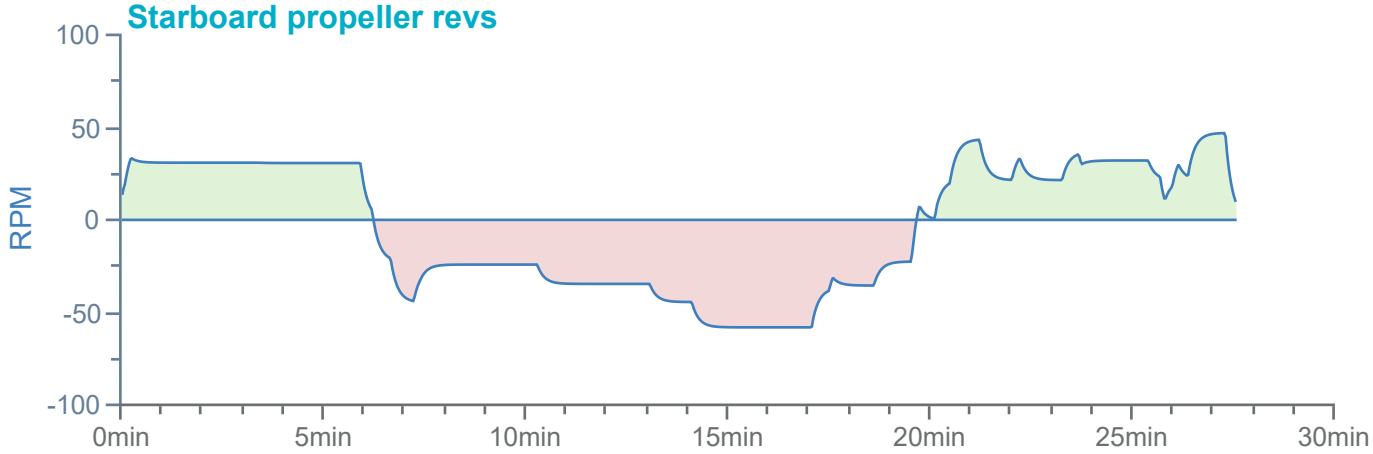

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min
30min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min

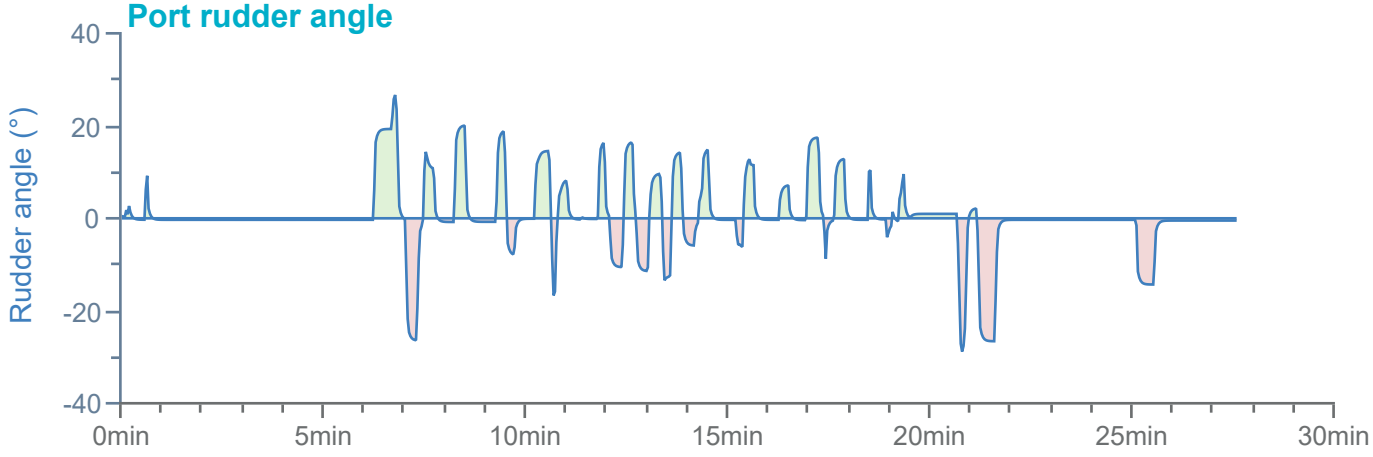
Port propeller revs



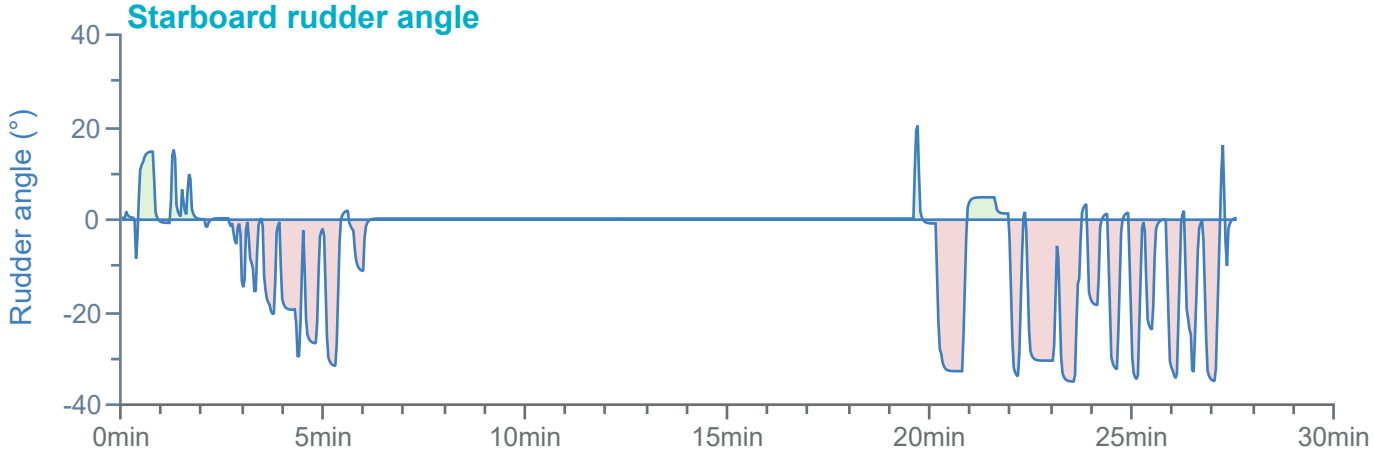
Starboard propeller revs

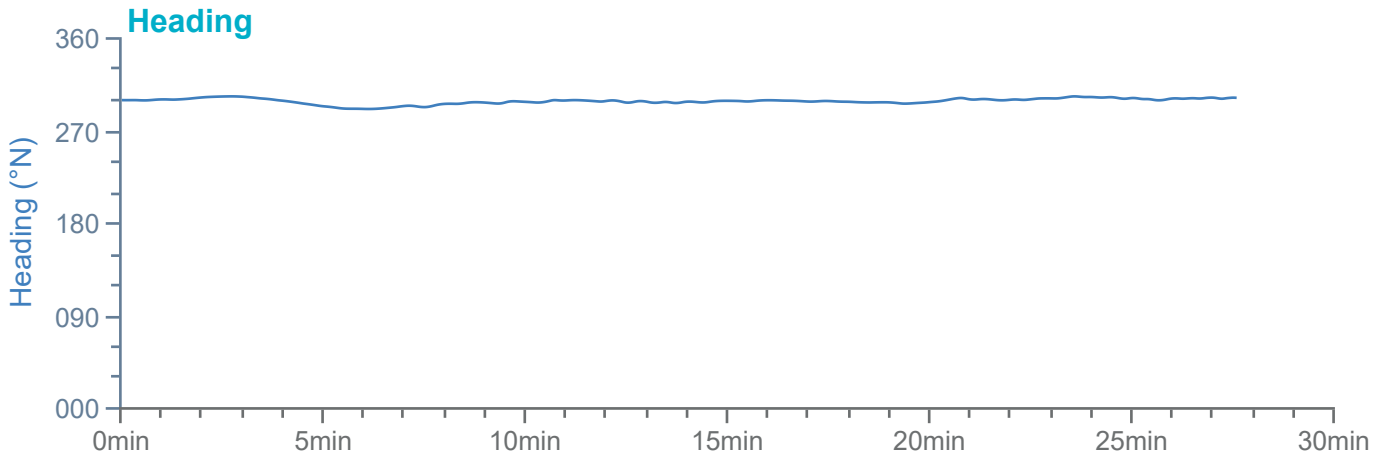


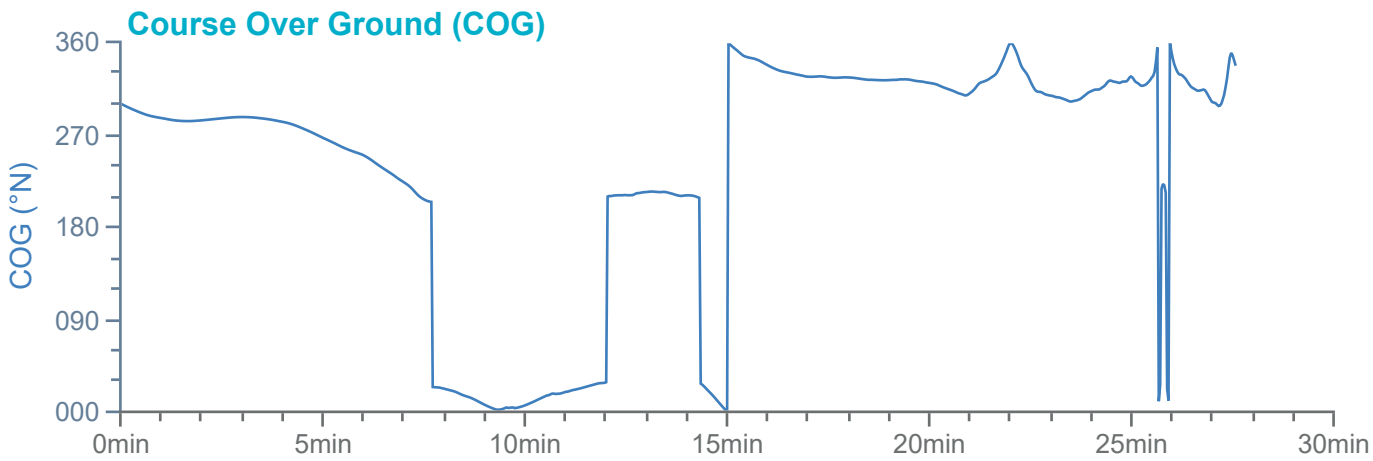
Port rudder angle

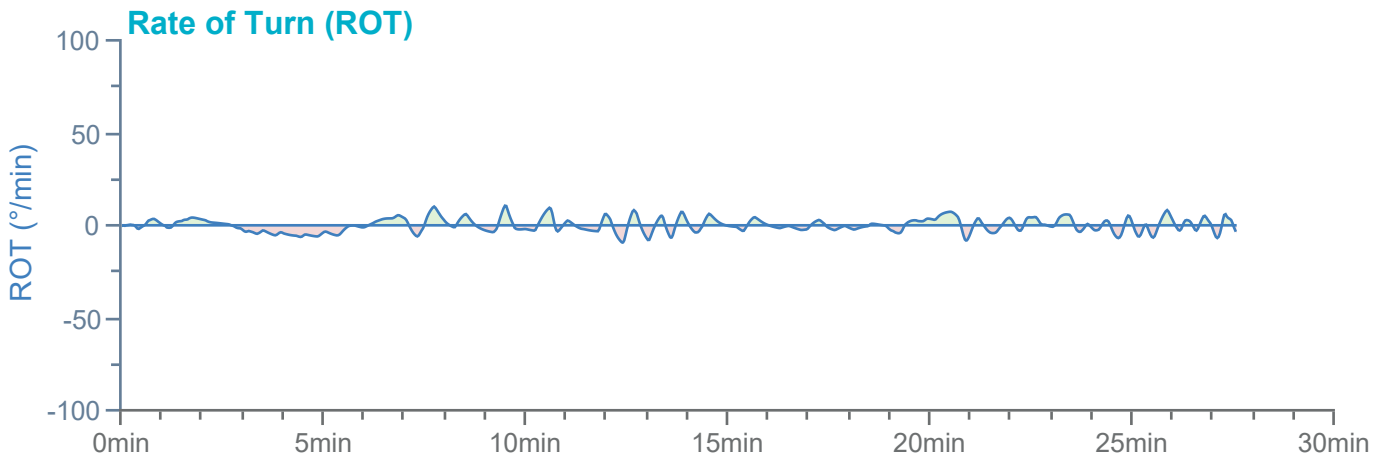


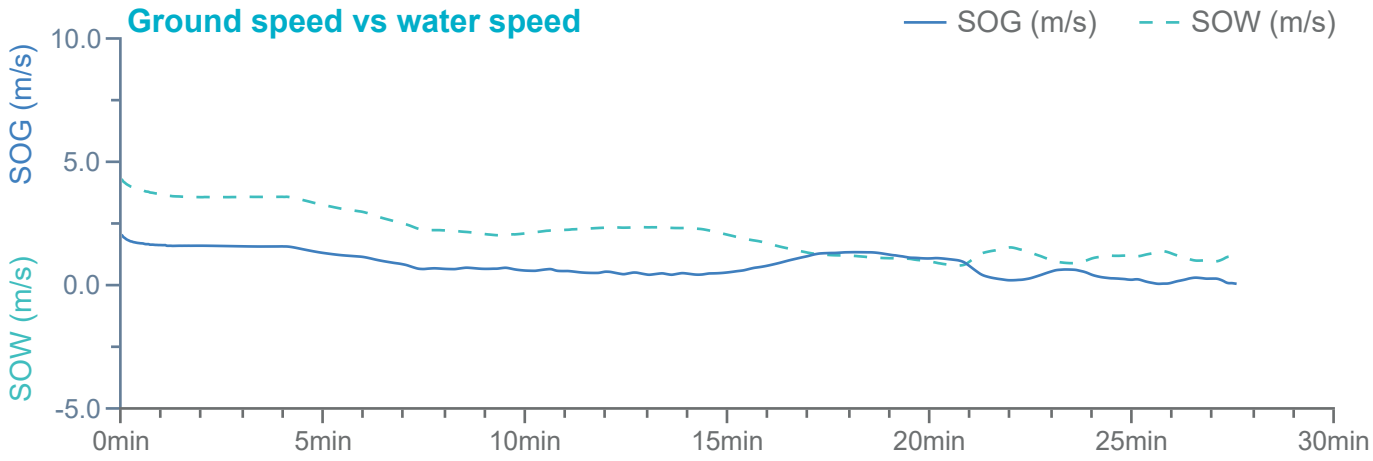
Starboard rudder angle

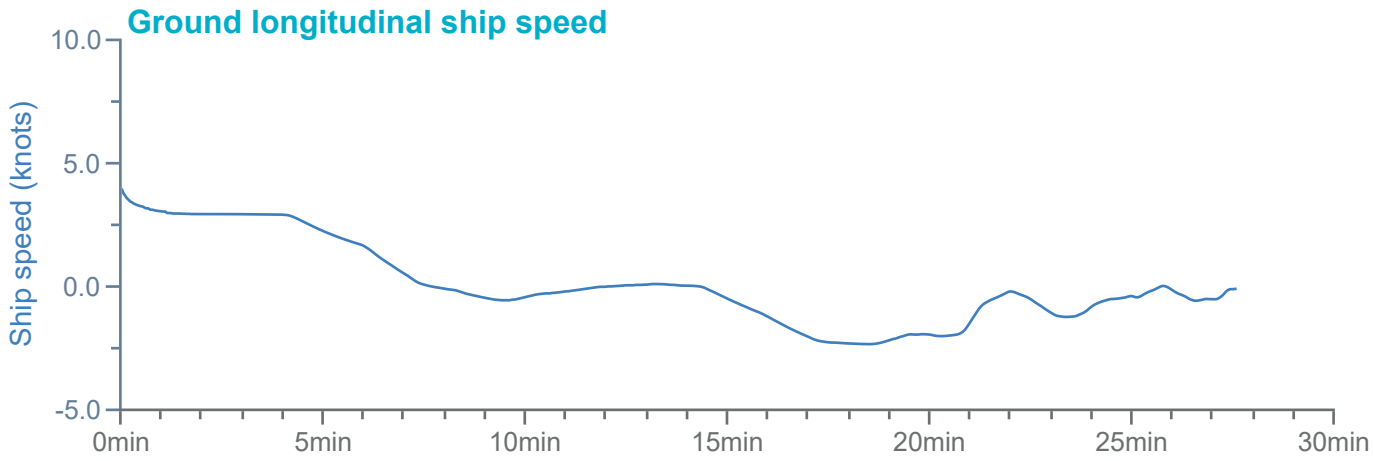


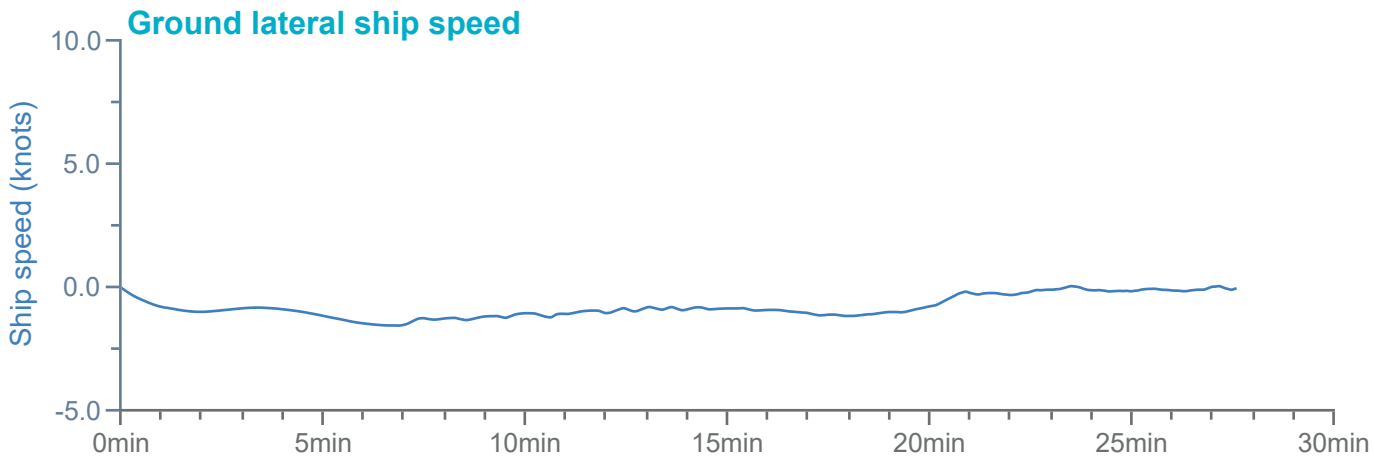

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min

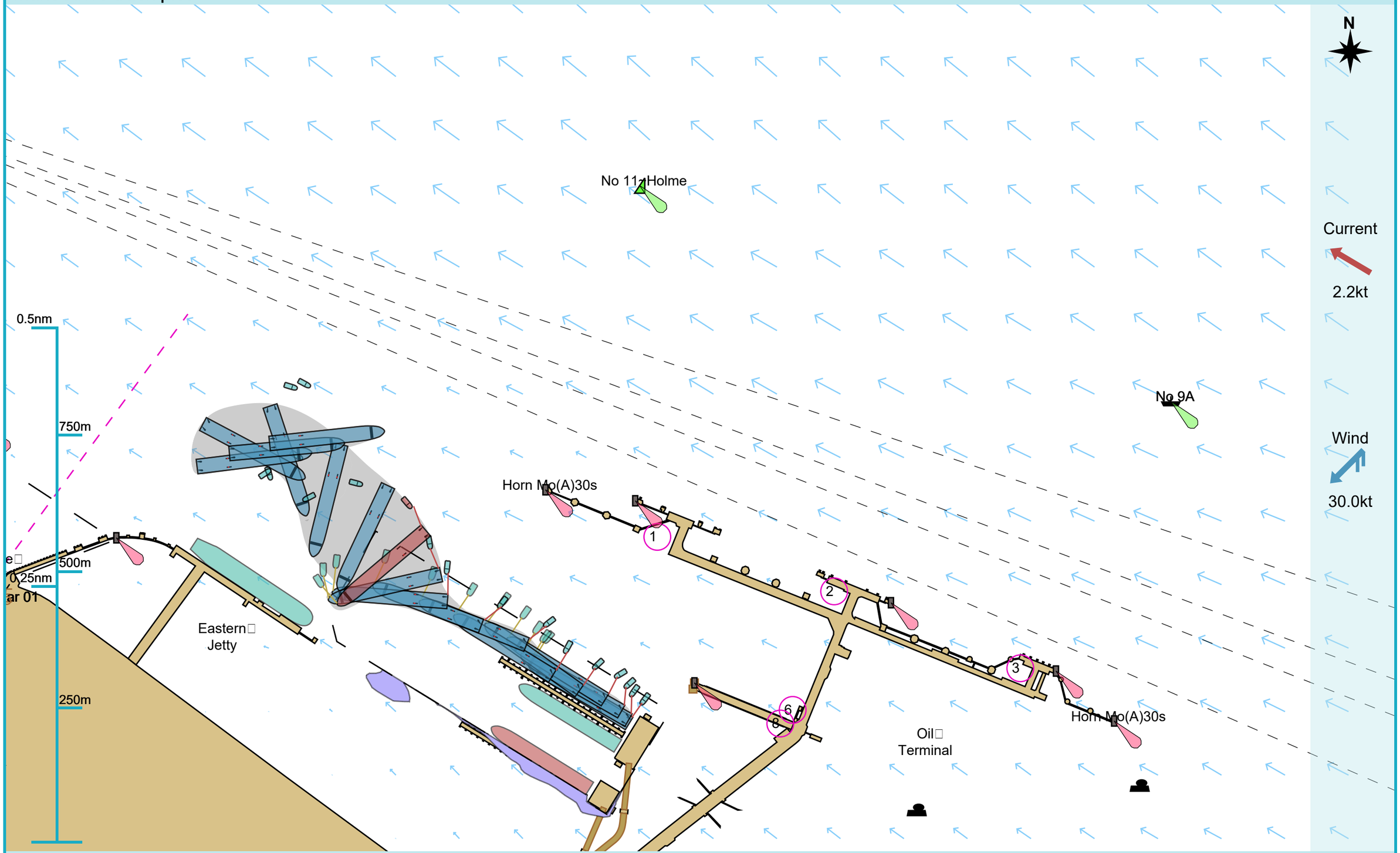

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min

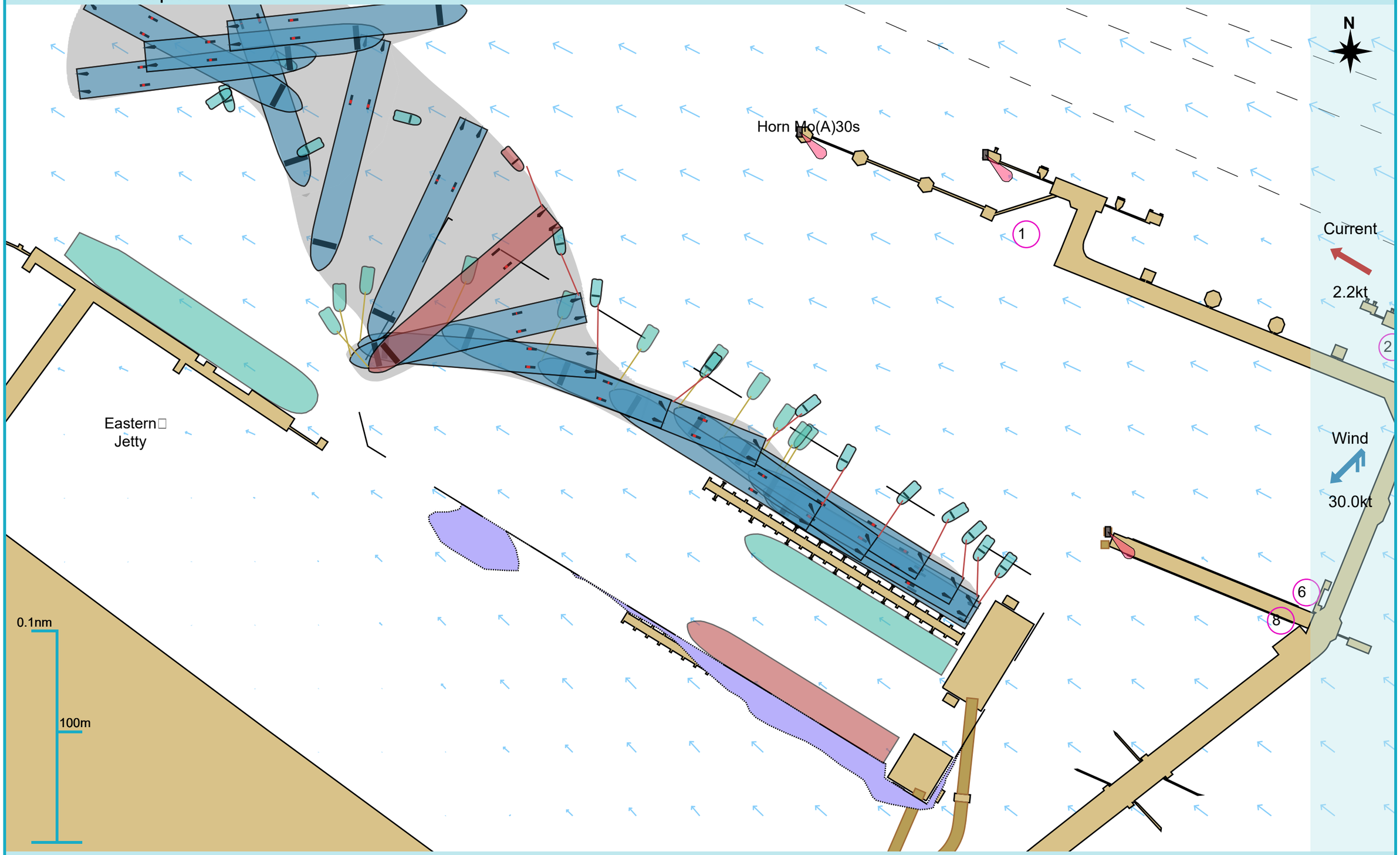

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min

Manoeuvre track plot

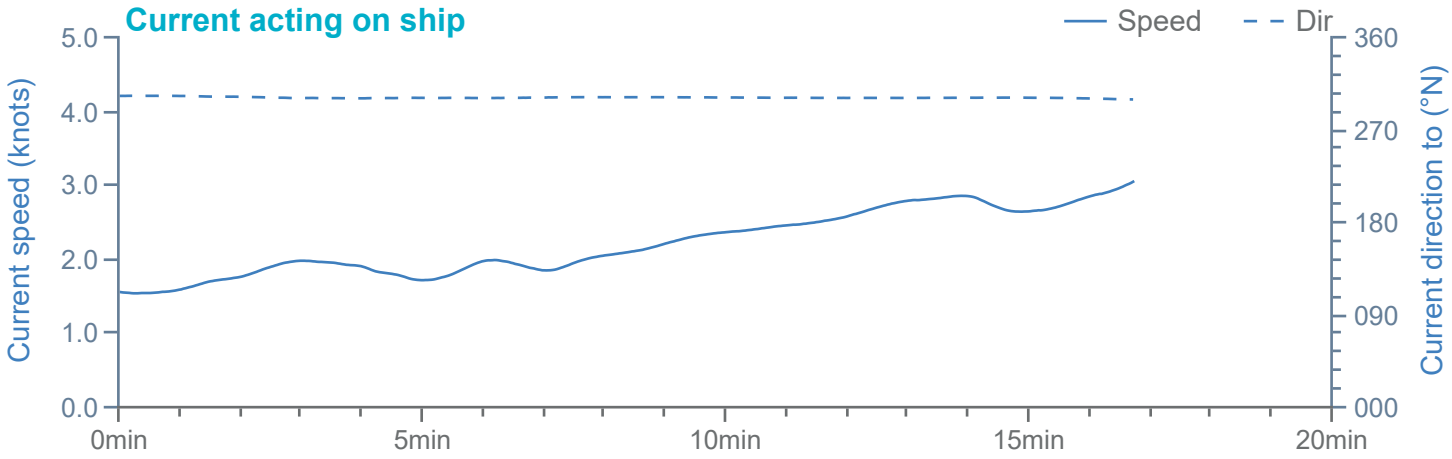


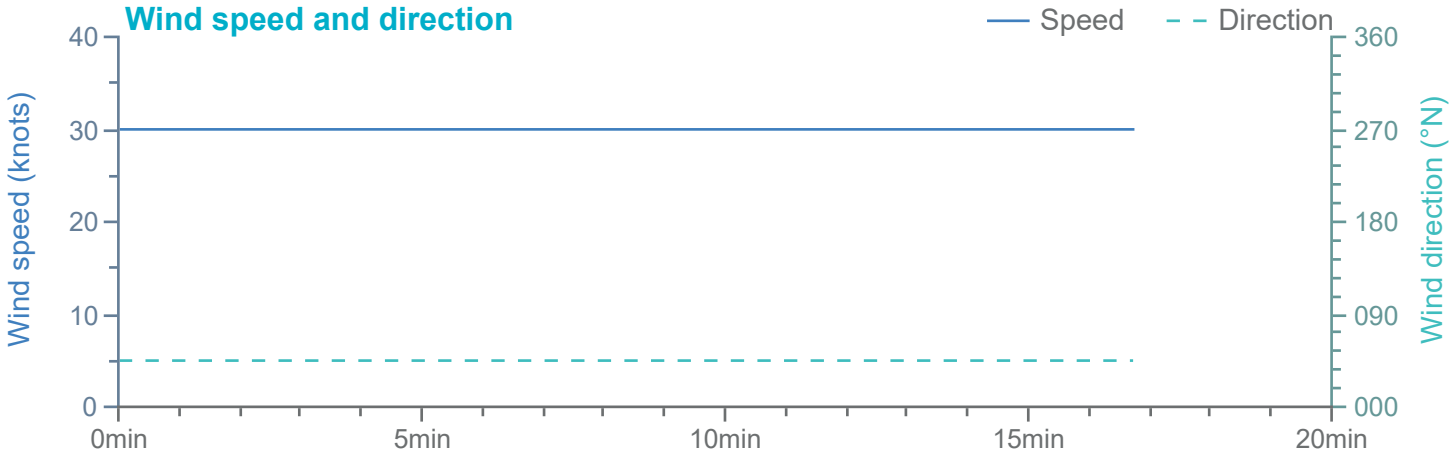
Ships plotted every 1 mins, highlight every 10 mins

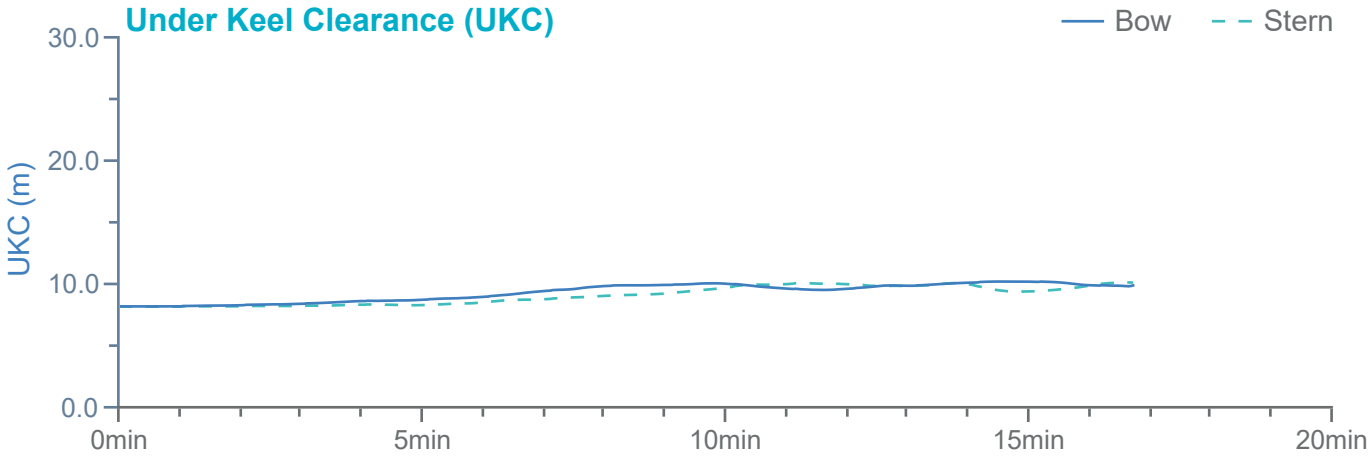
Manoeuvre track plot

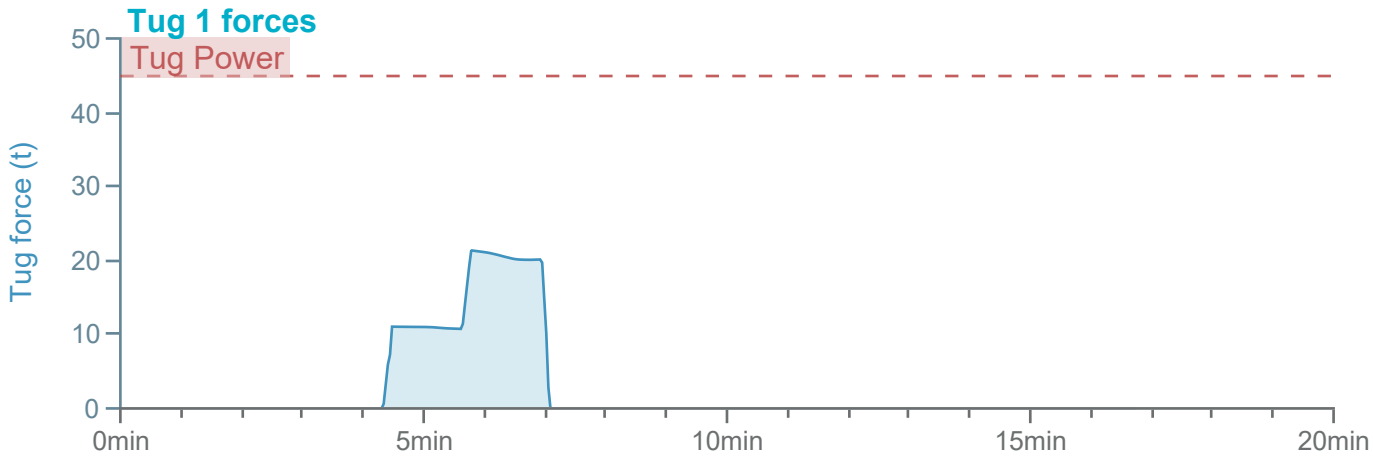


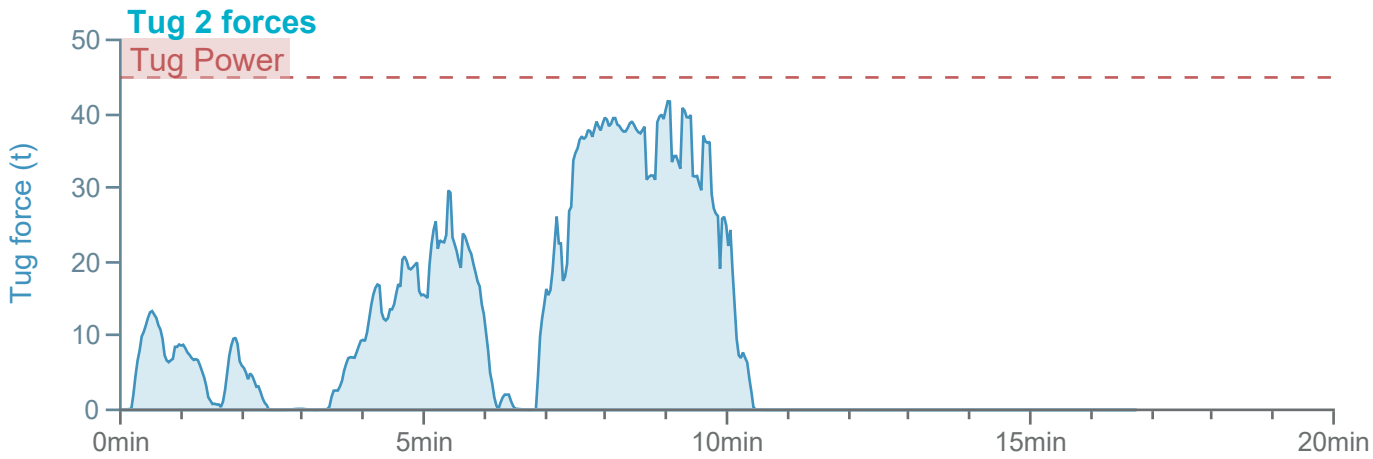
Ships plotted every 1 mins, highlight every 10 mins

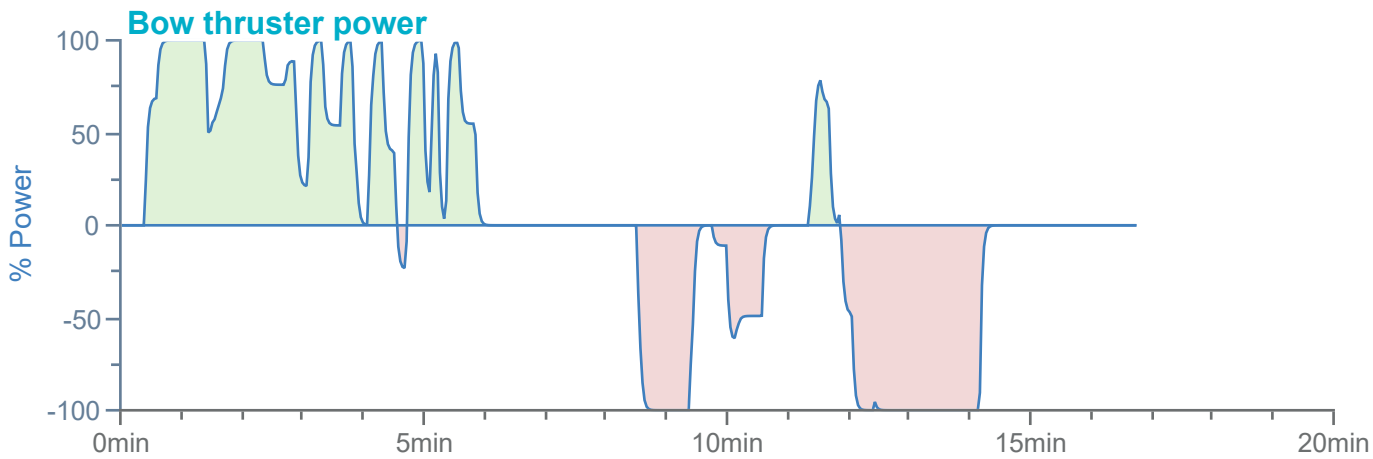

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min

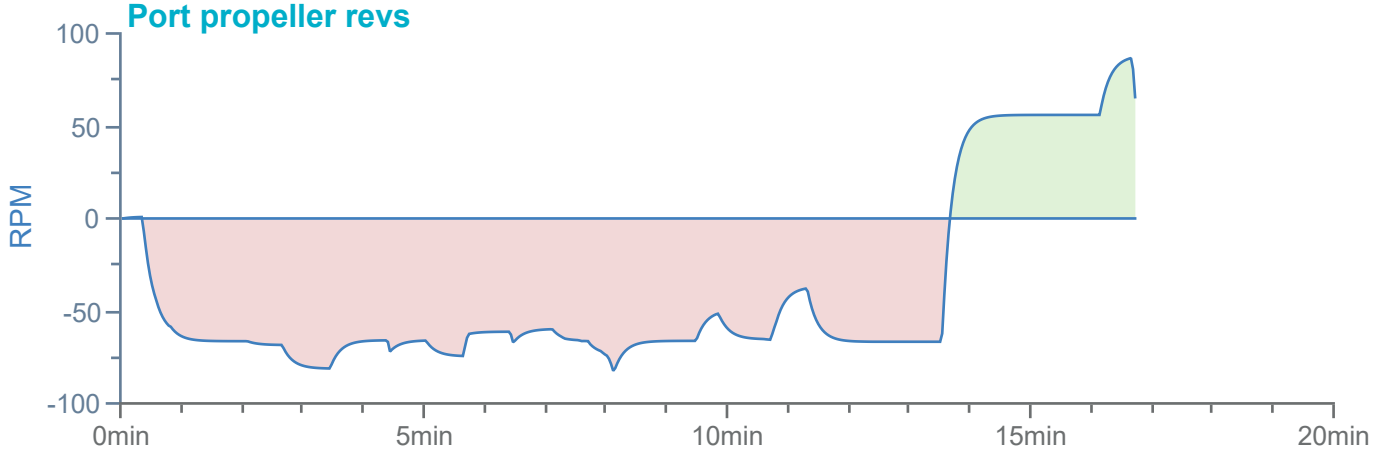

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min

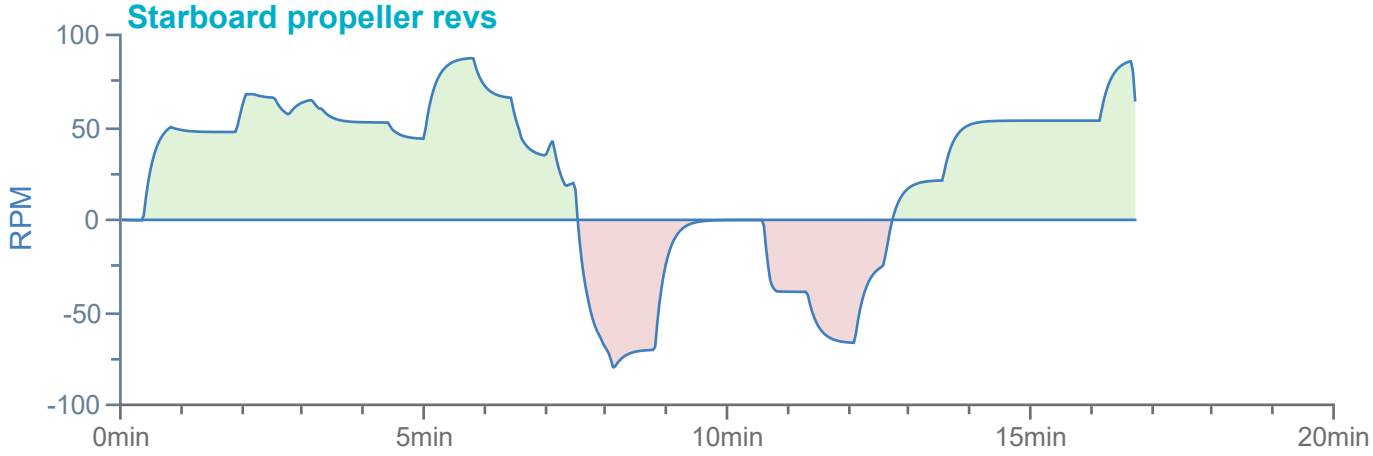

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min

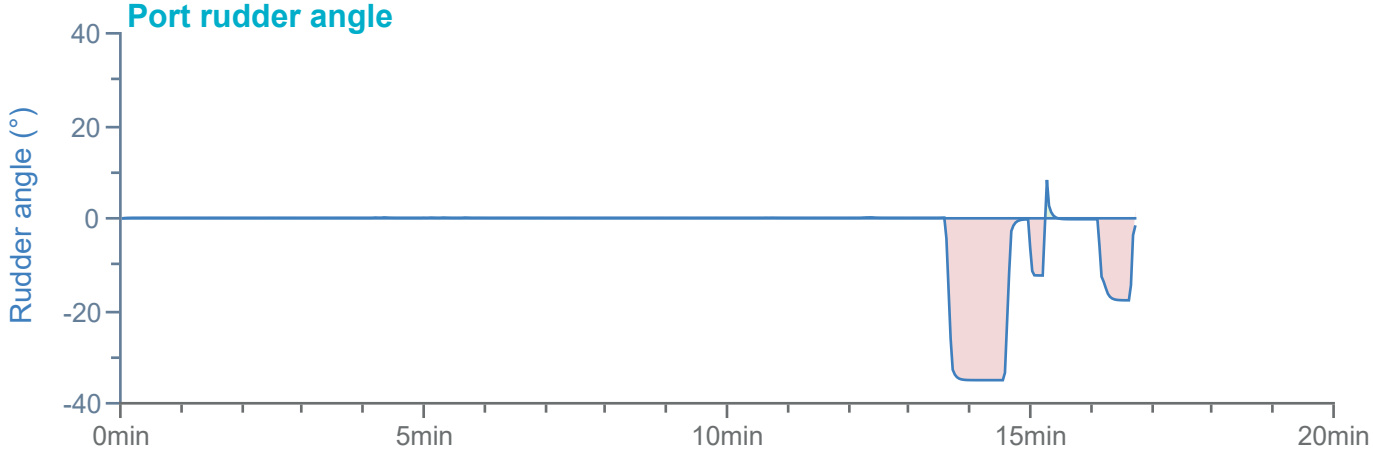
Port propeller revs



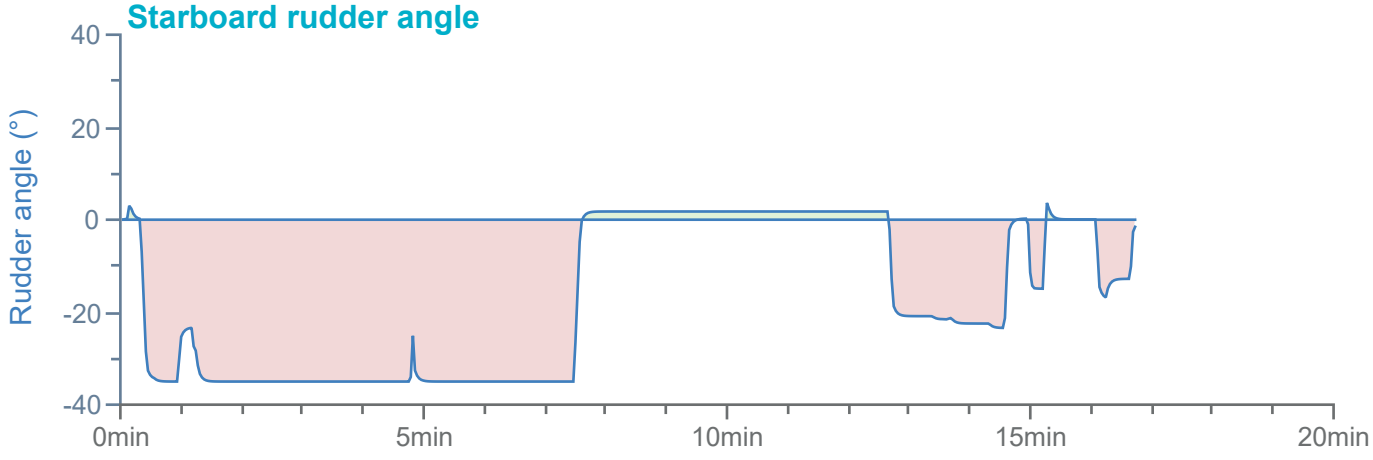
Starboard propeller revs

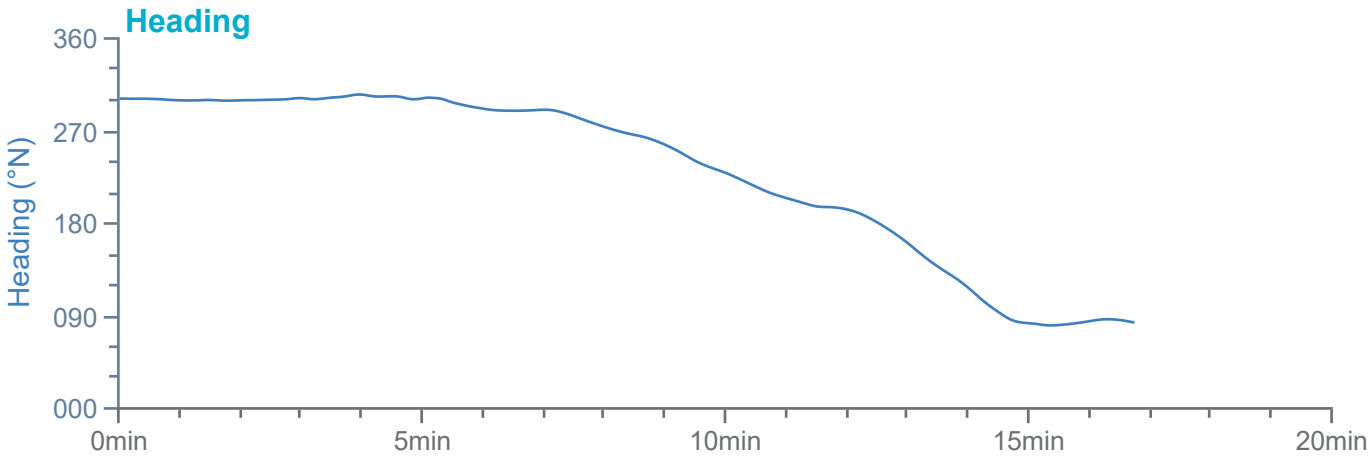


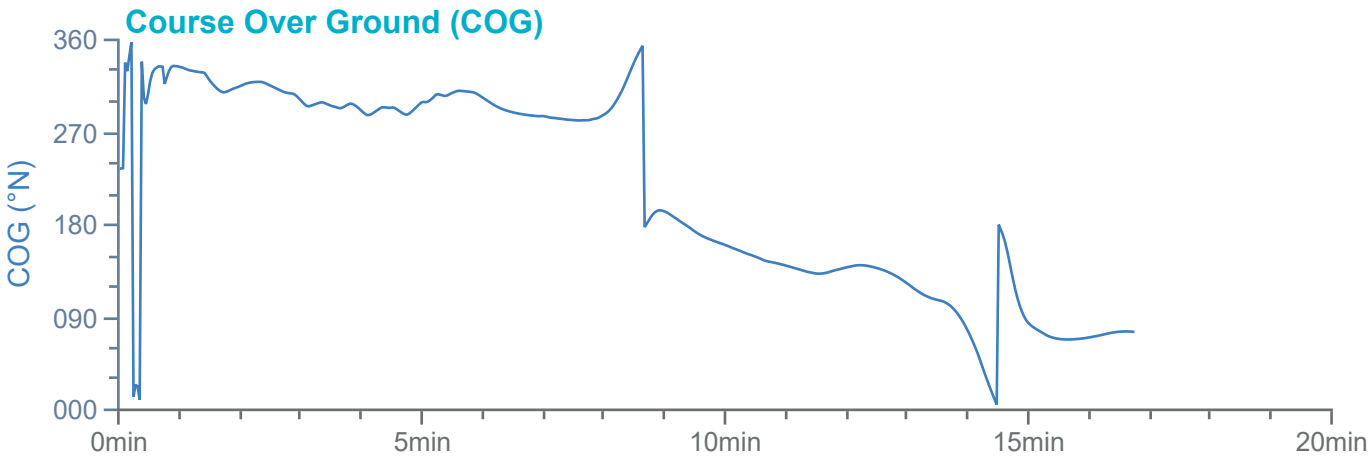
Port rudder angle

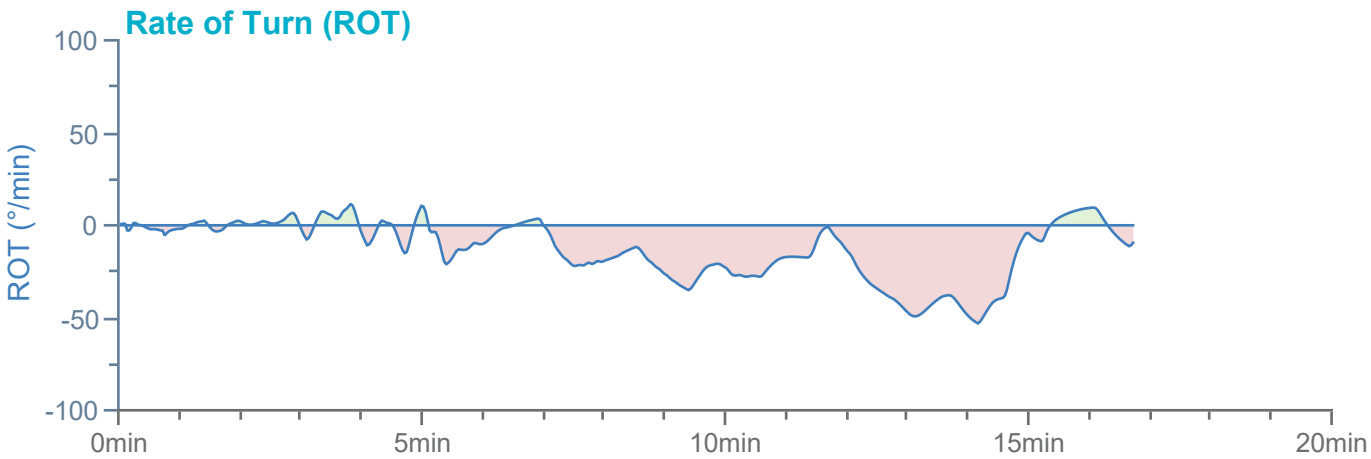


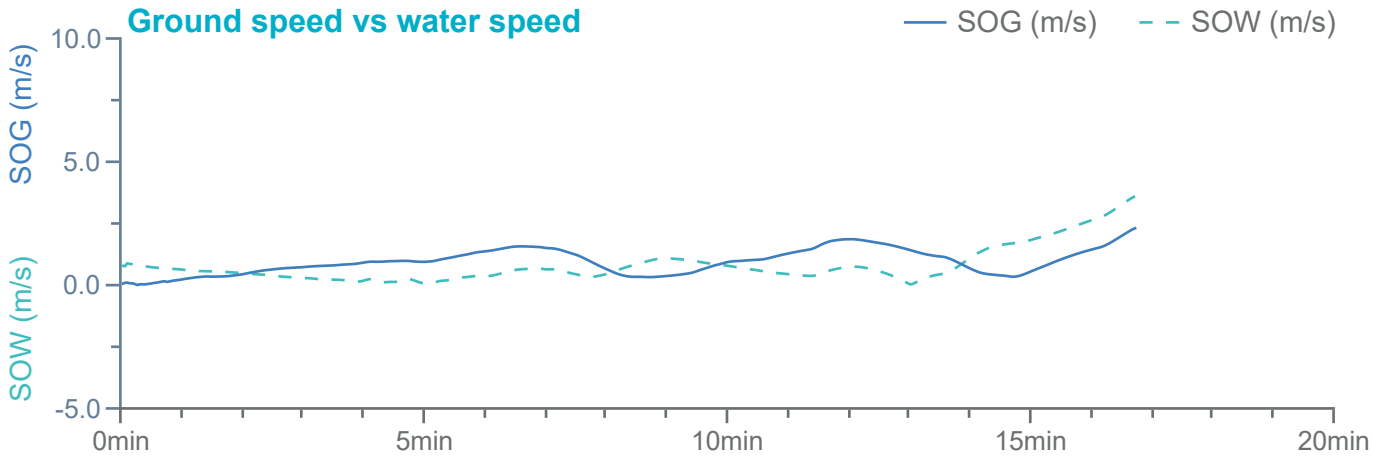
Starboard rudder angle

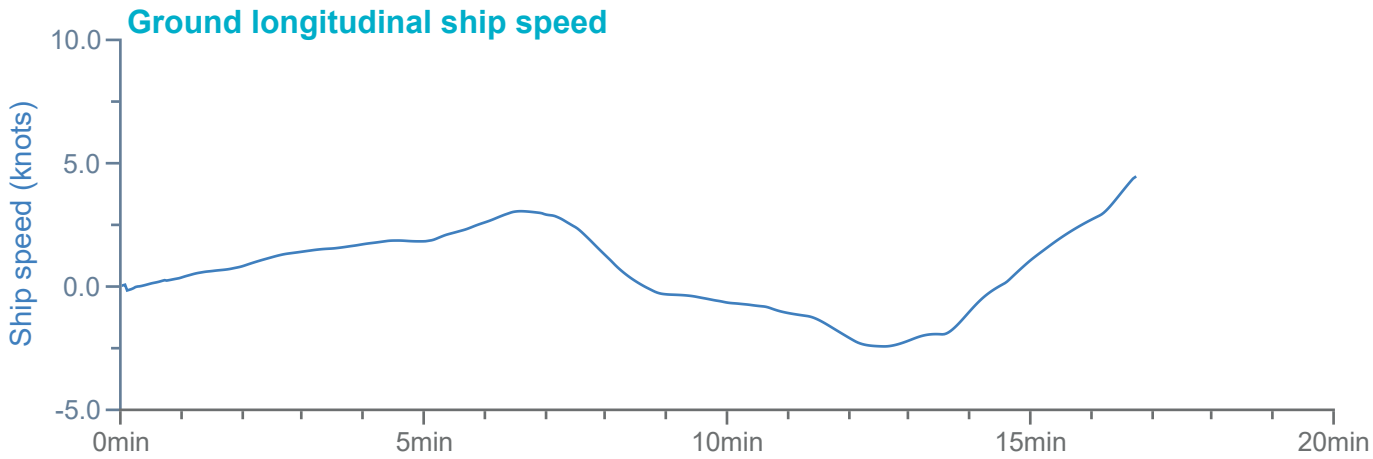


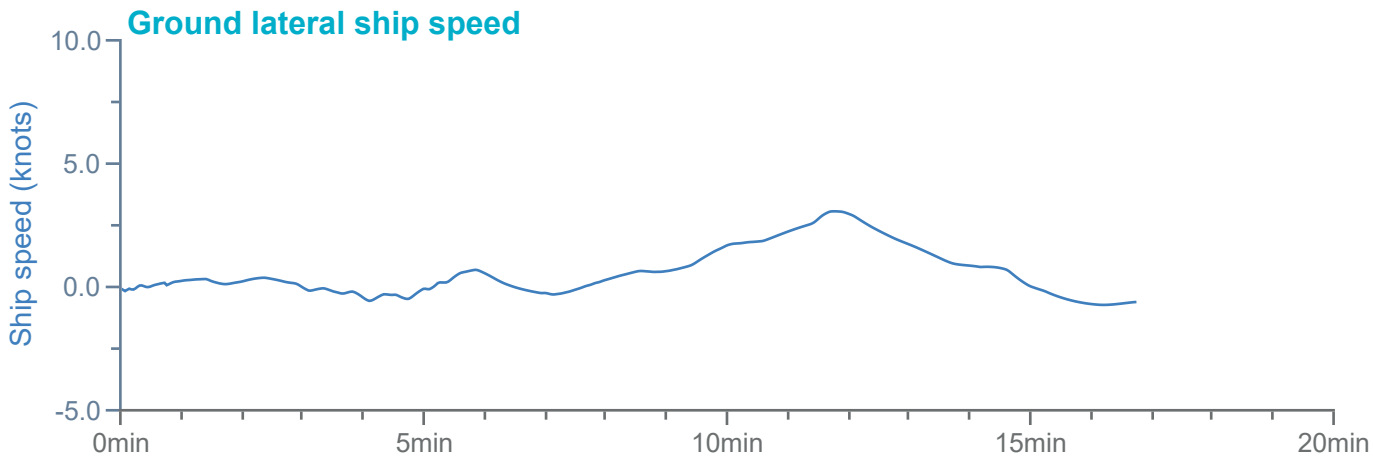

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min

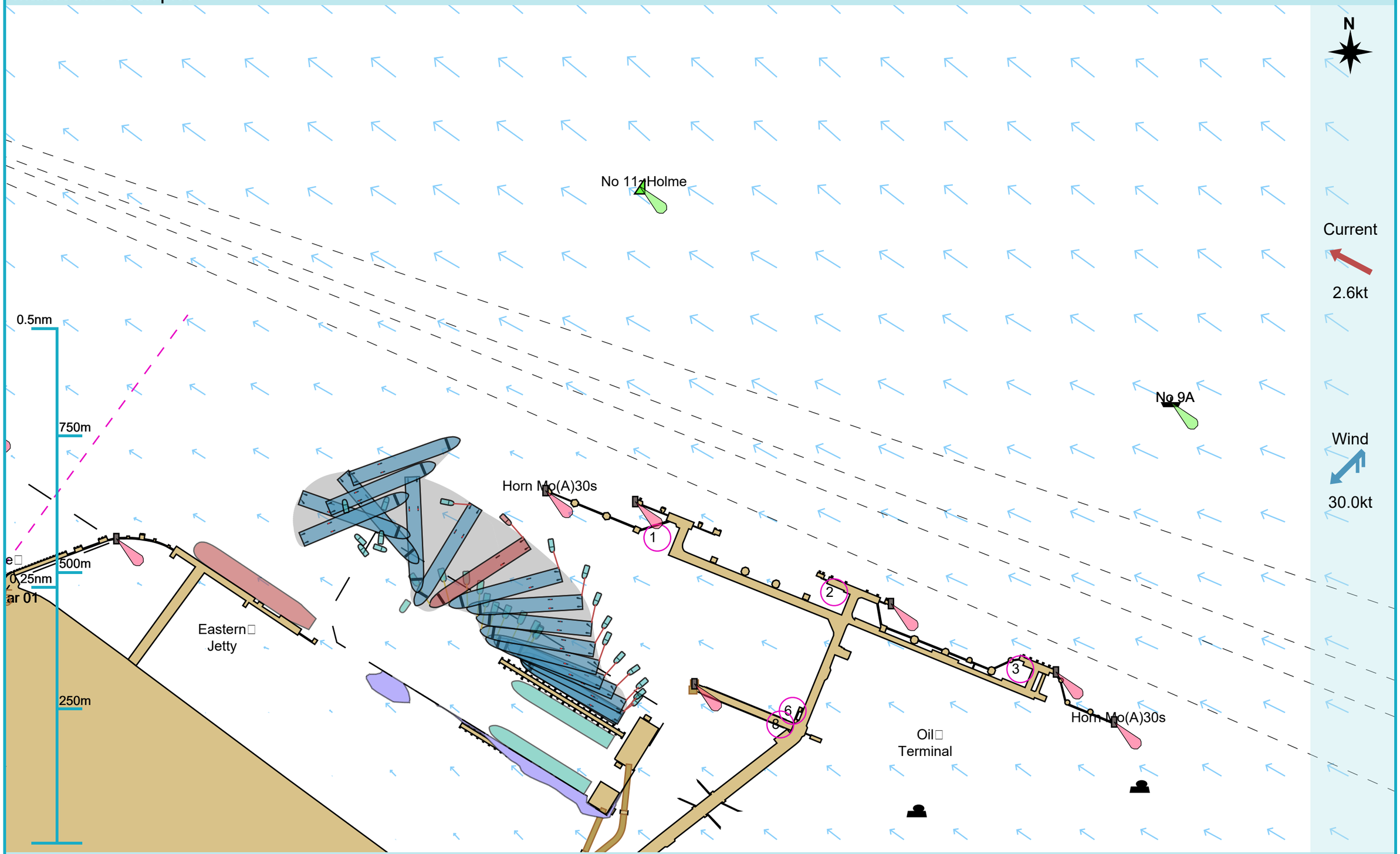

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

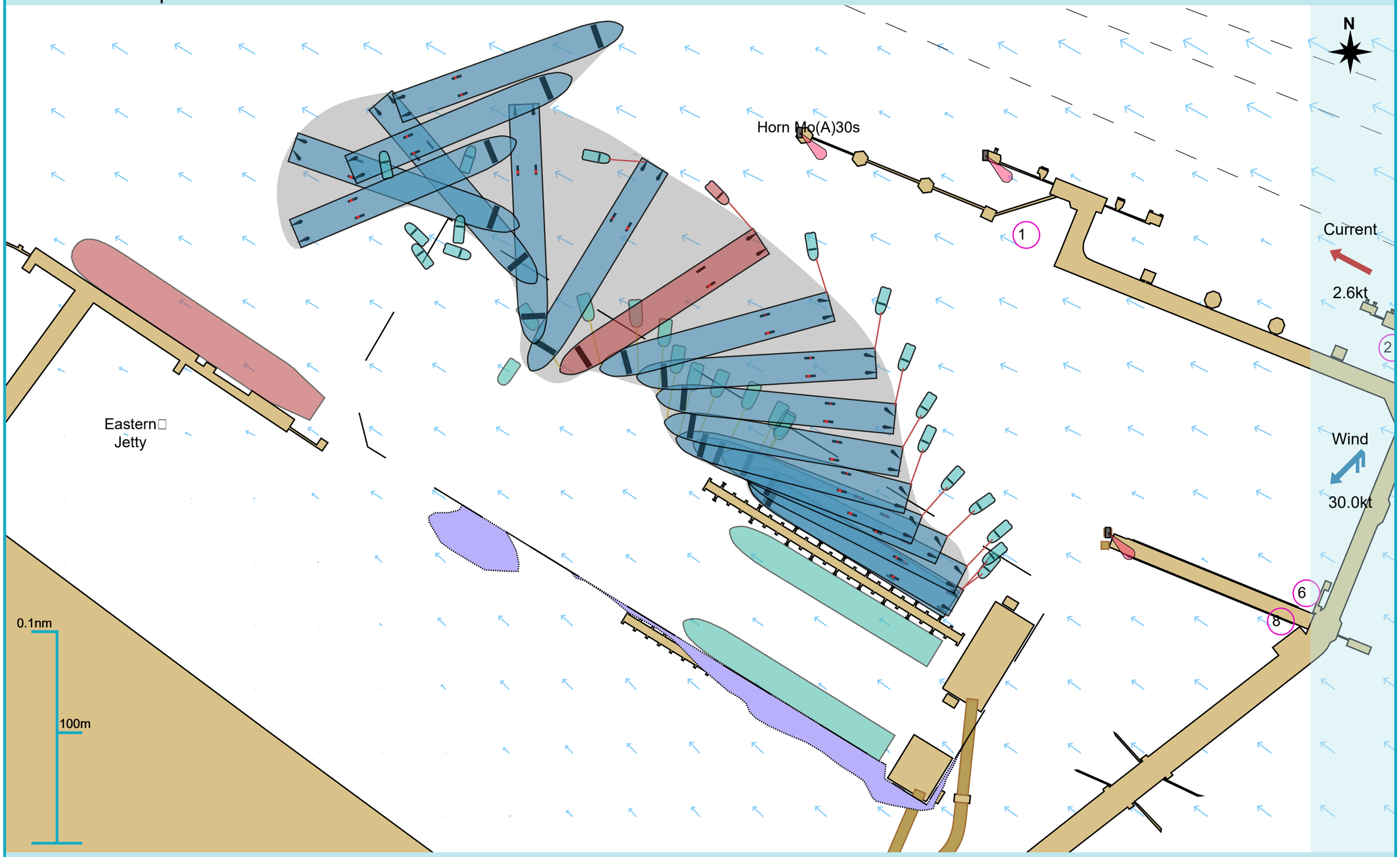

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

Manoeuvre track plot

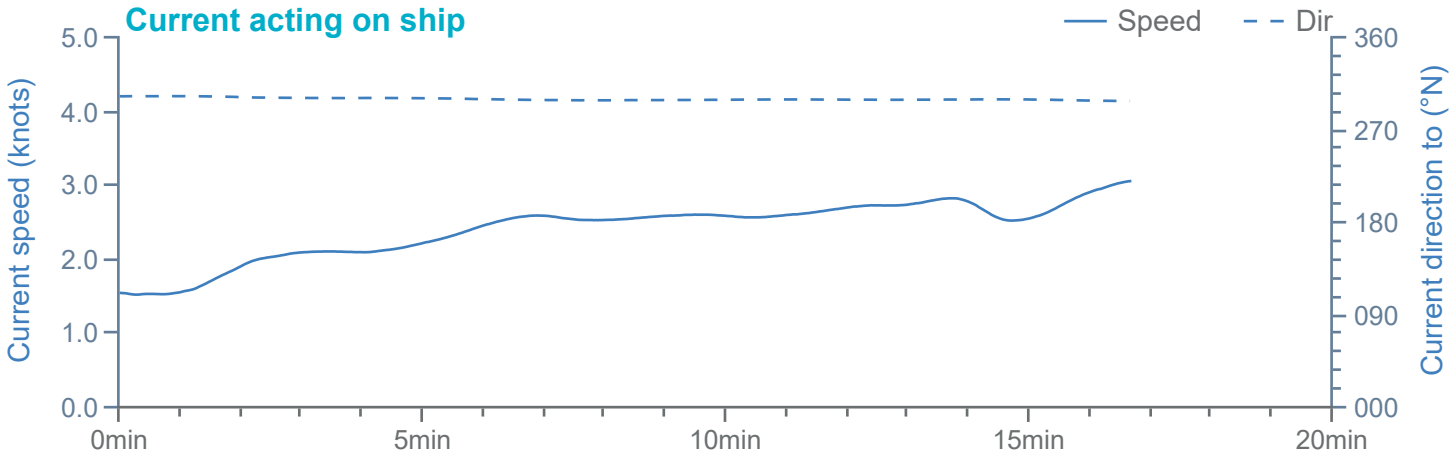


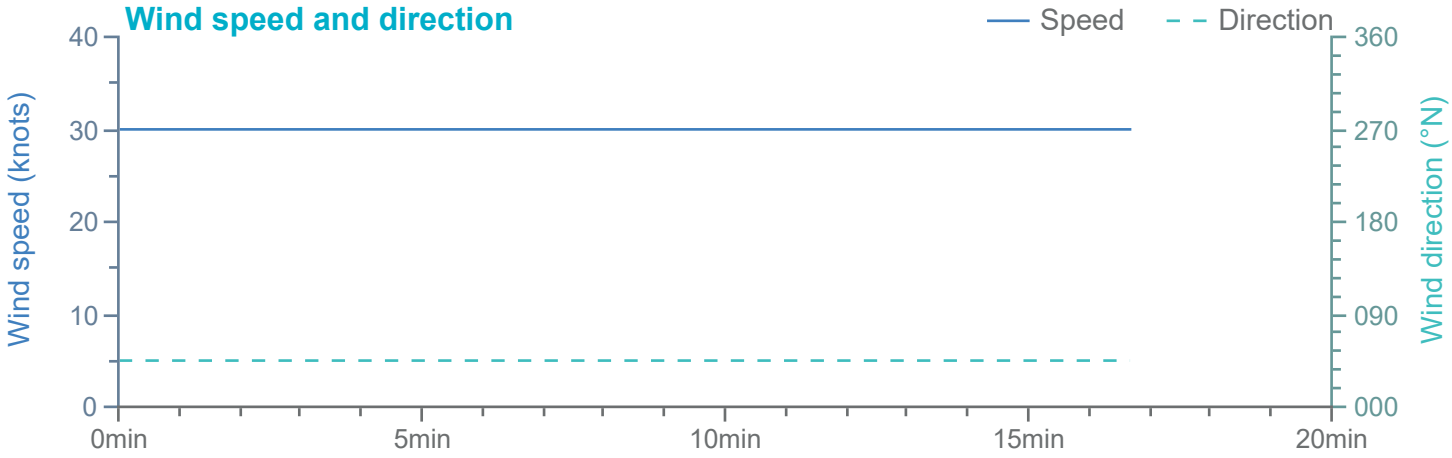
Ships plotted every 1 mins, highlight every 10 mins

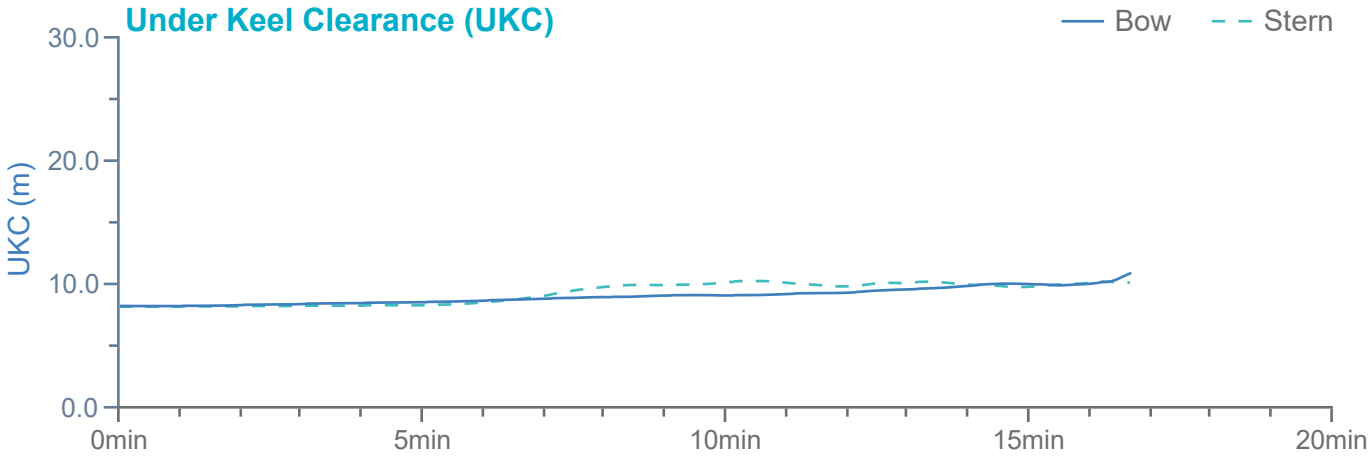
Manoeuvre track plot

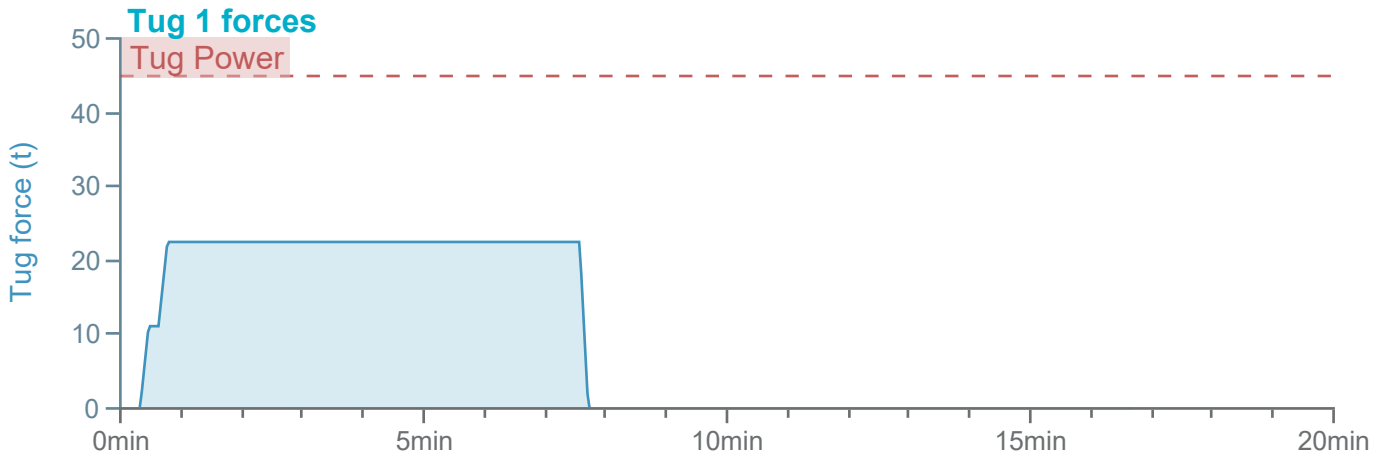


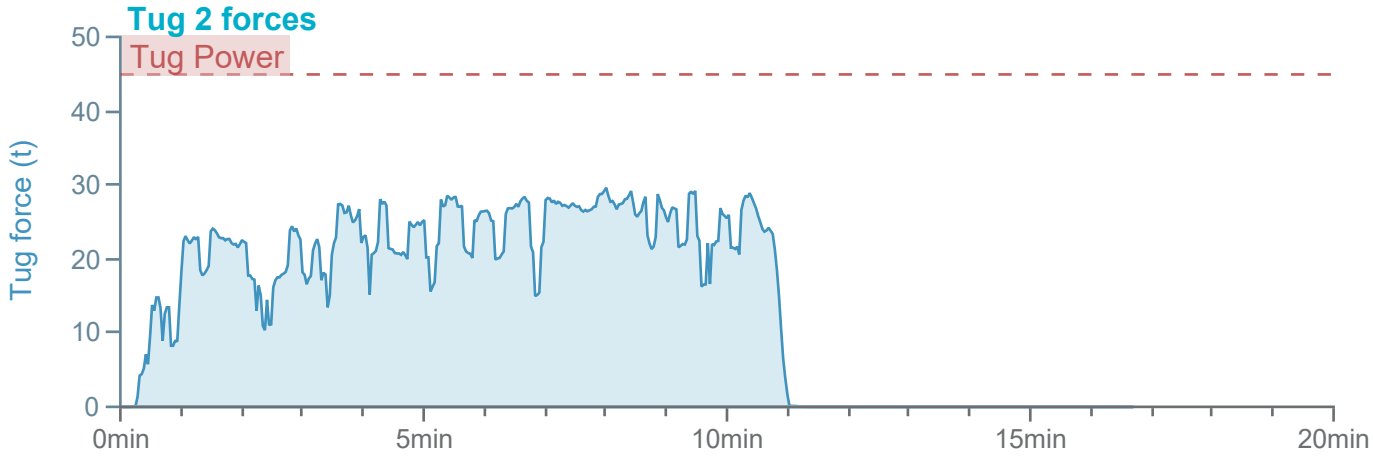
Ships plotted every 1 mins, highlight every 10 mins

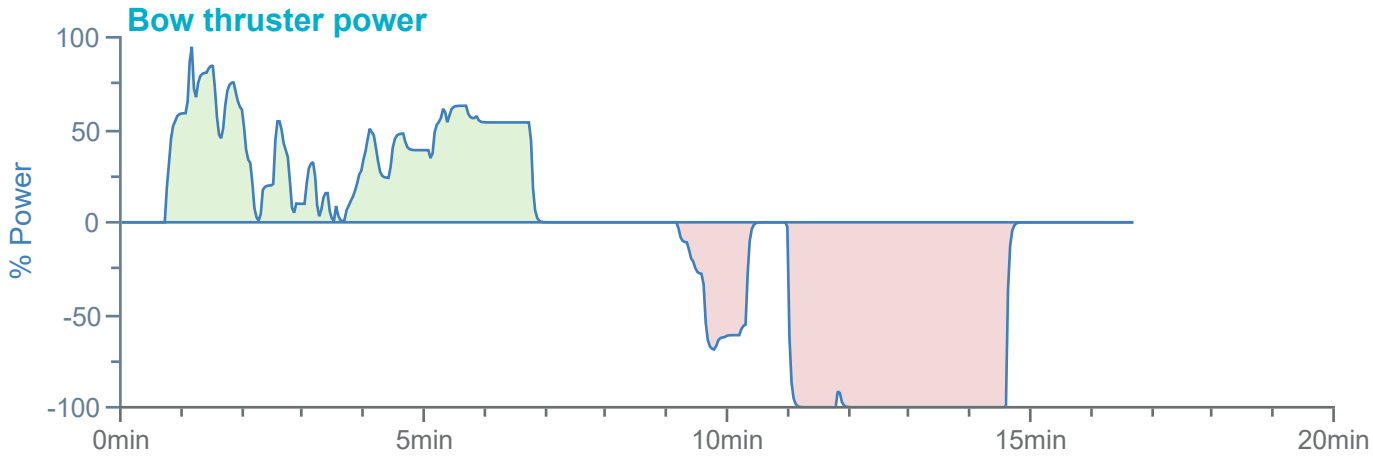

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min

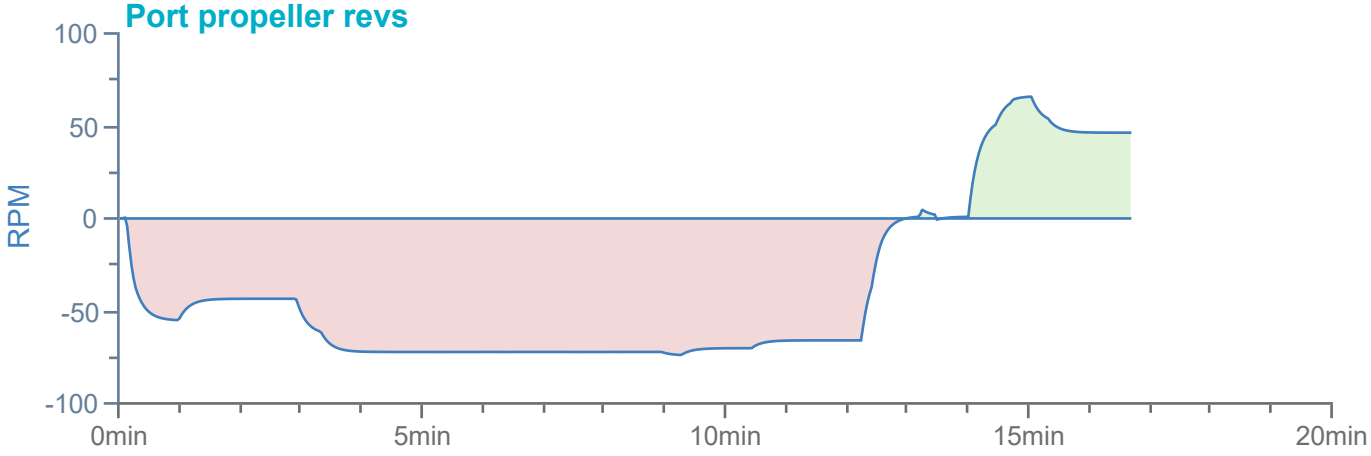

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min

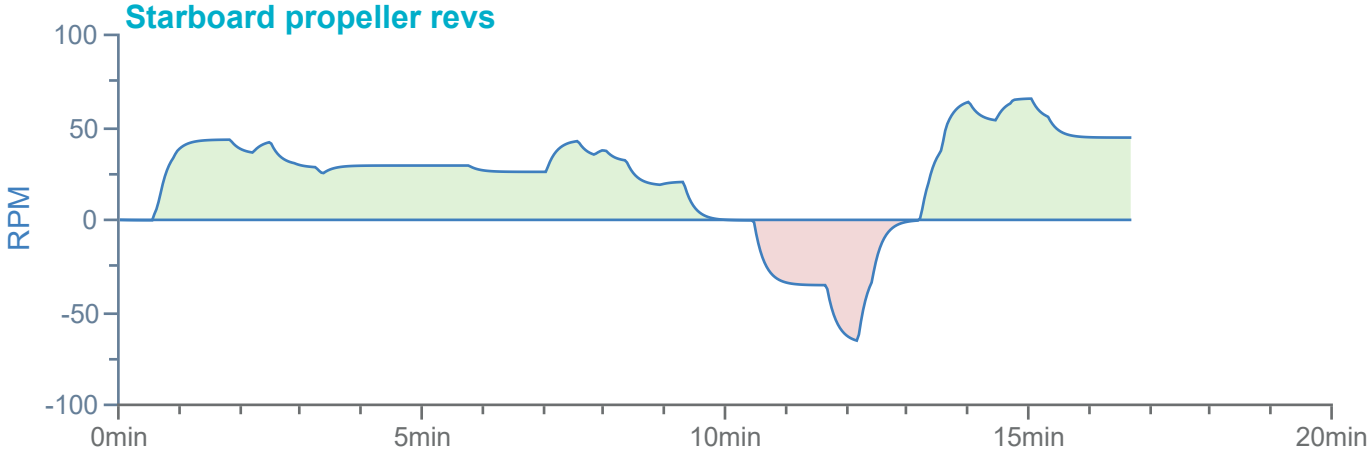

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min

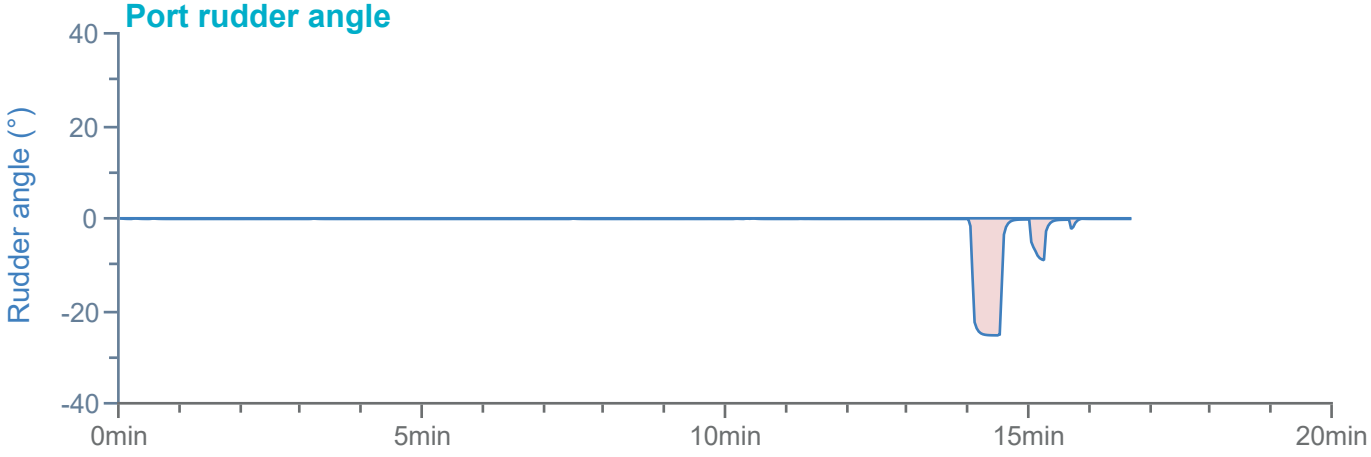
Port propeller revs



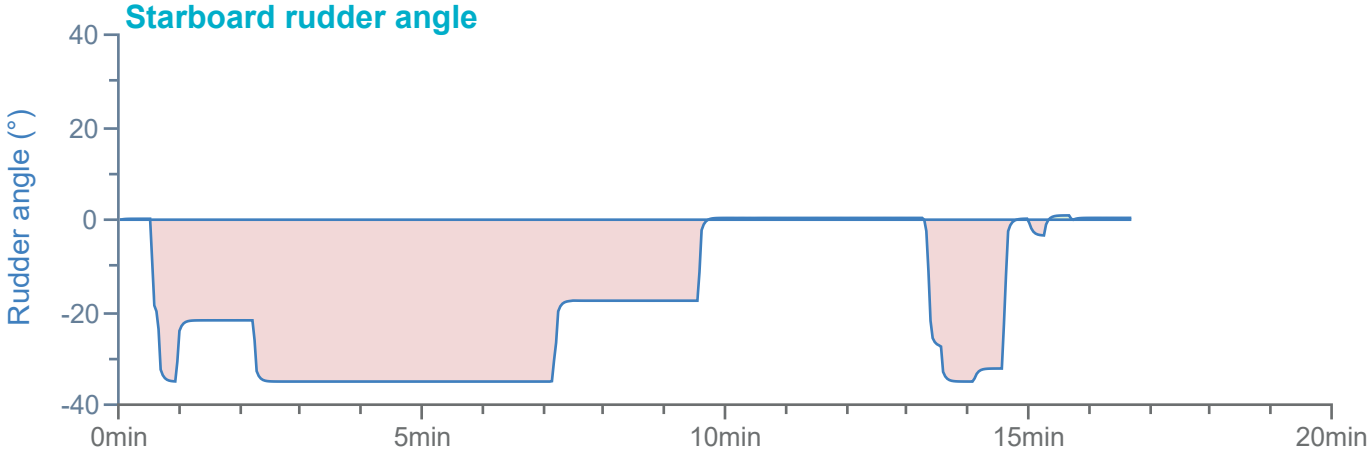
Starboard propeller revs

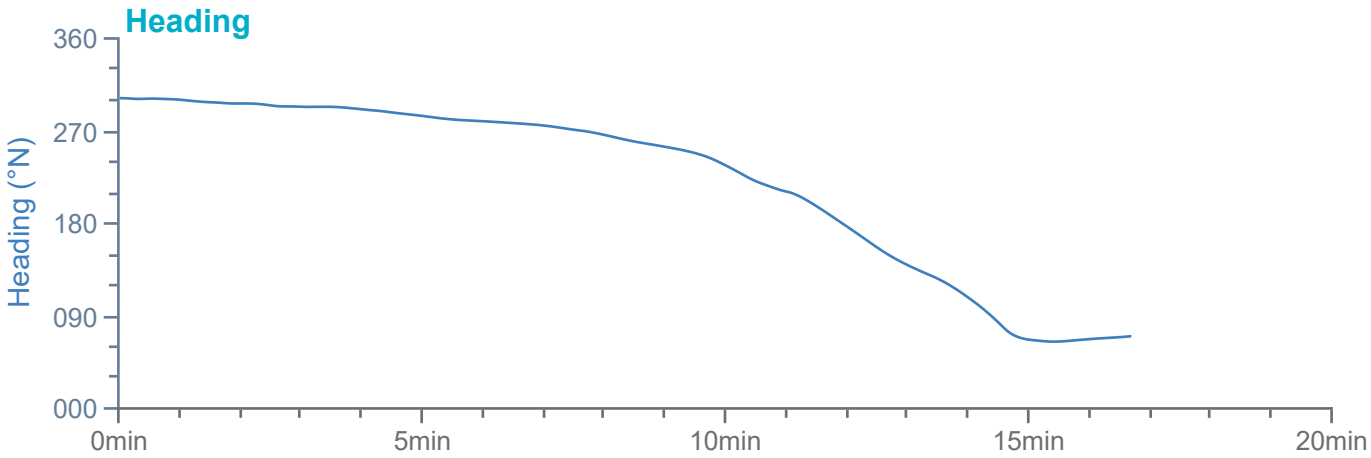


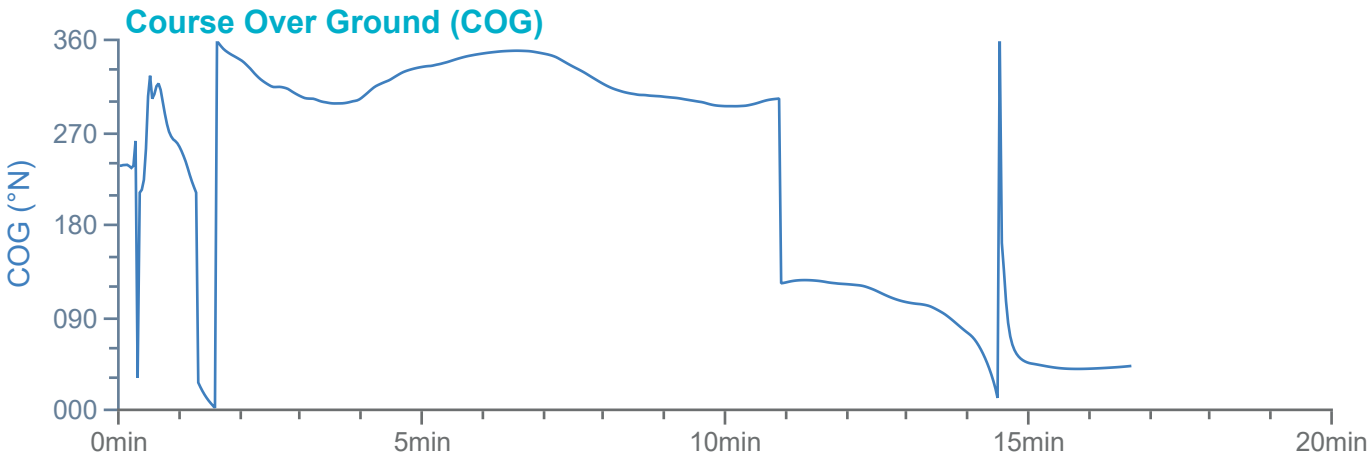
Port rudder angle

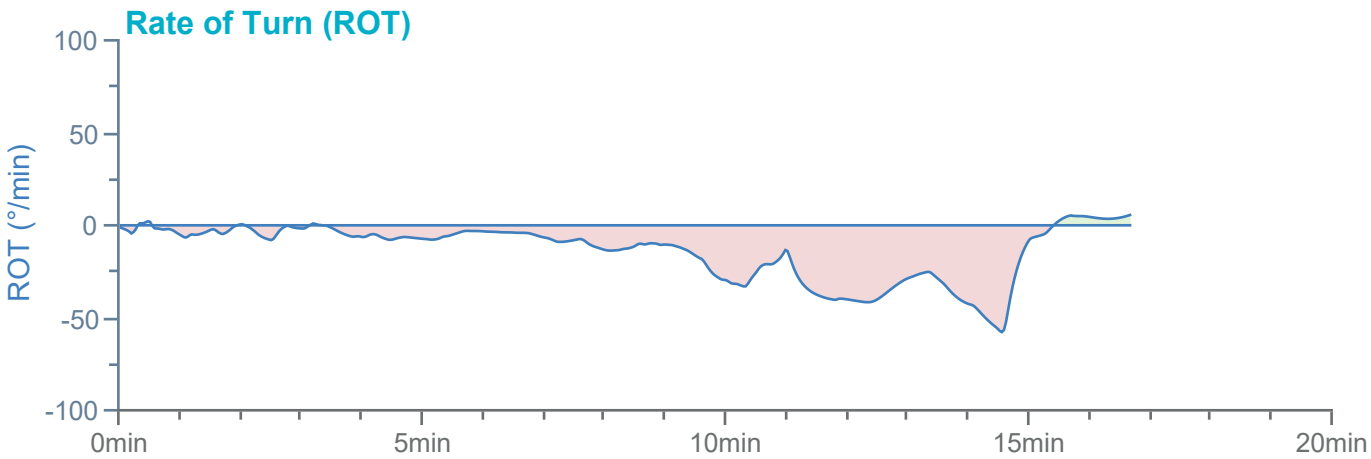


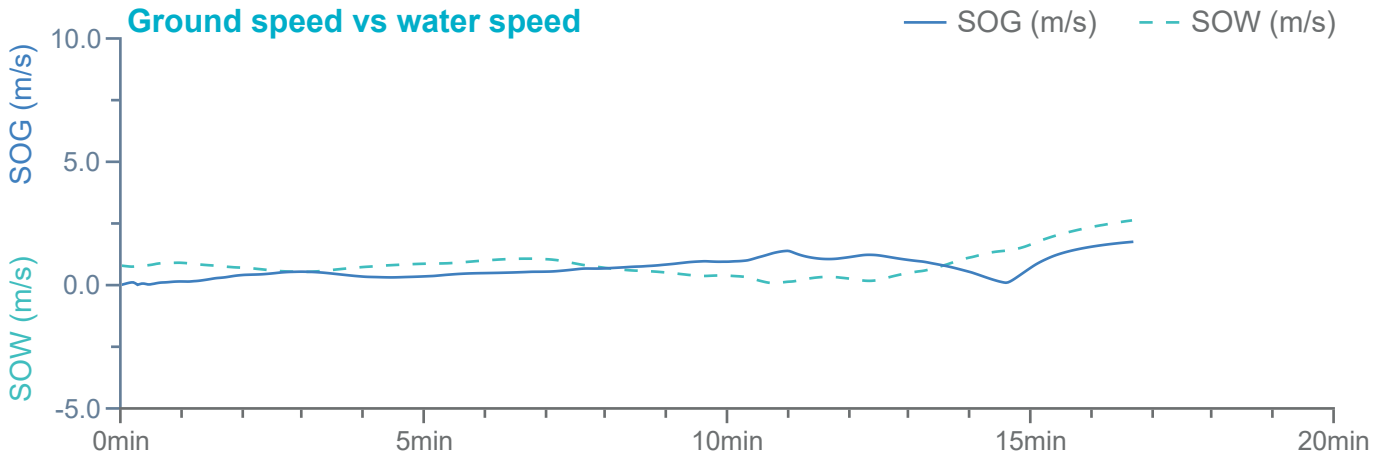
Starboard rudder angle

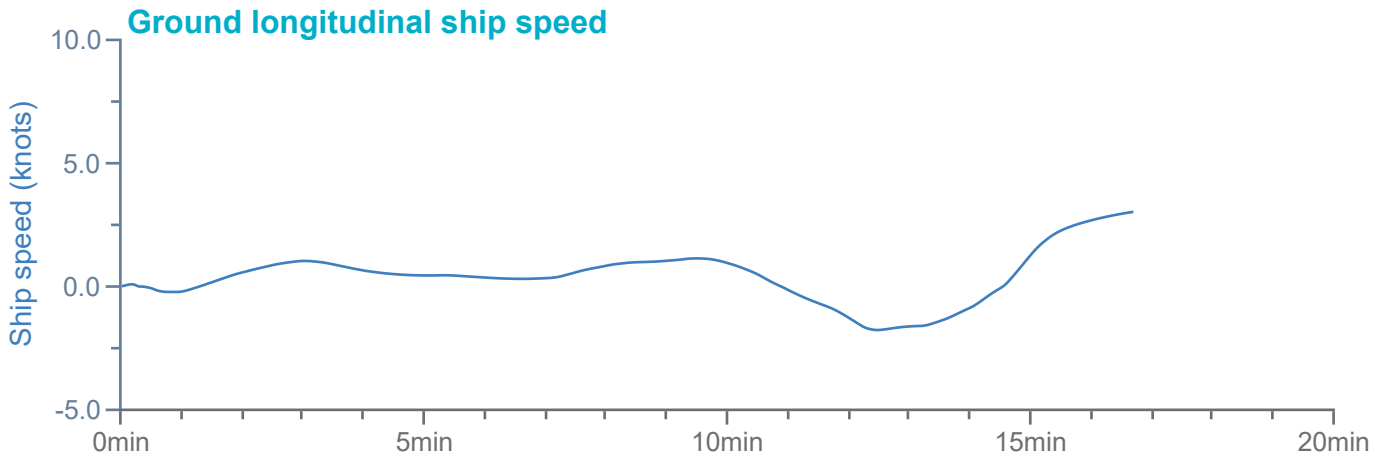


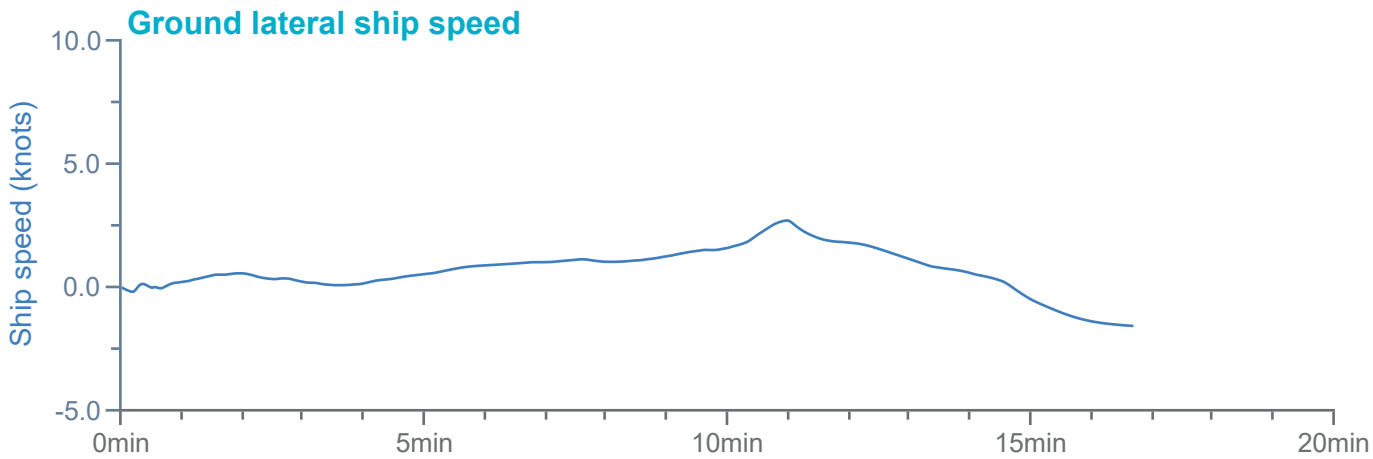

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min

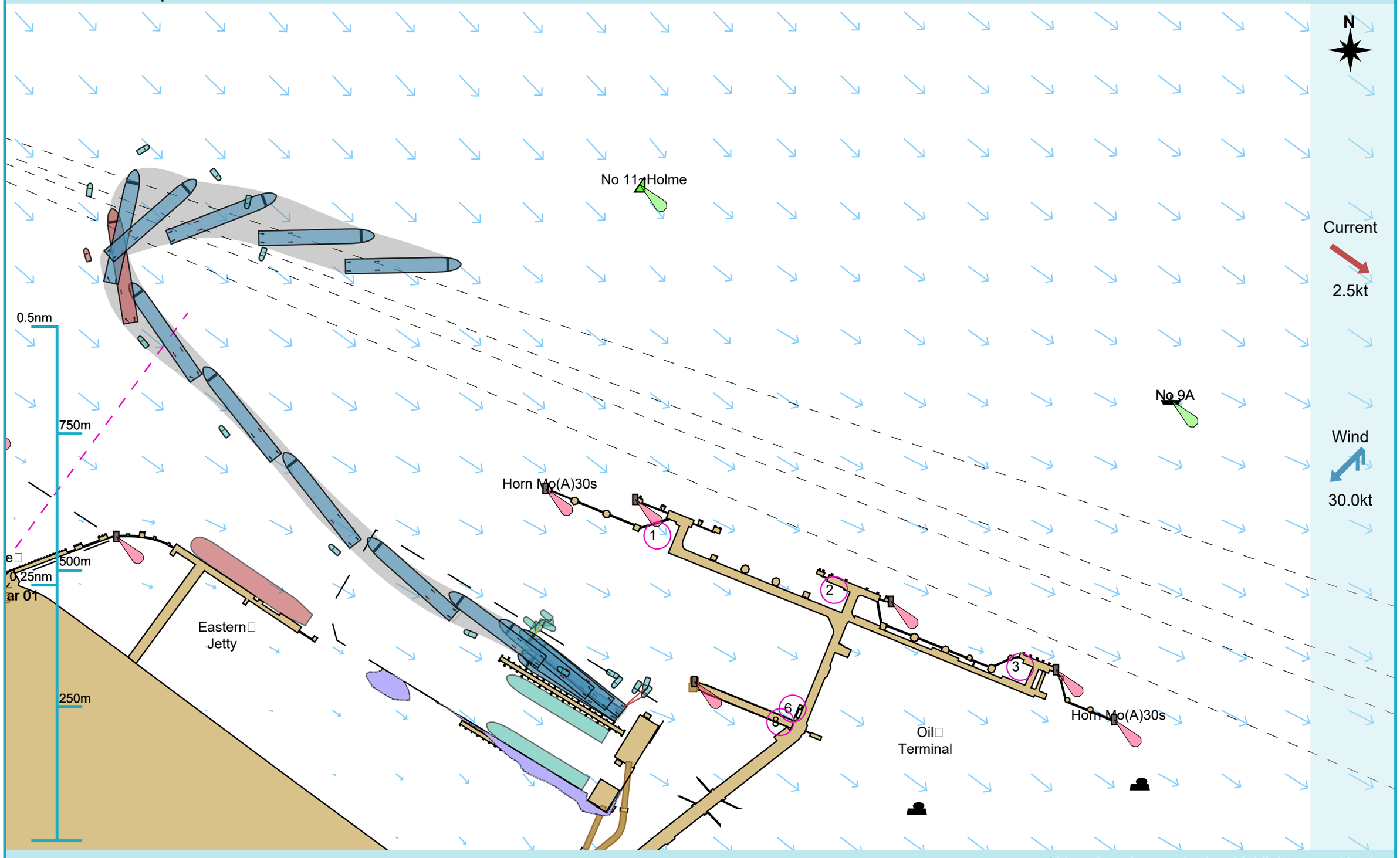

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

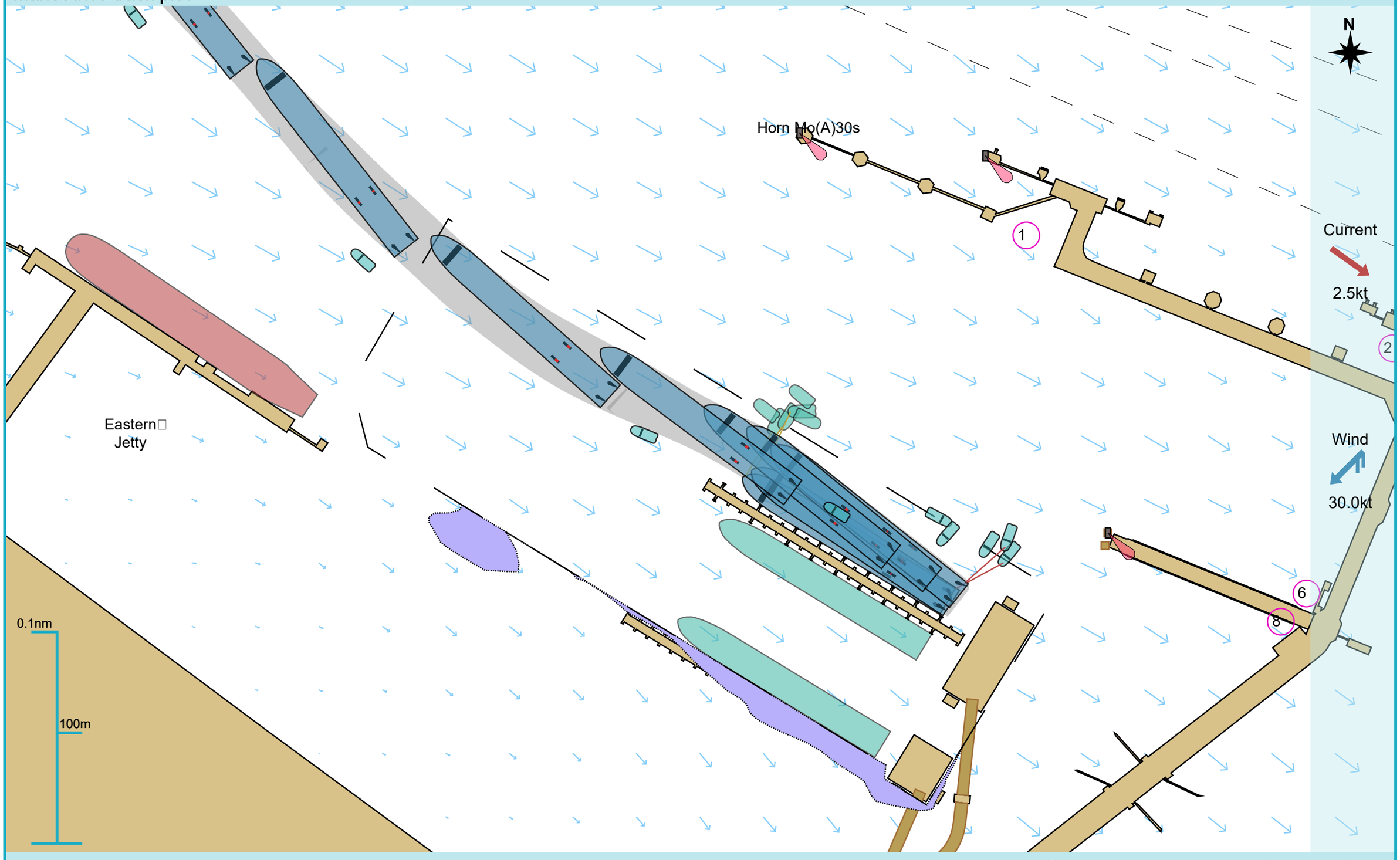

Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min


Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

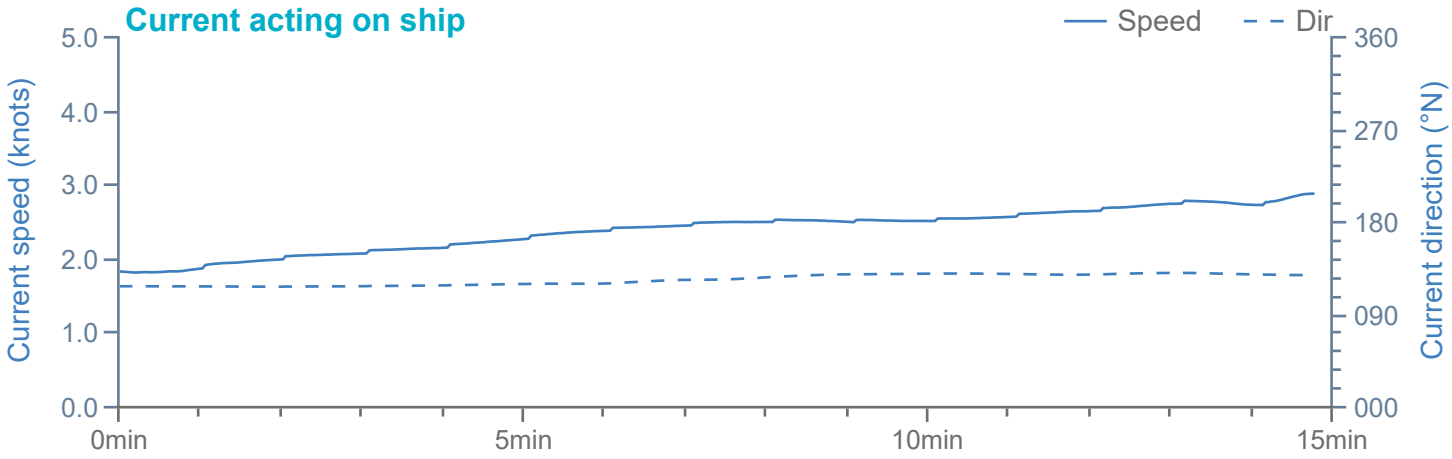
Manoeuvre track plot

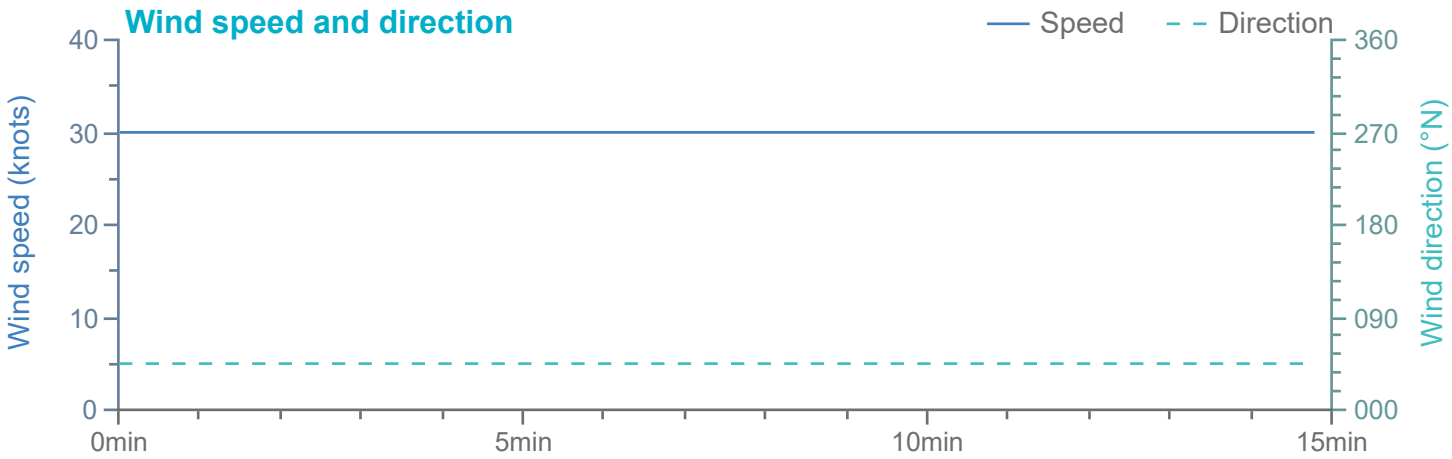


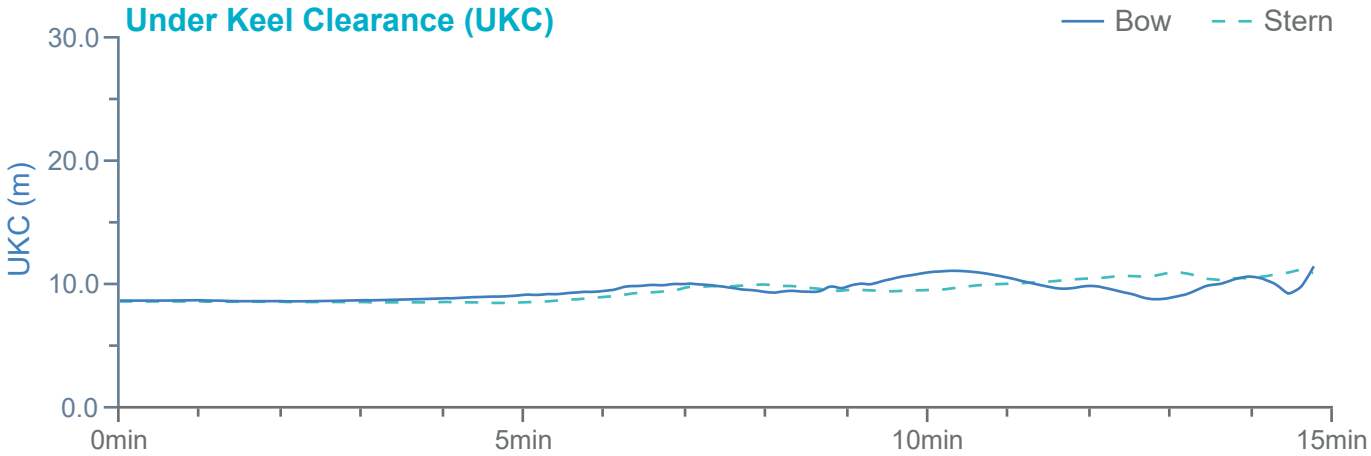
Manoeuvre track plot

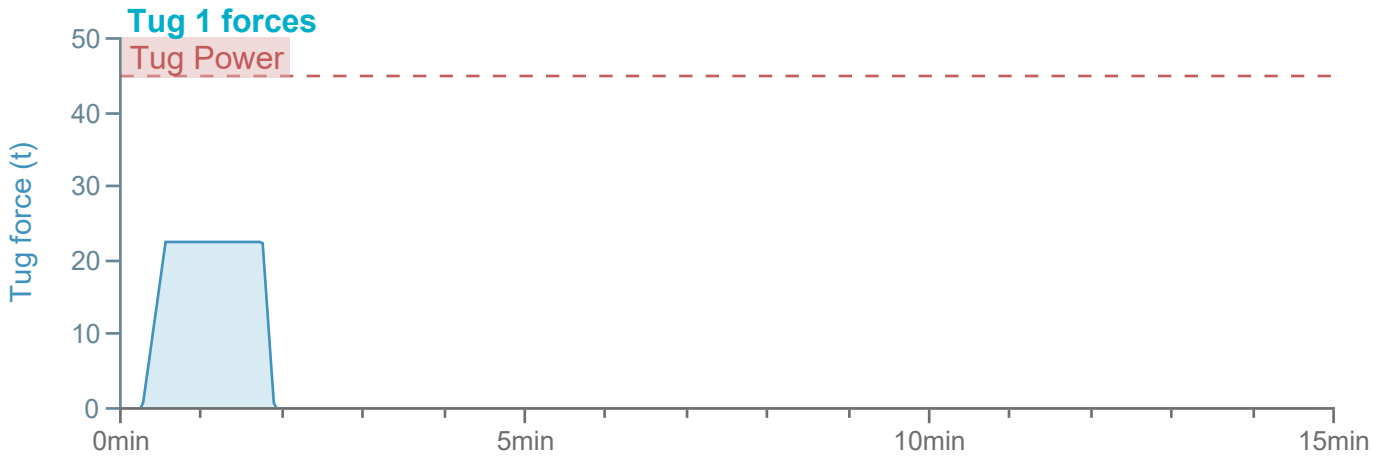


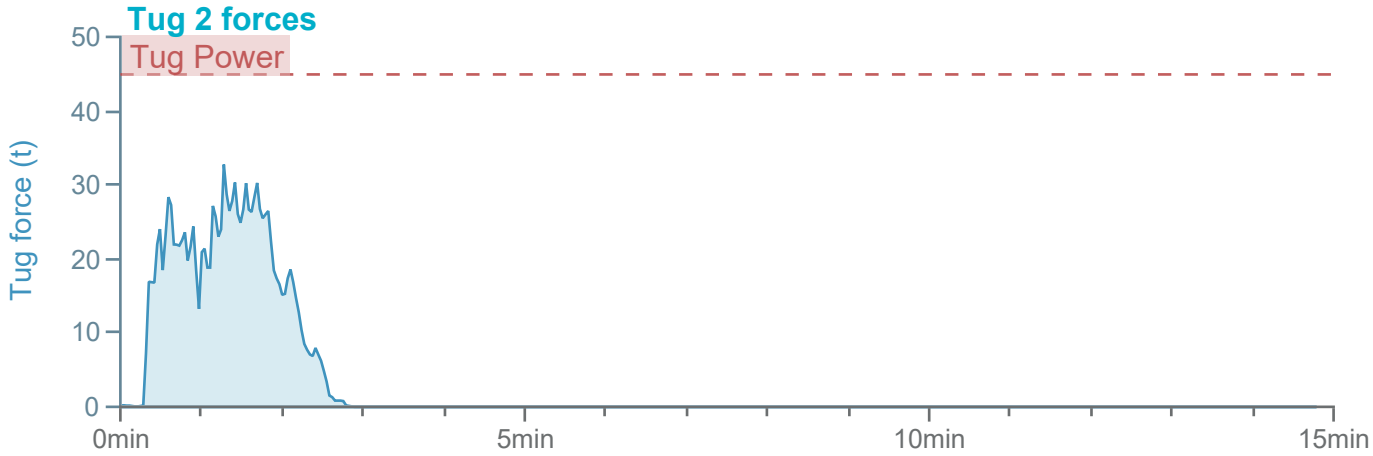
Ships plotted every 1 mins, highlight every 10 mins

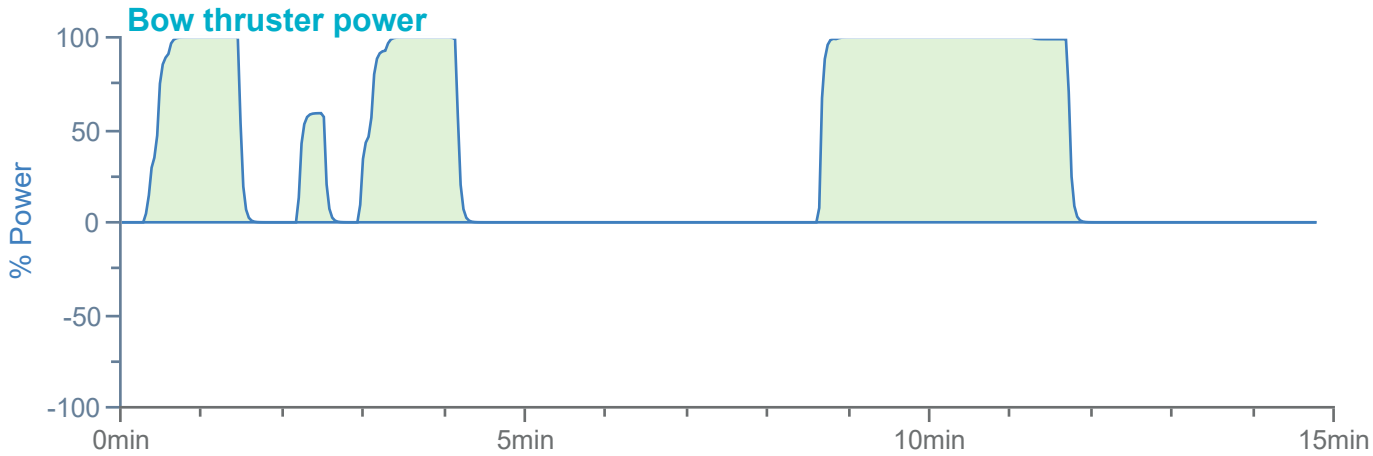

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min

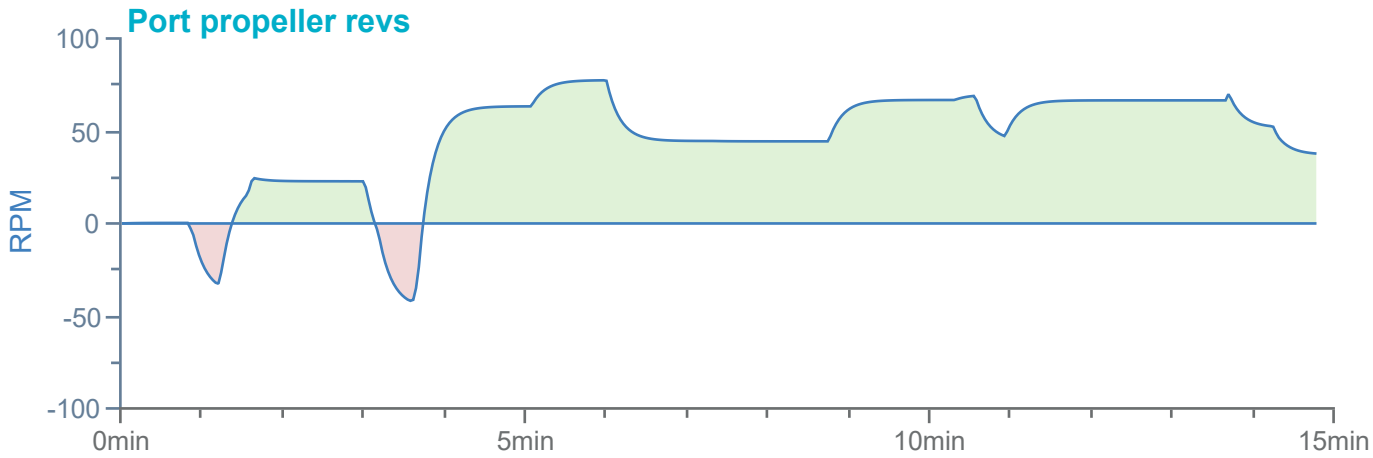

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min

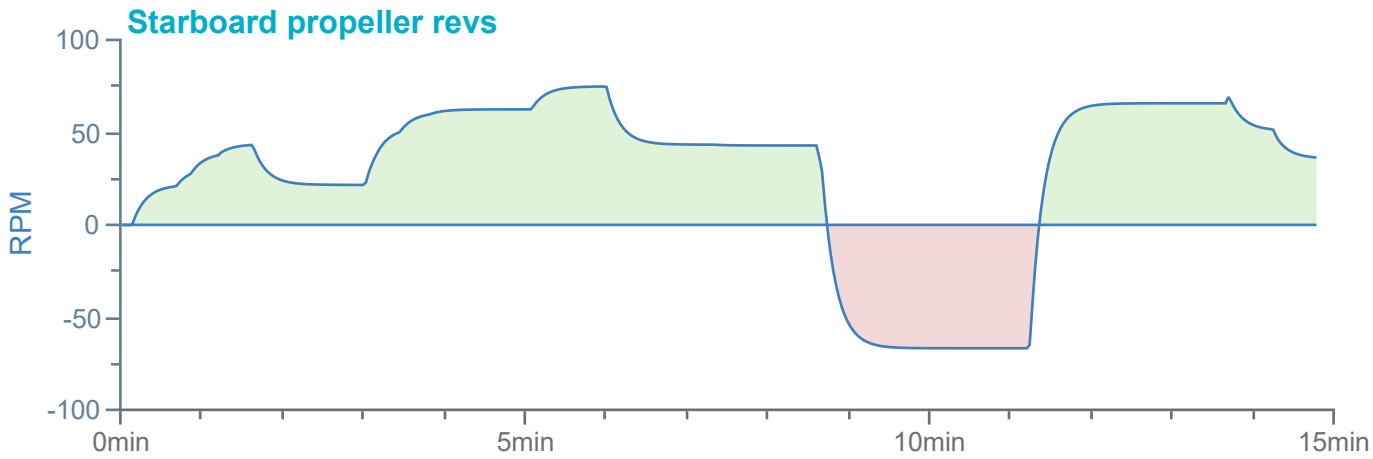

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min

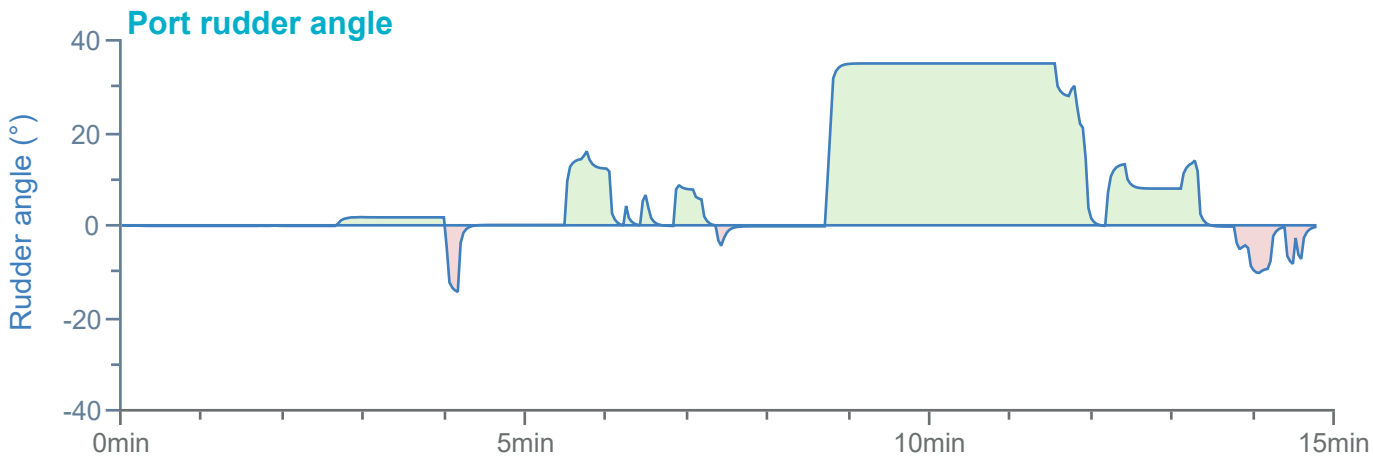

Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min

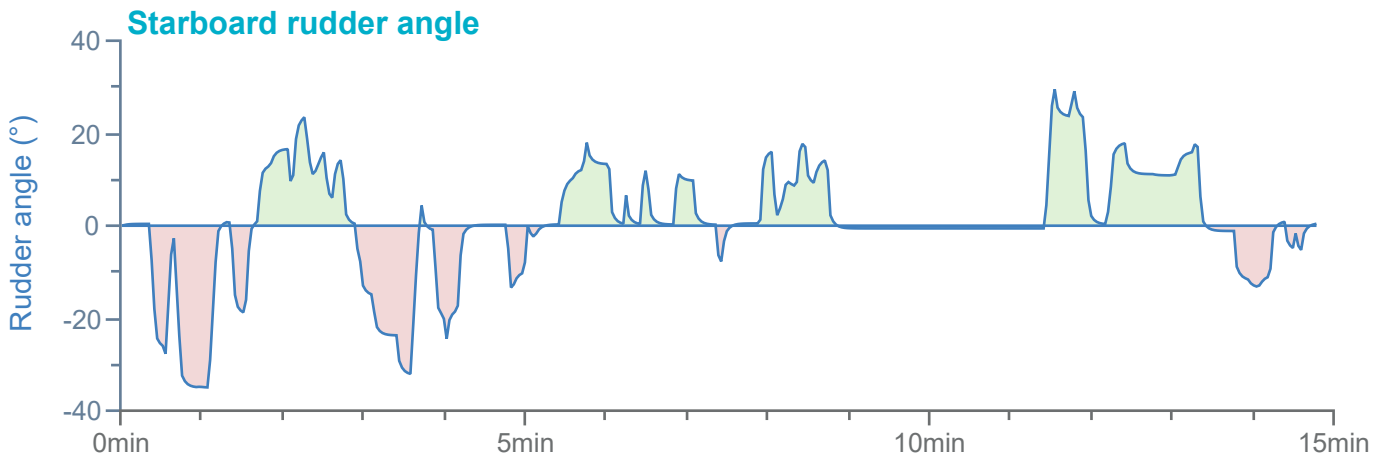

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min

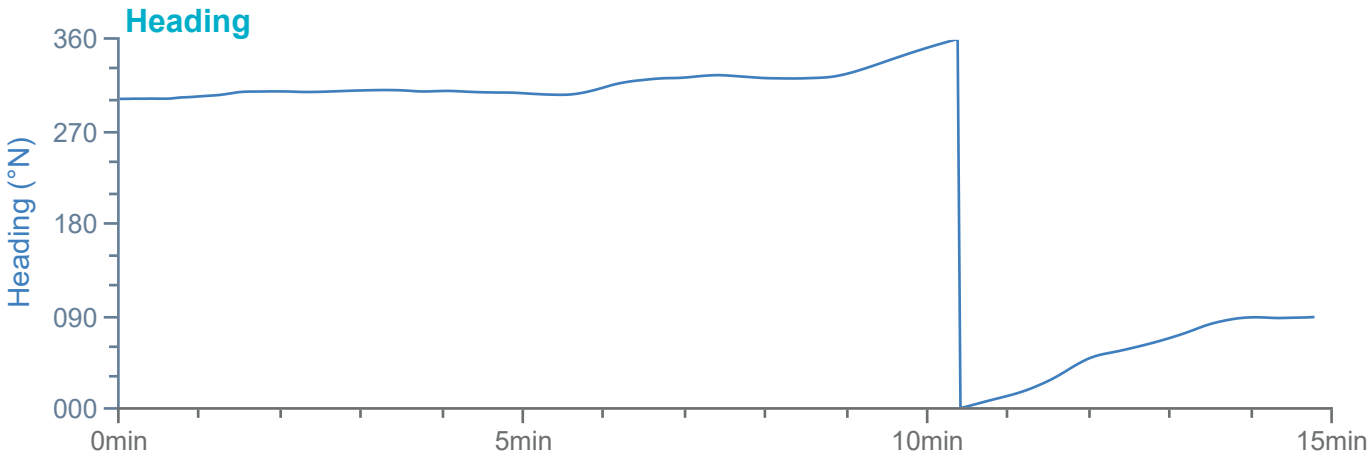

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min

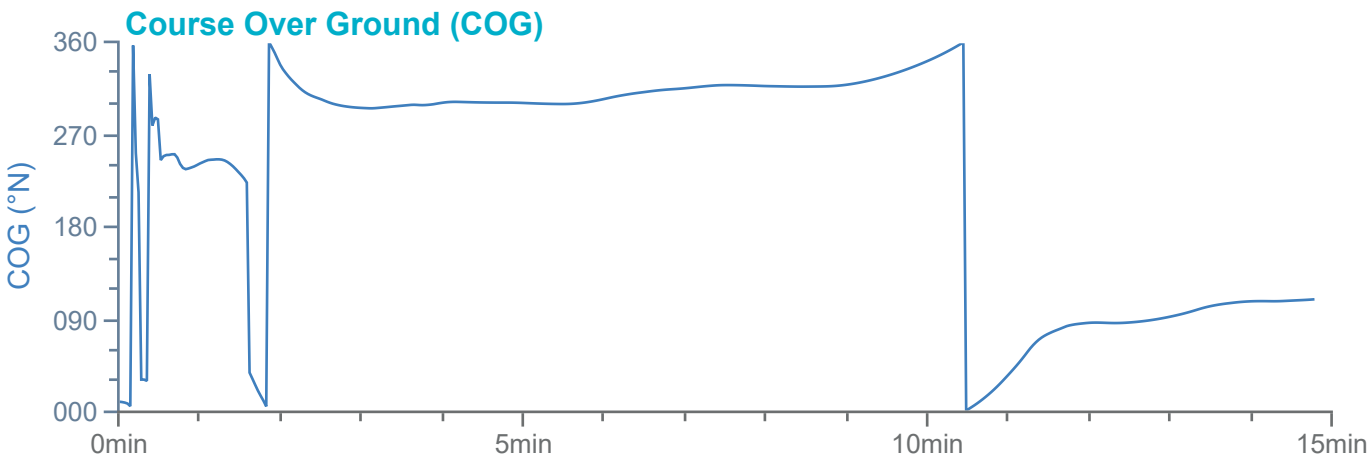

Port propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min
15min

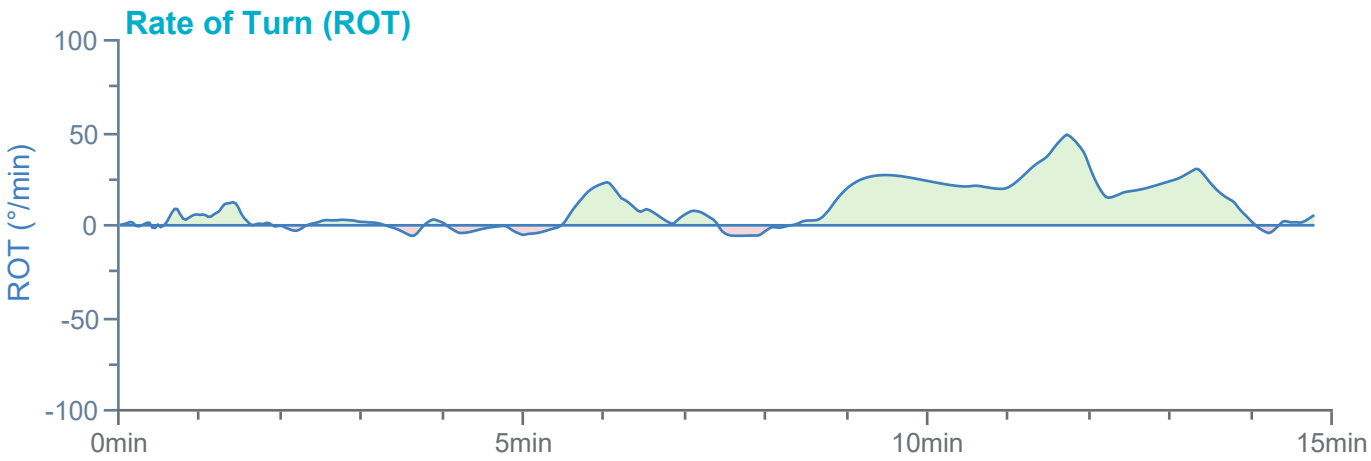

Starboard propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min
15min

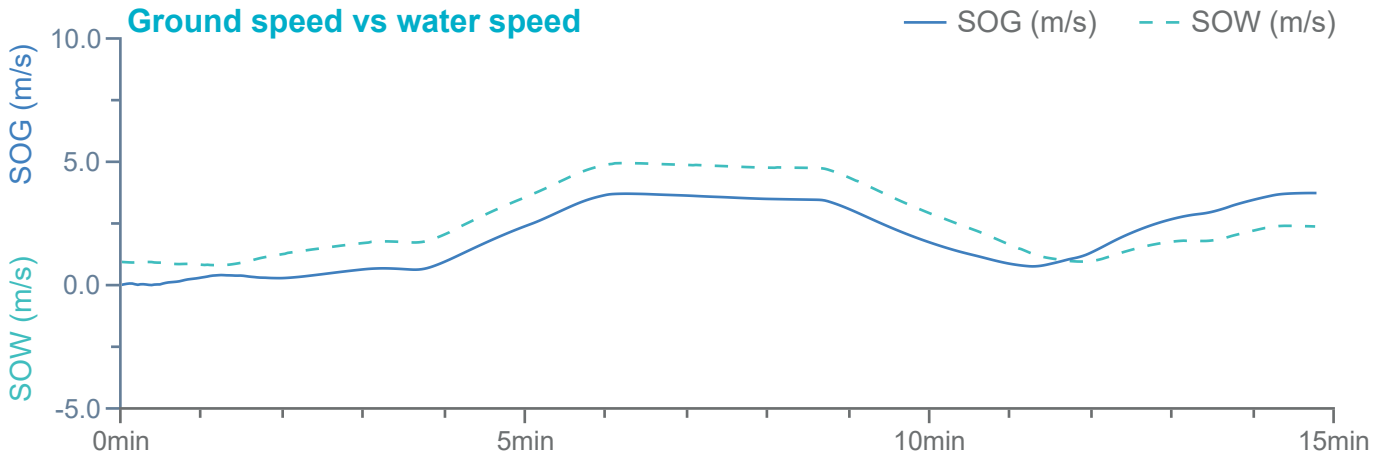

Port rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min
15min

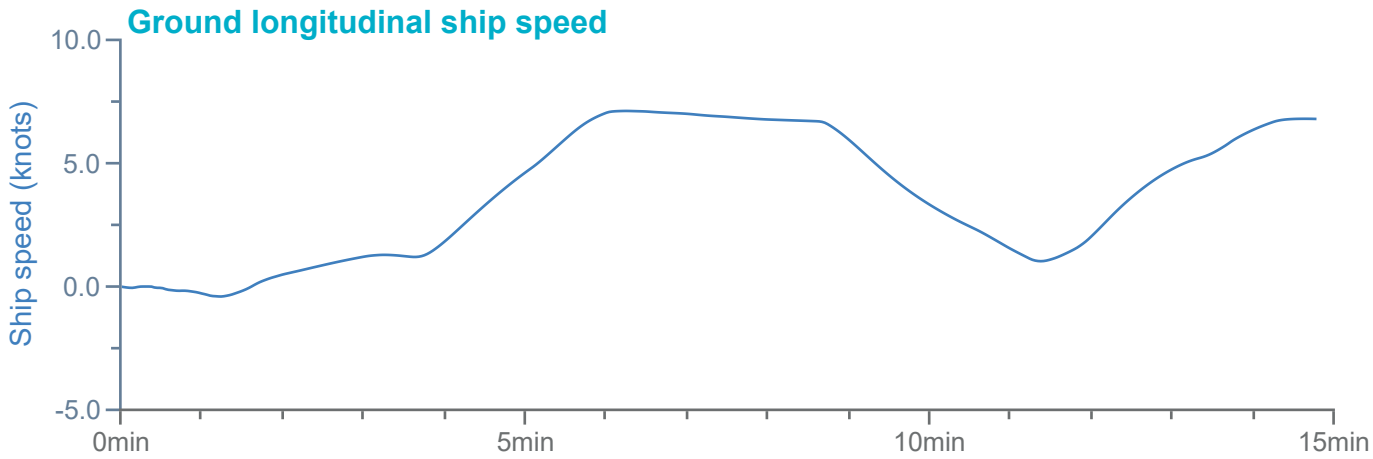

Starboard rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min
15min

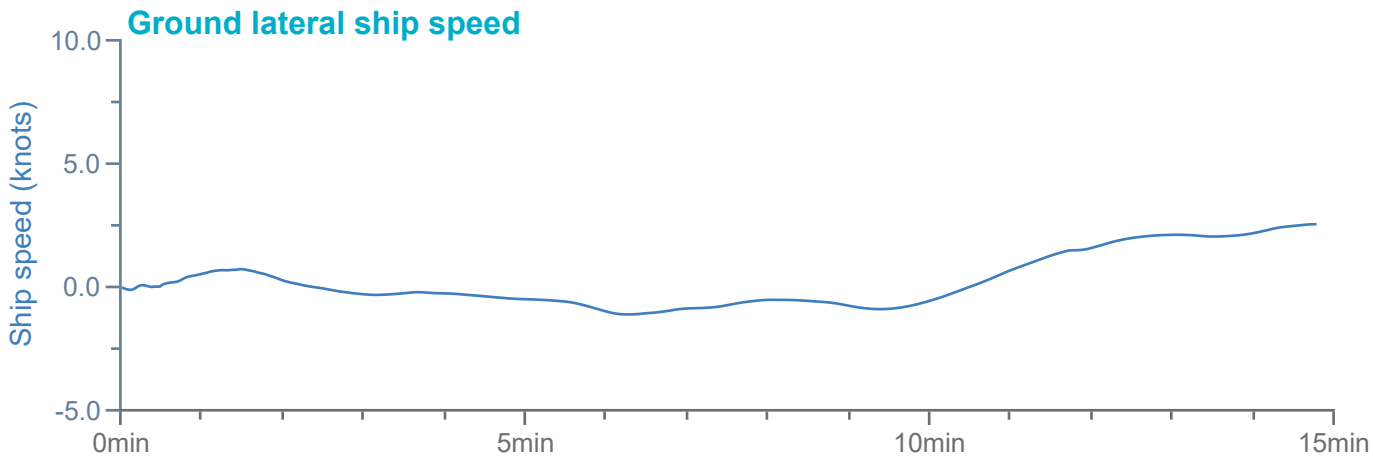

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min

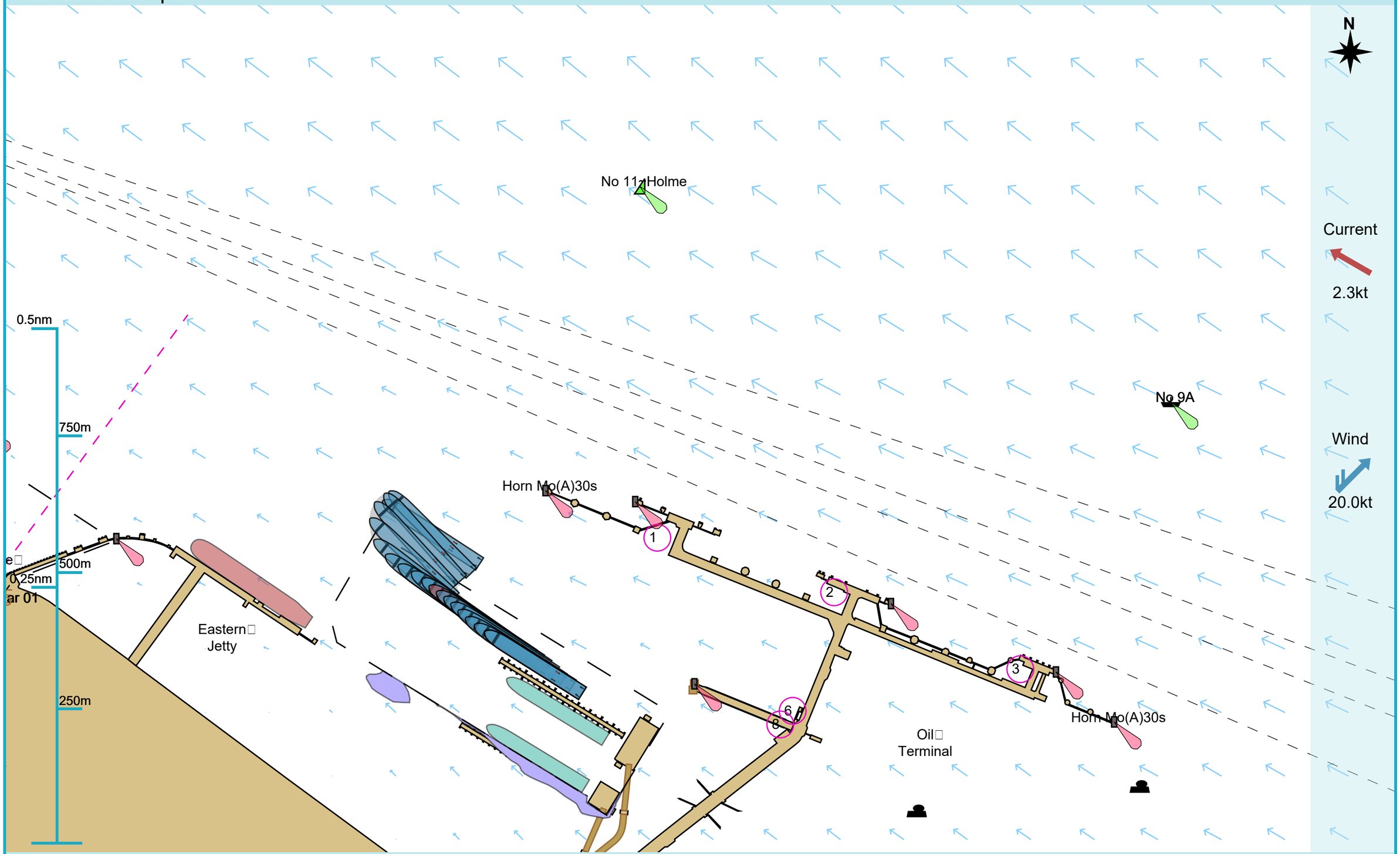

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

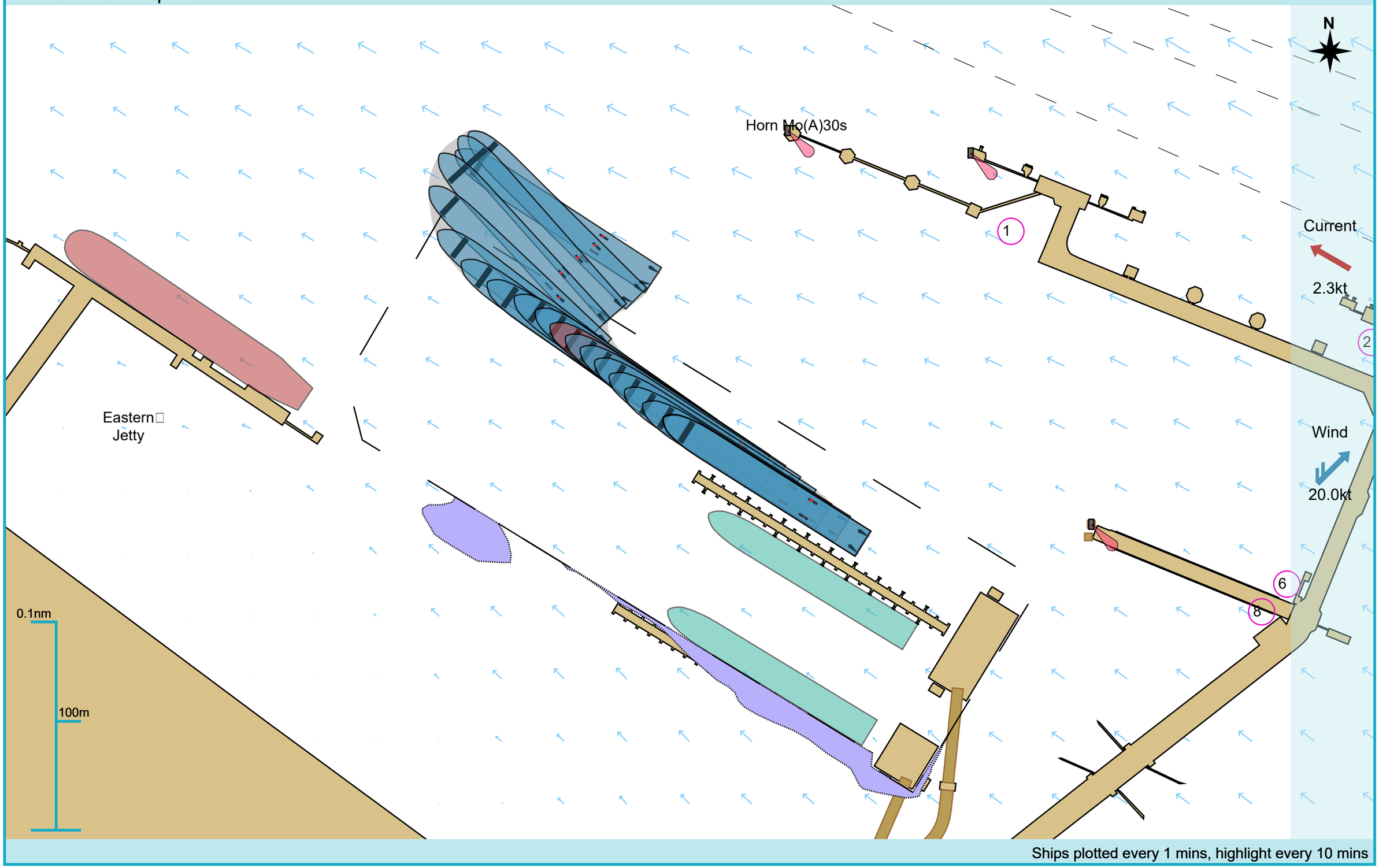

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

Manoeuvre track plot

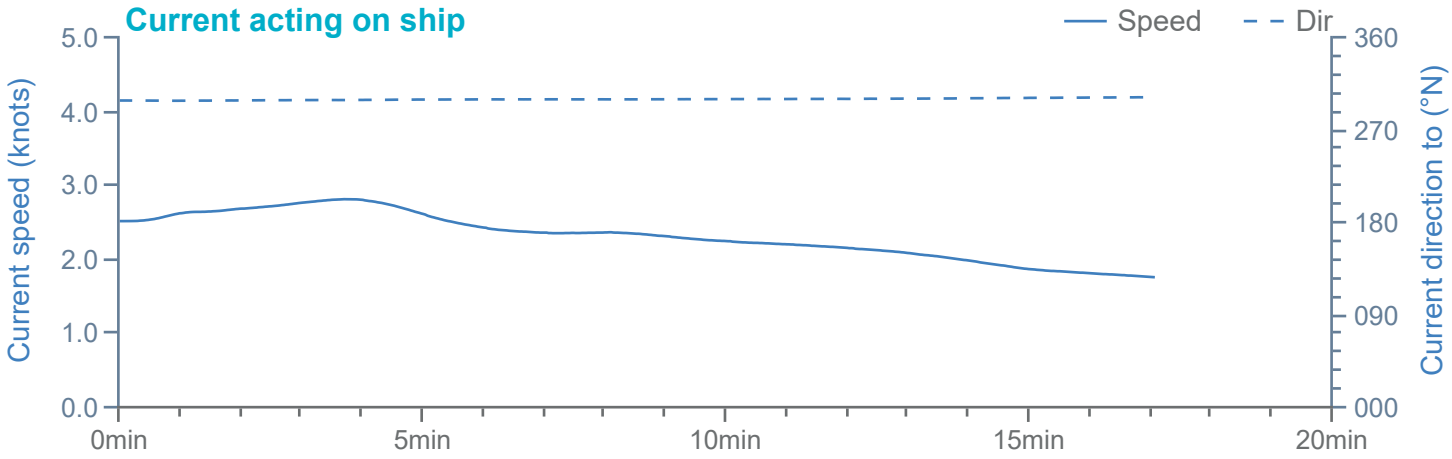


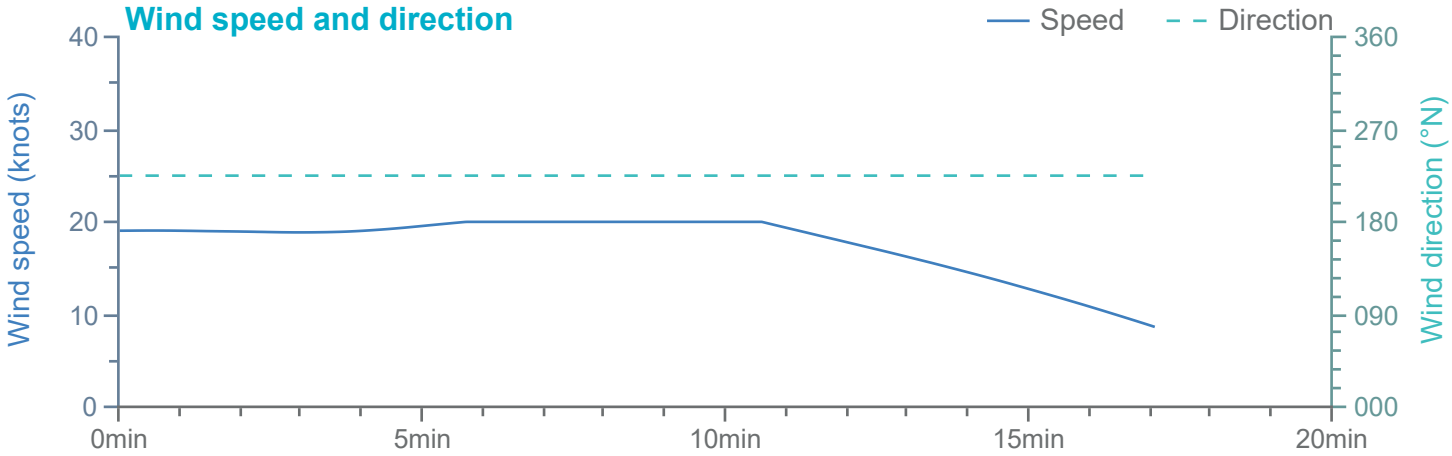
Ships plotted every 1 mins, highlight every 10 mins

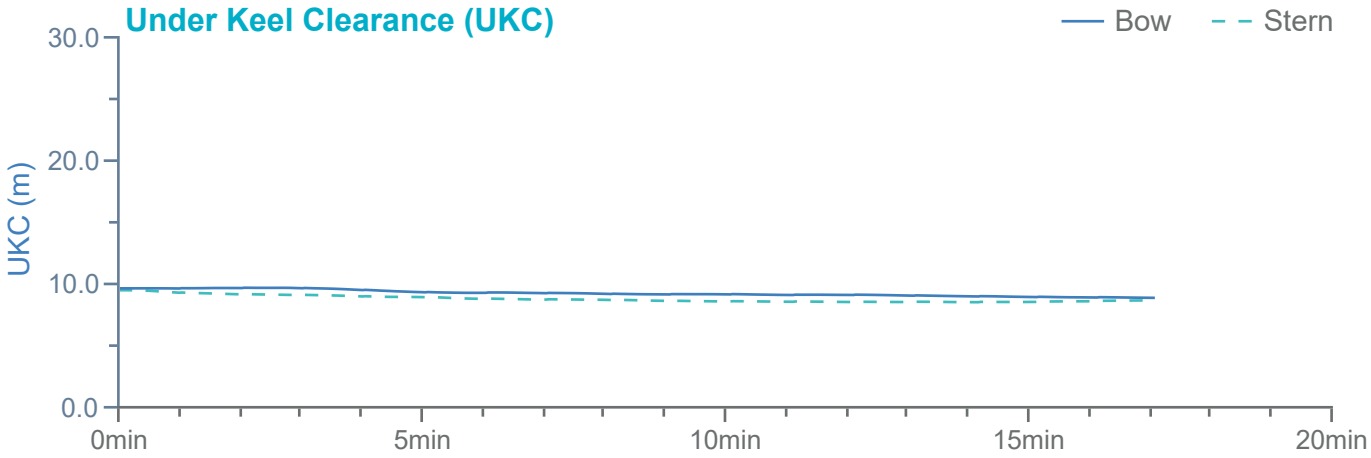
Manoeuvre track plot

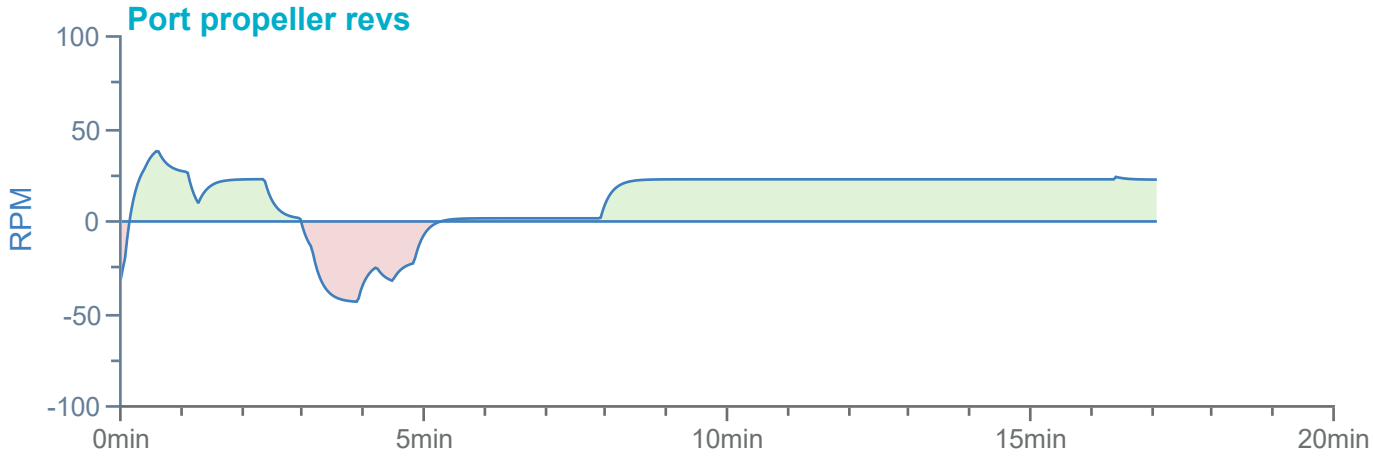


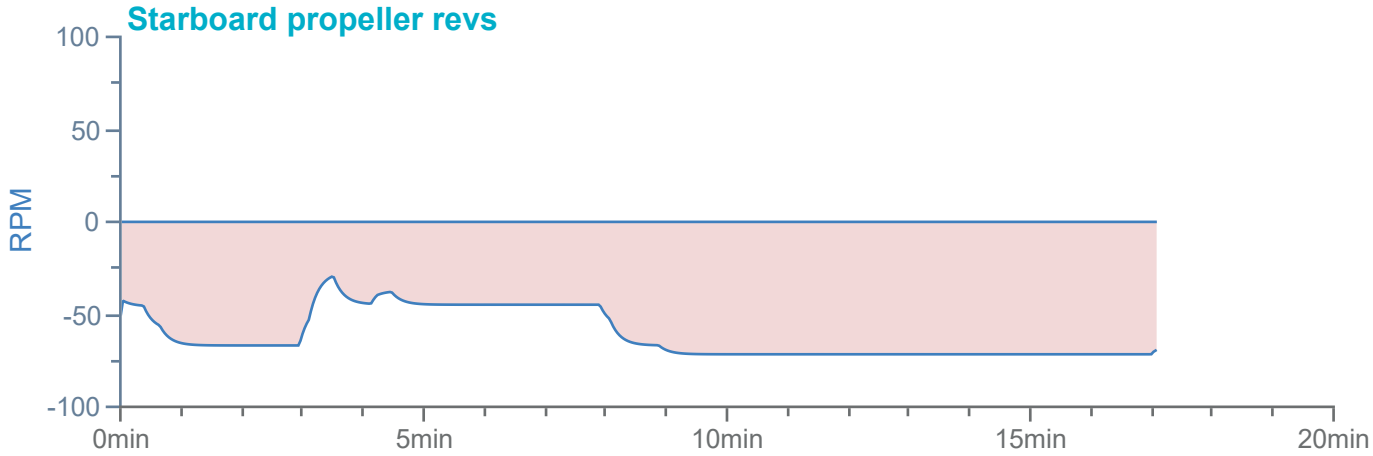
Ships plotted every 1 mins, highlight every 10 mins

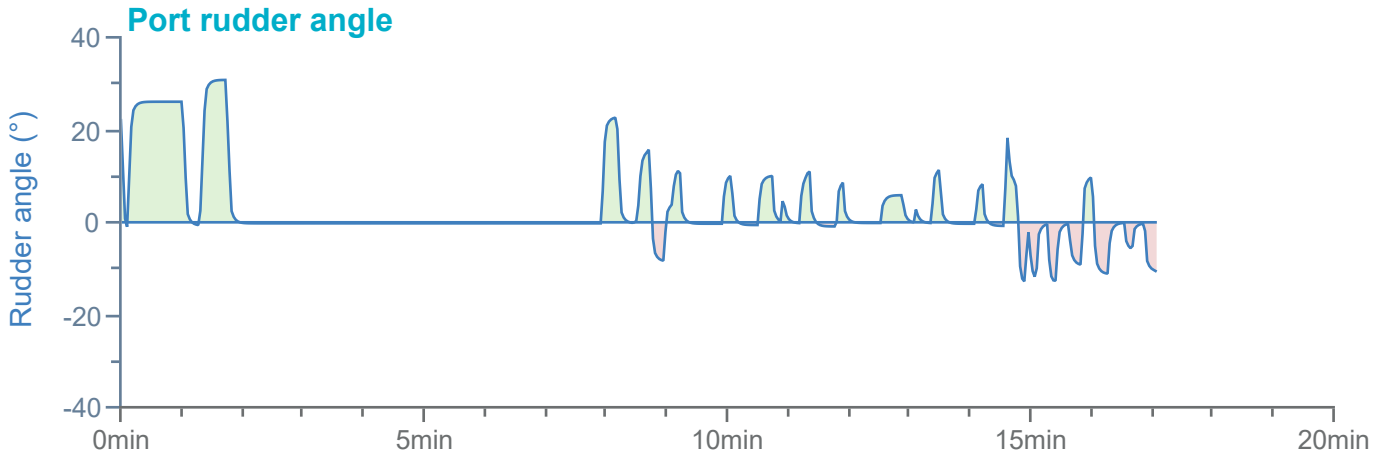

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min

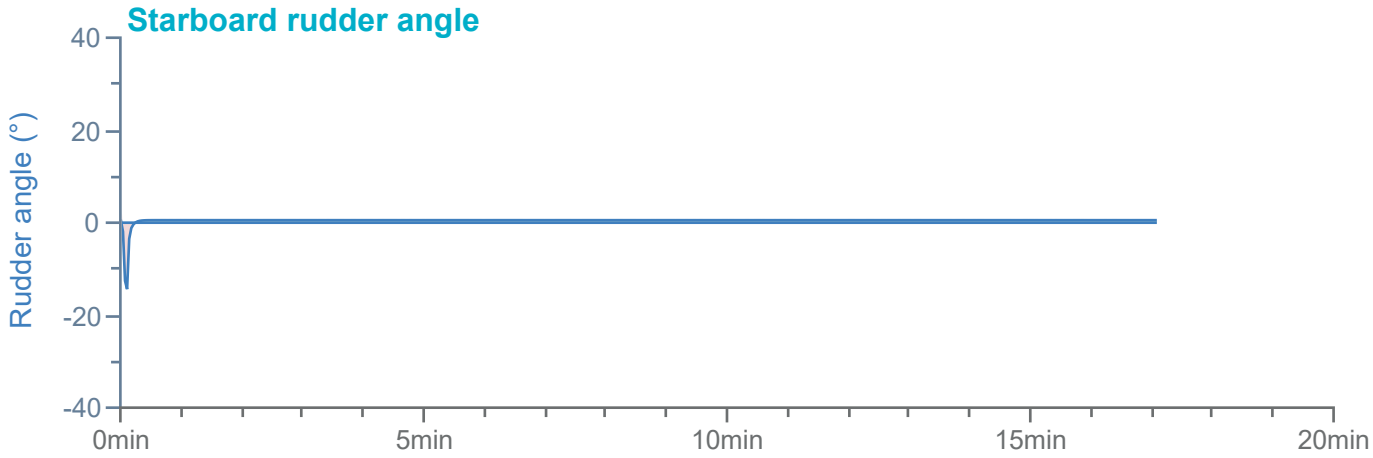

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min

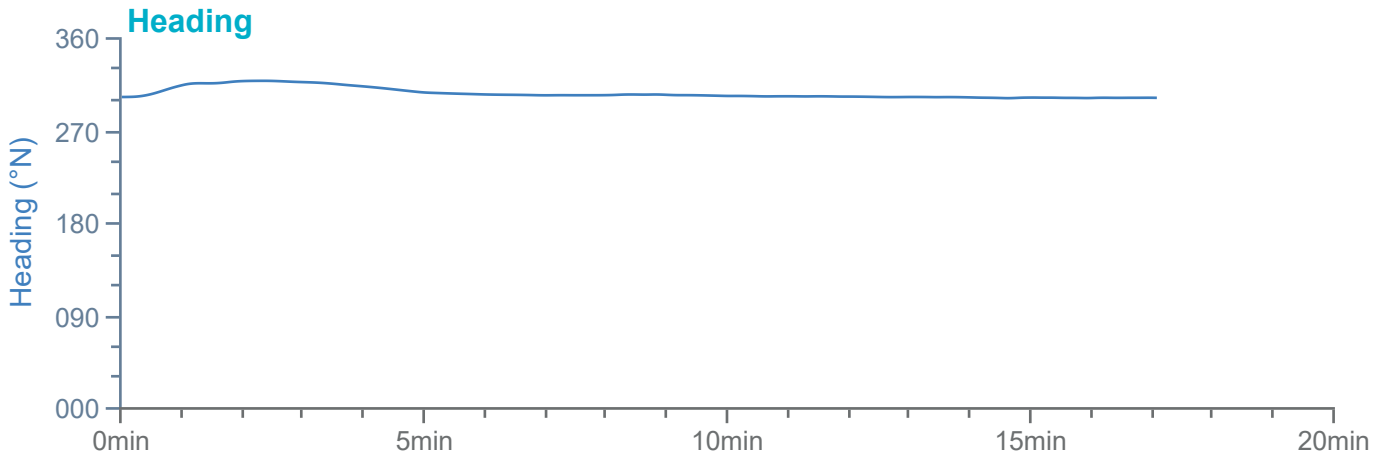

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min

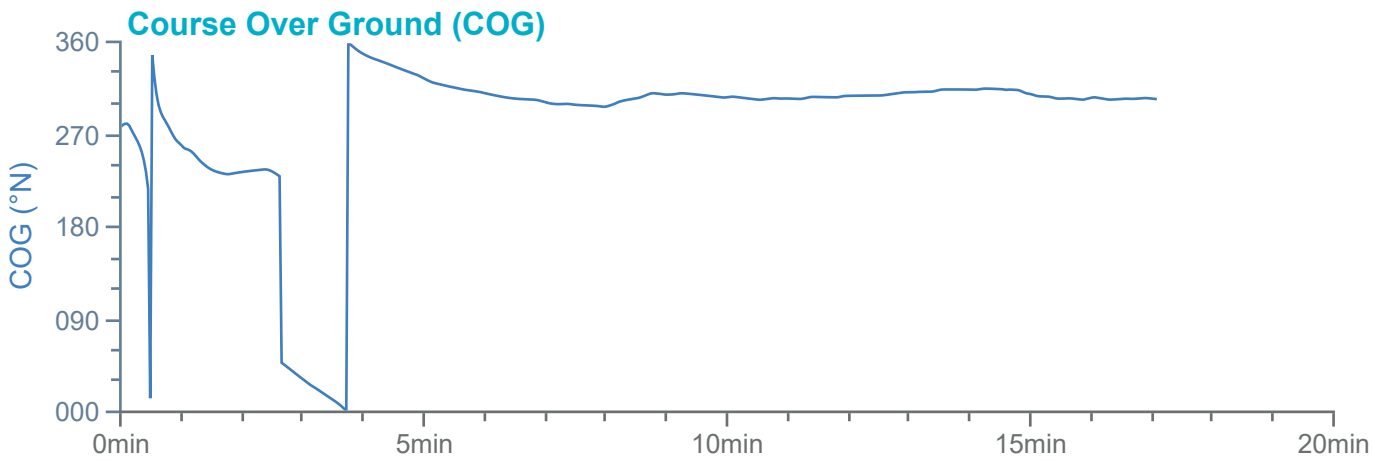

Port propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min
15min
20min

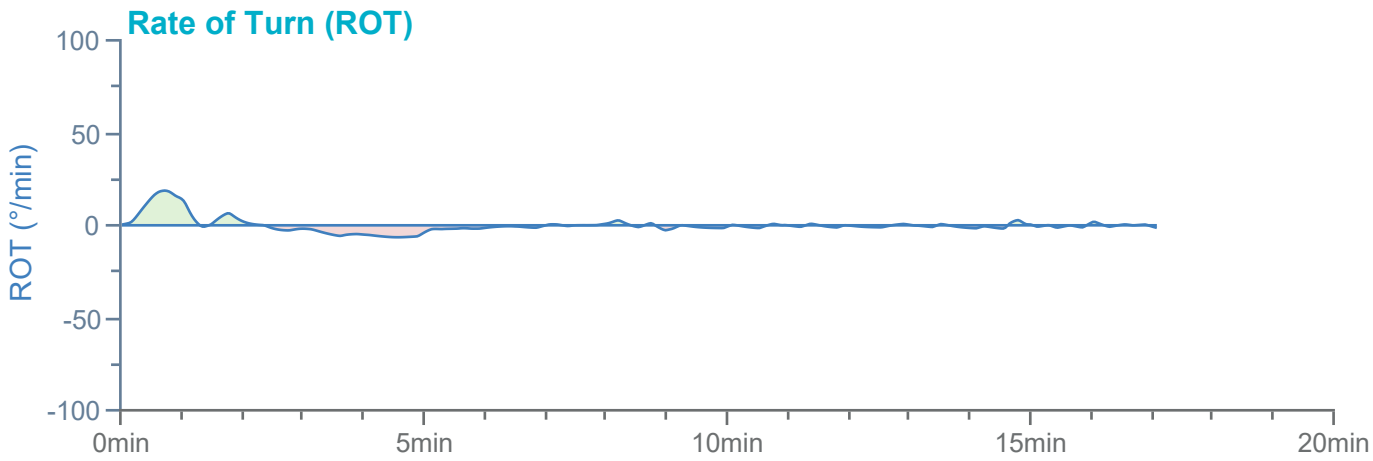

Starboard propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min
15min
20min

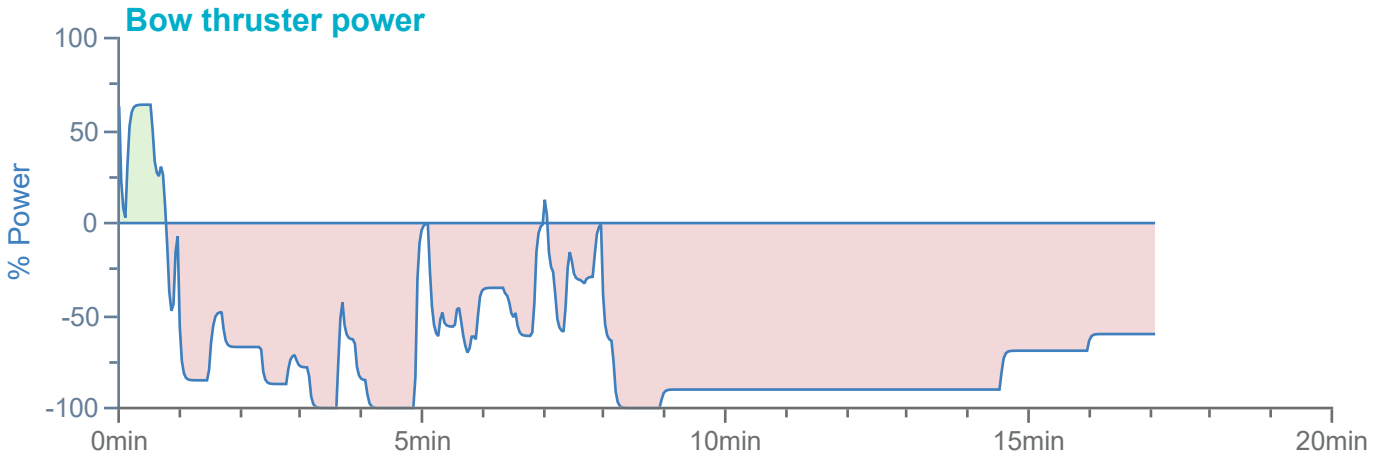

Port rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min
15min
20min

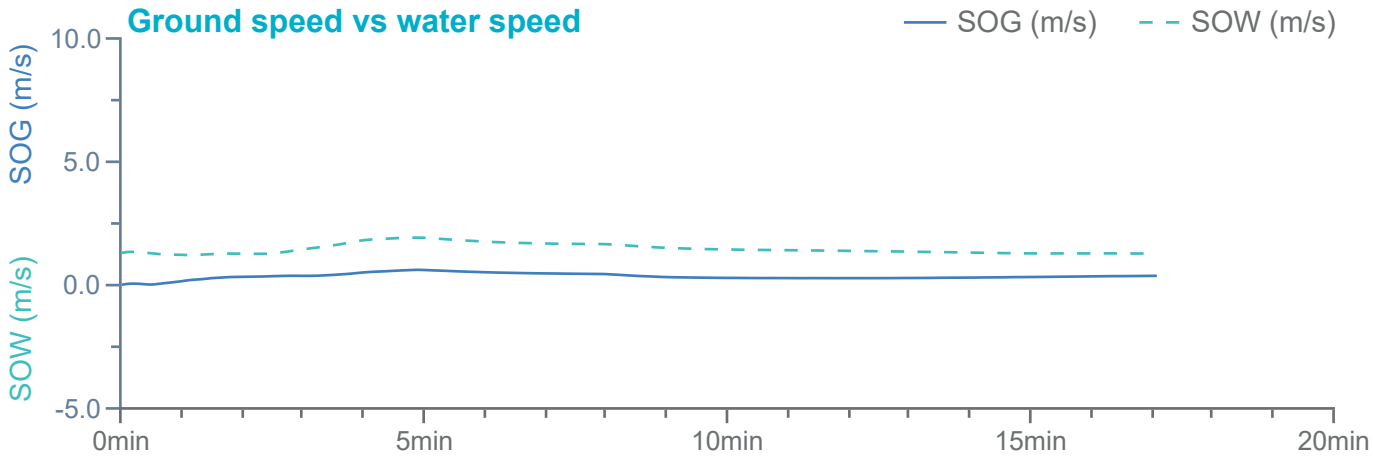

Starboard rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min
15min
20min

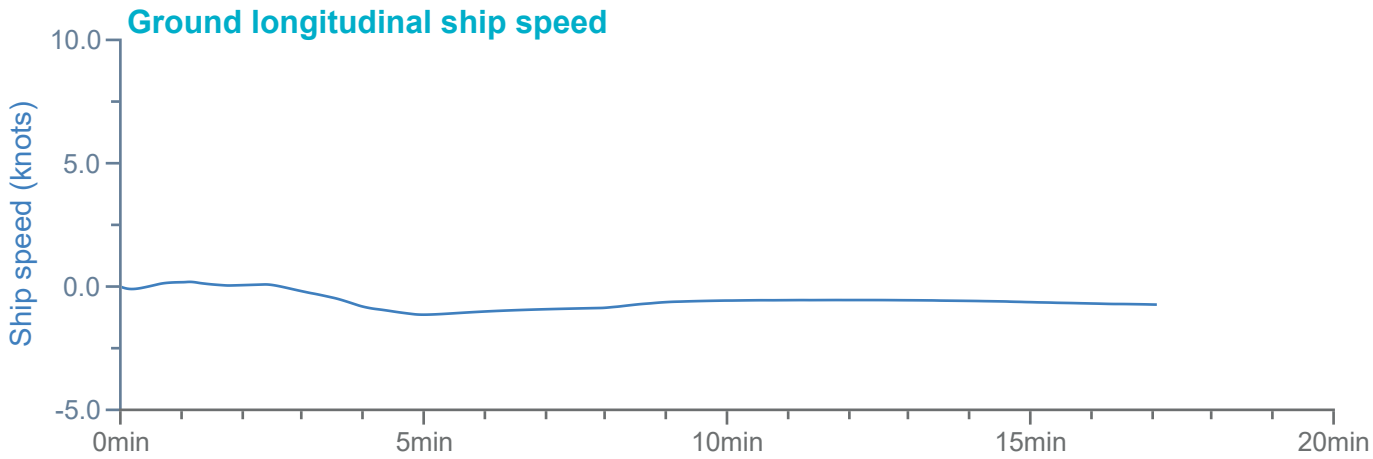

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min

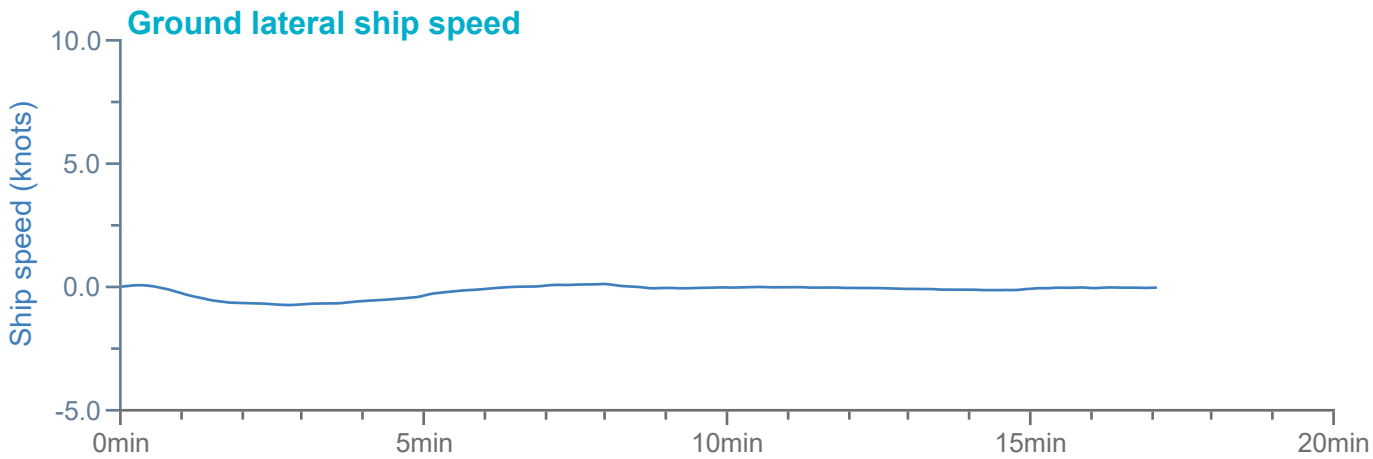

Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min


Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min

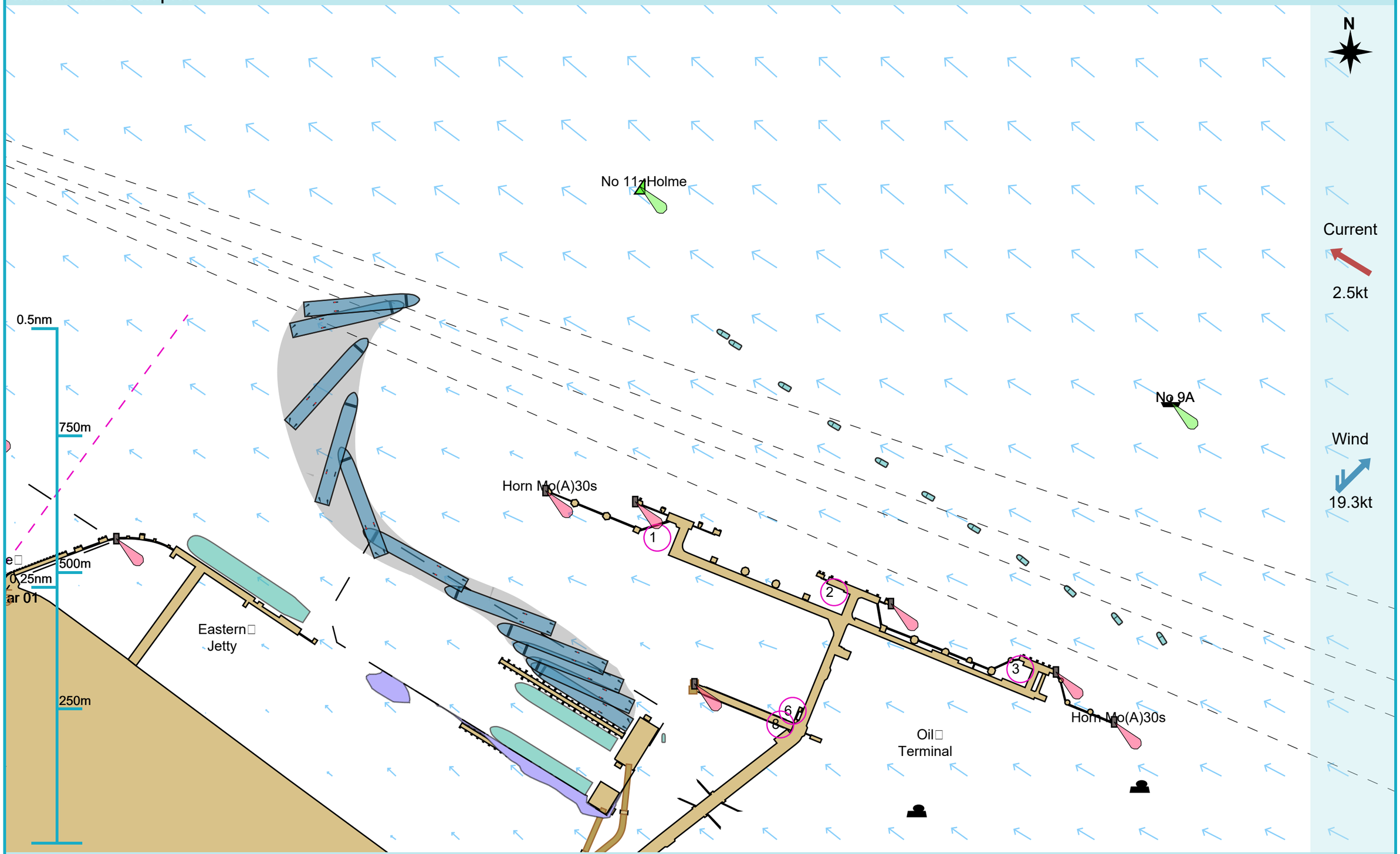

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

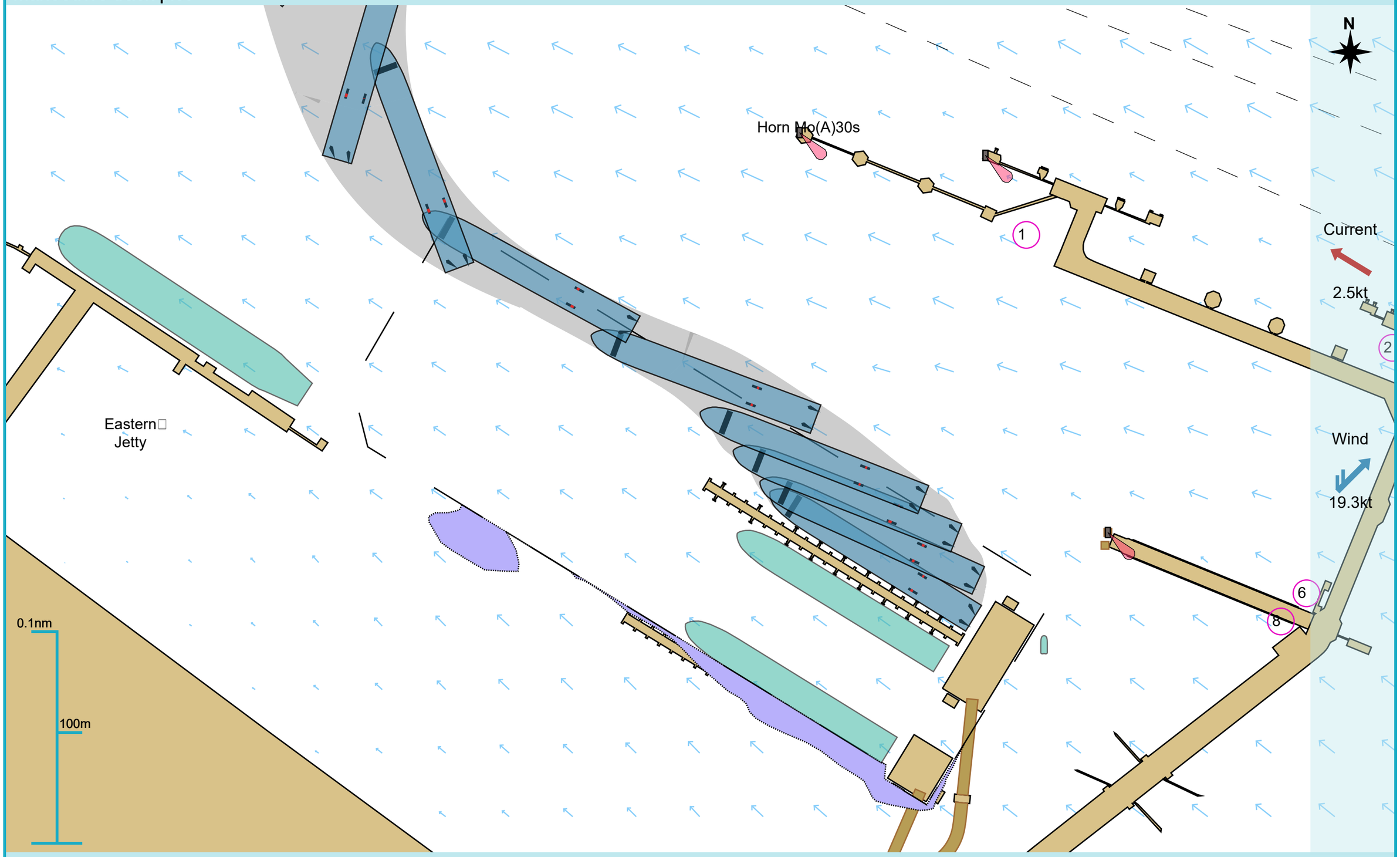

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

Manoeuvre track plot

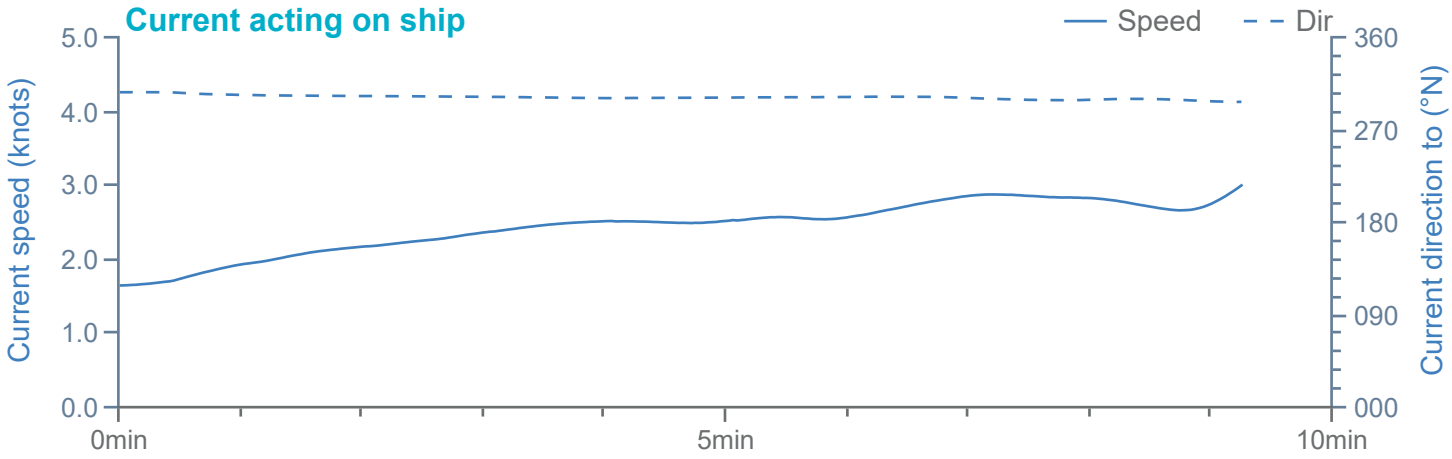


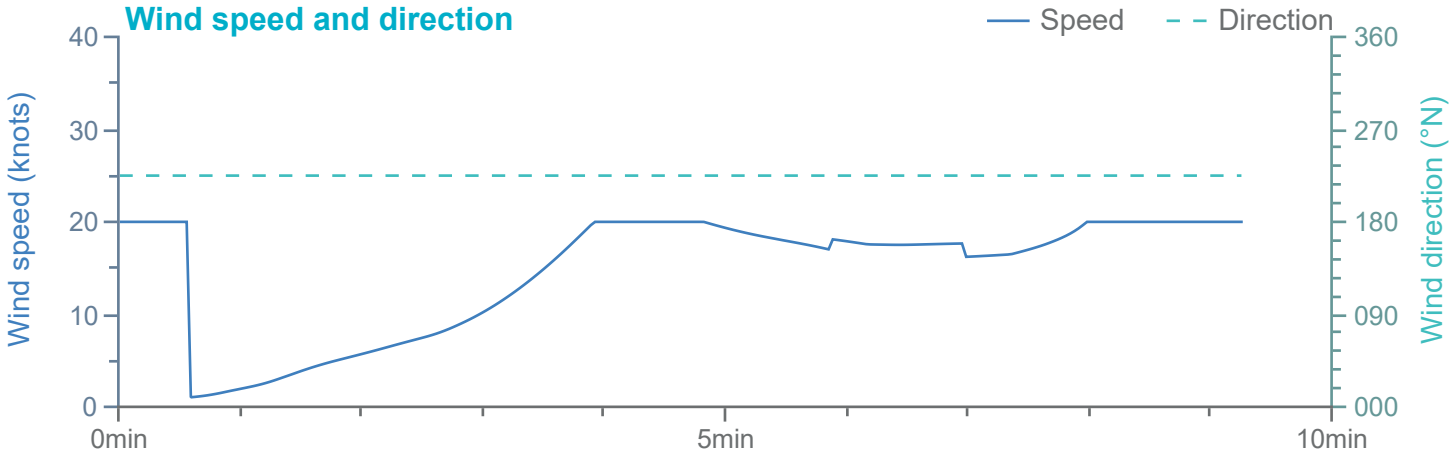
Ships plotted every 1 mins, highlight every 10 mins

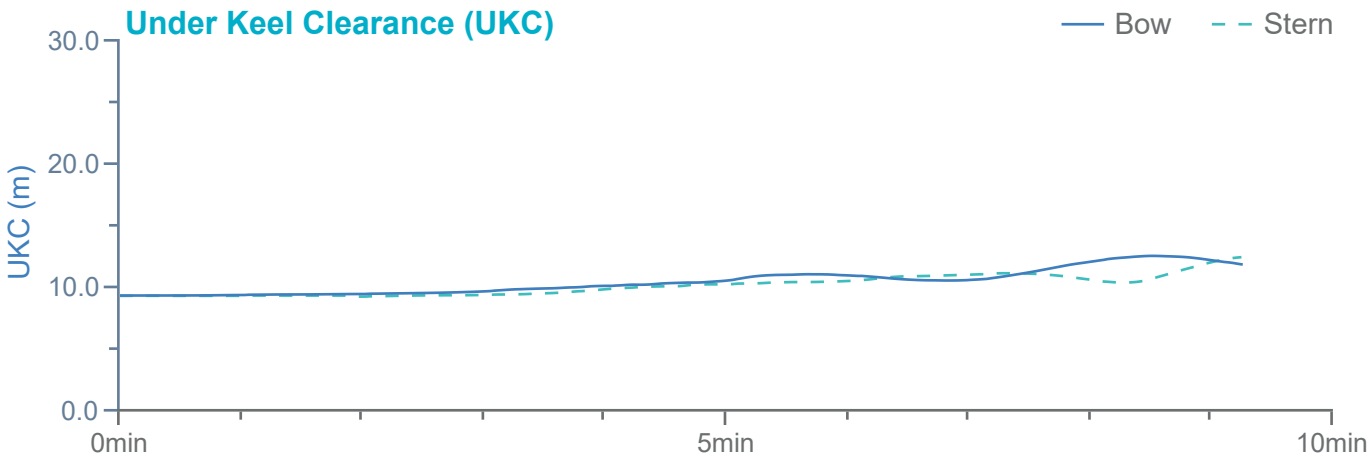
Manoeuvre track plot

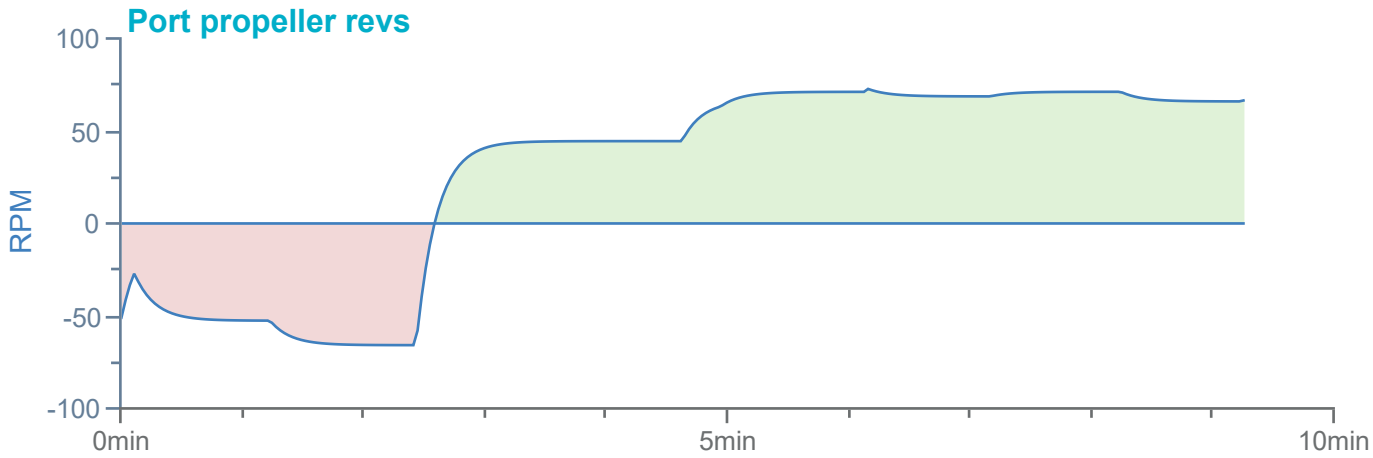


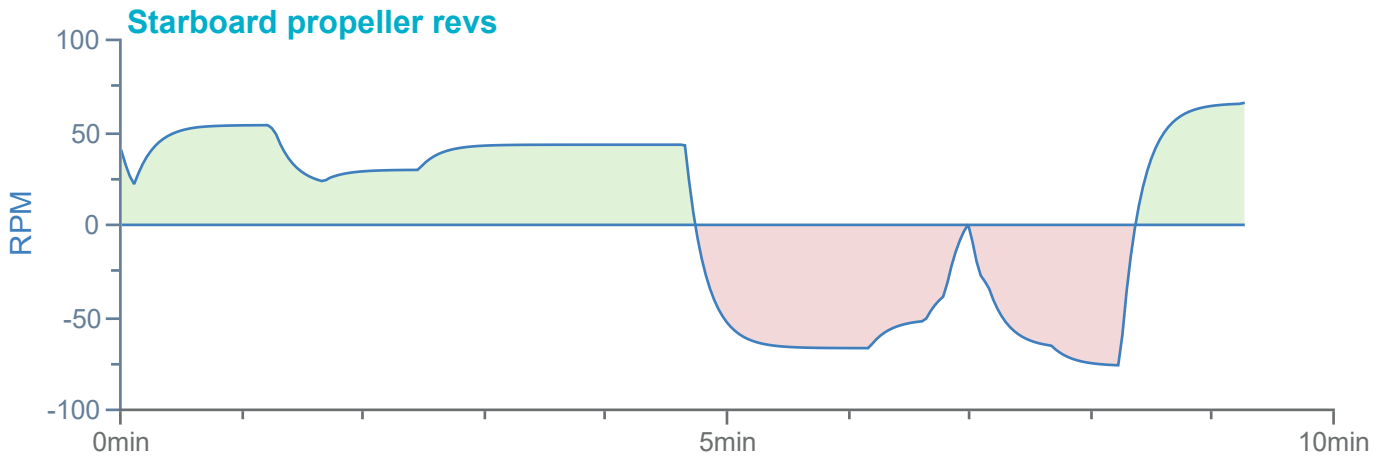
Ships plotted every 1 mins, highlight every 10 mins

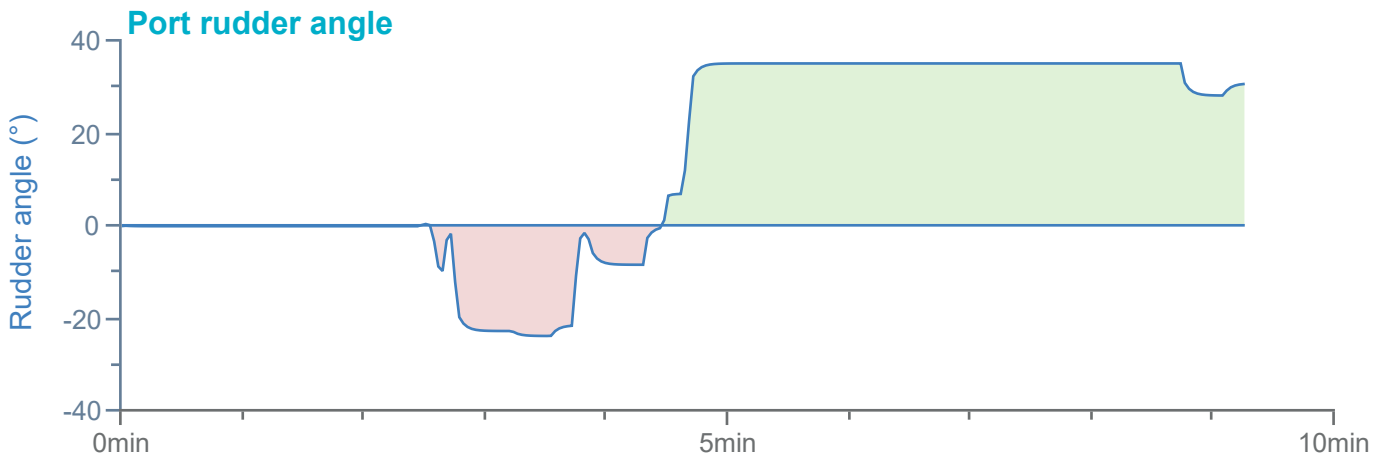

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min

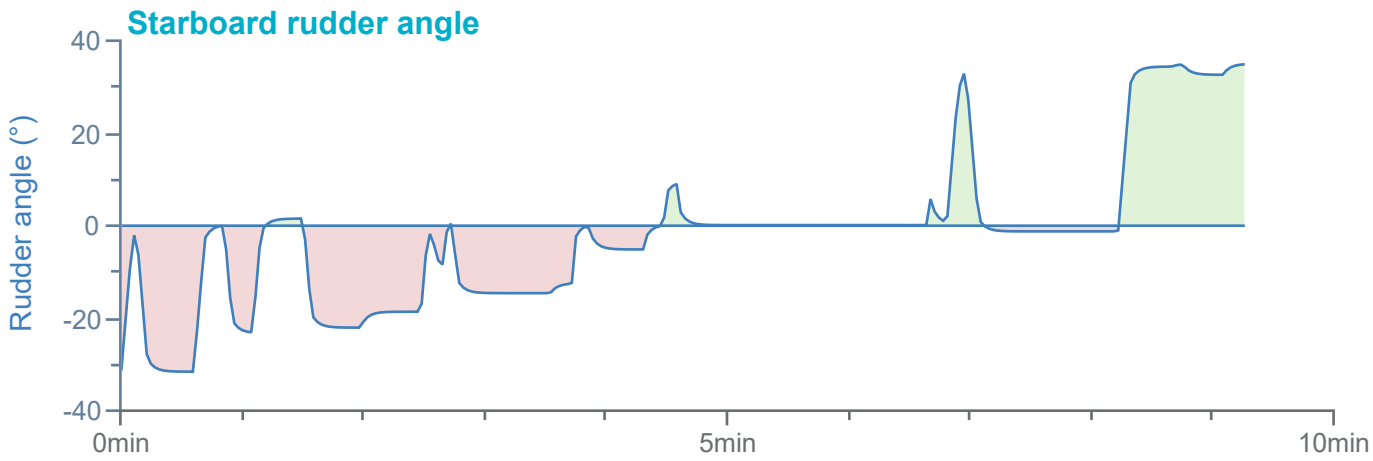

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min

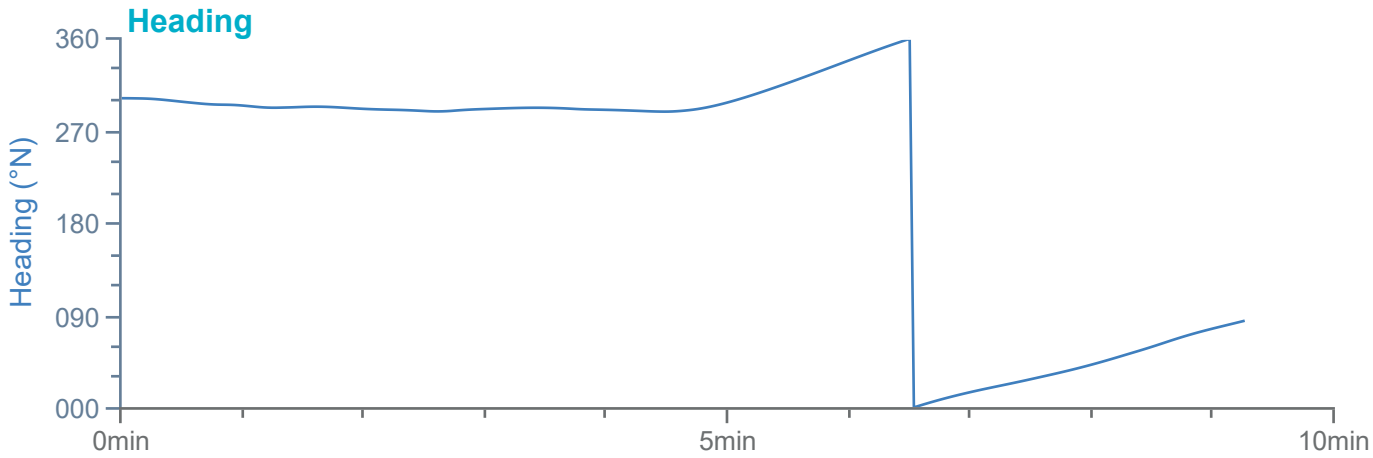

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

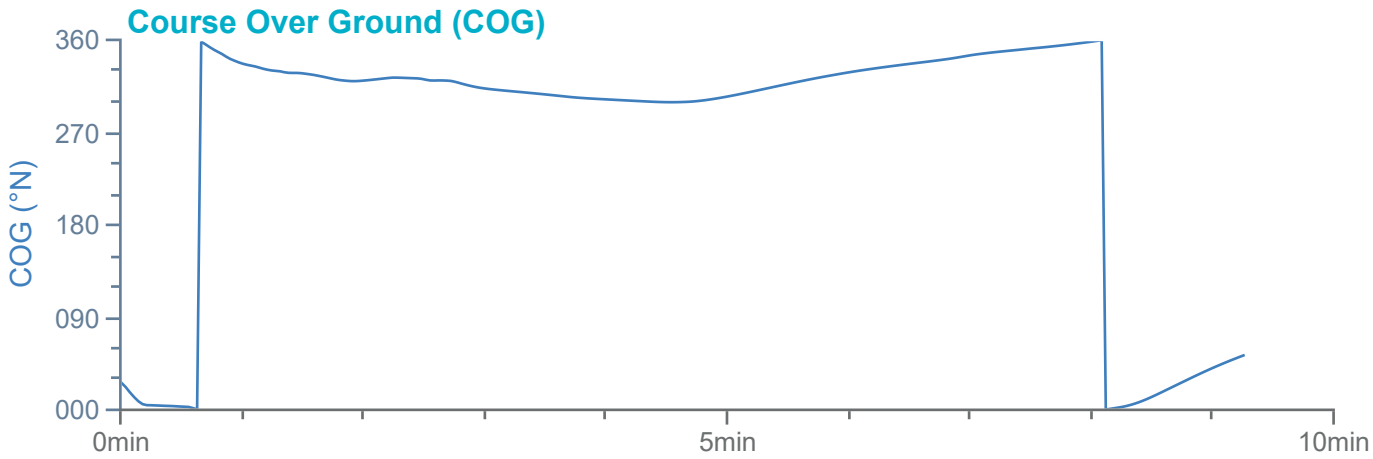

Port propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min

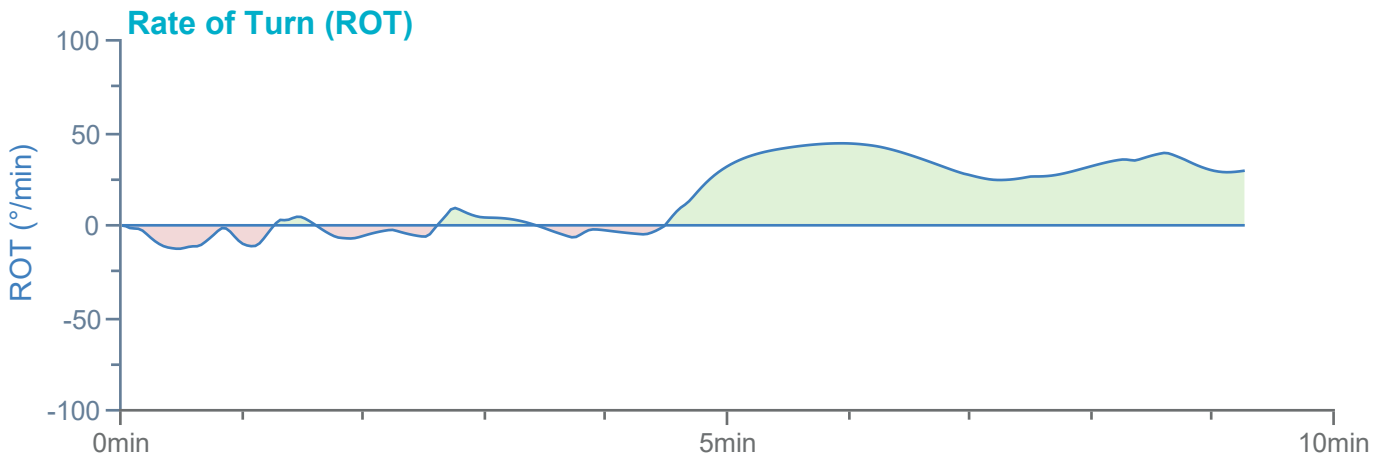

Starboard propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min

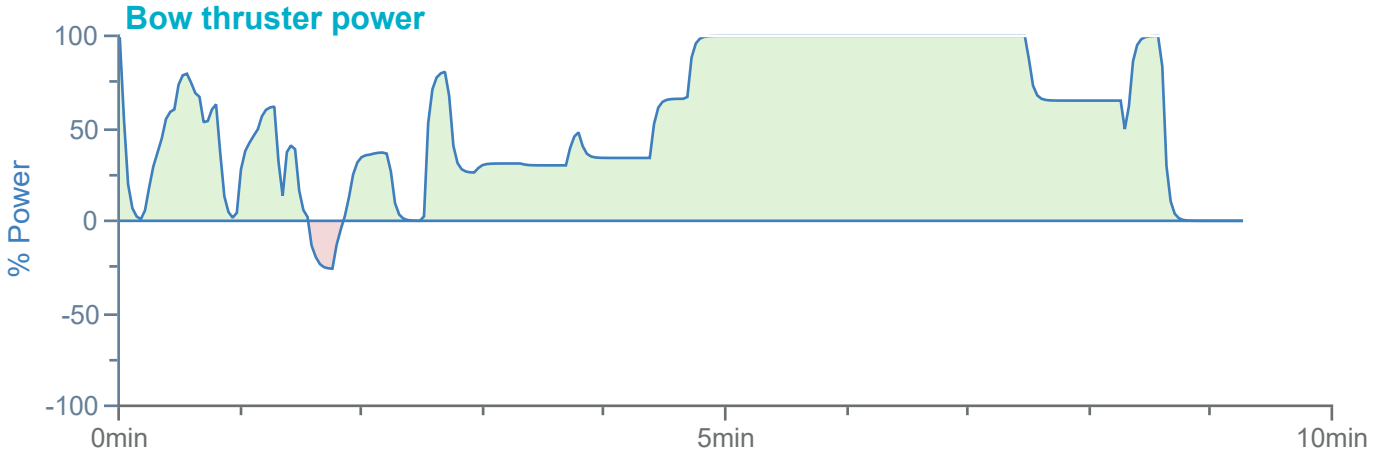

Port rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min

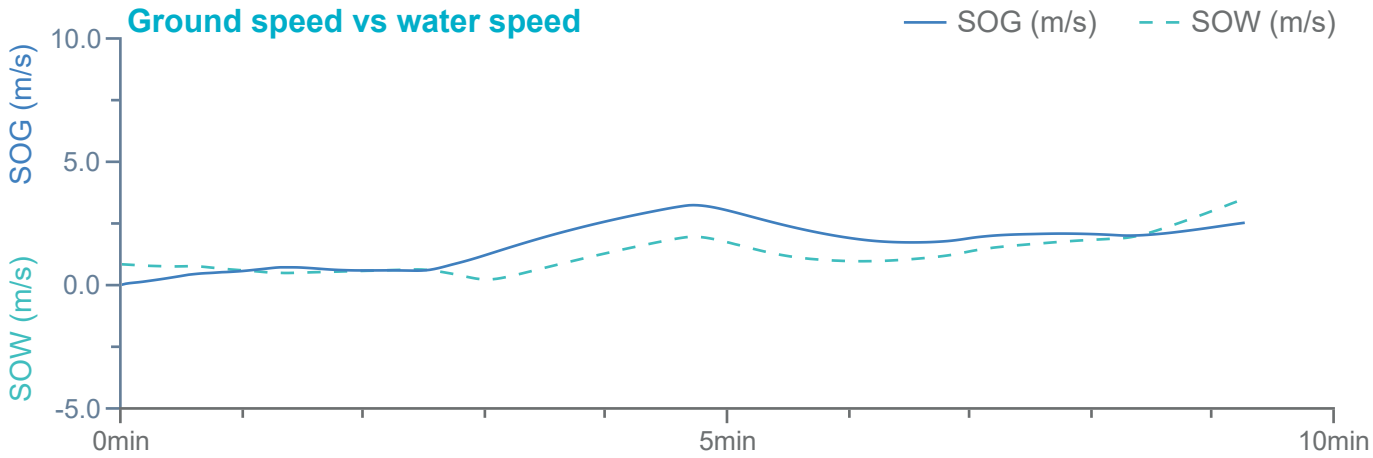

Starboard rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min

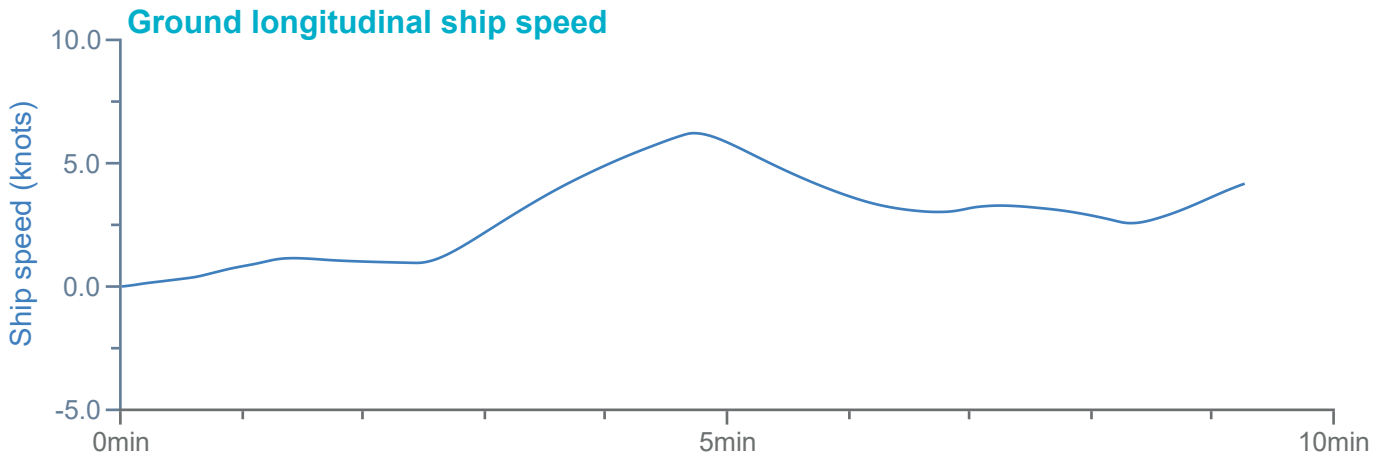

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min

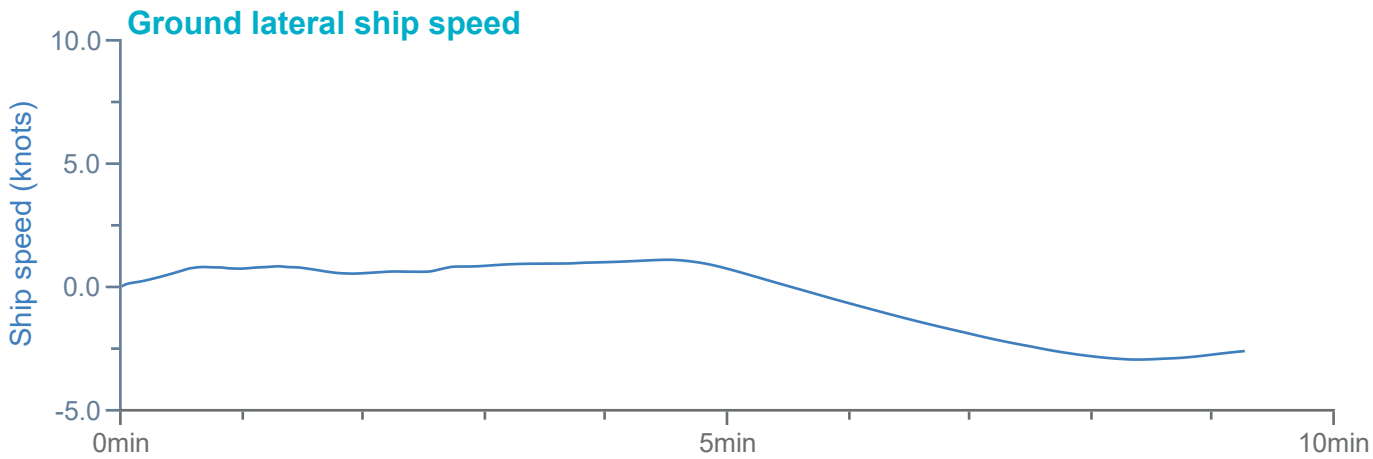

Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min


Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min

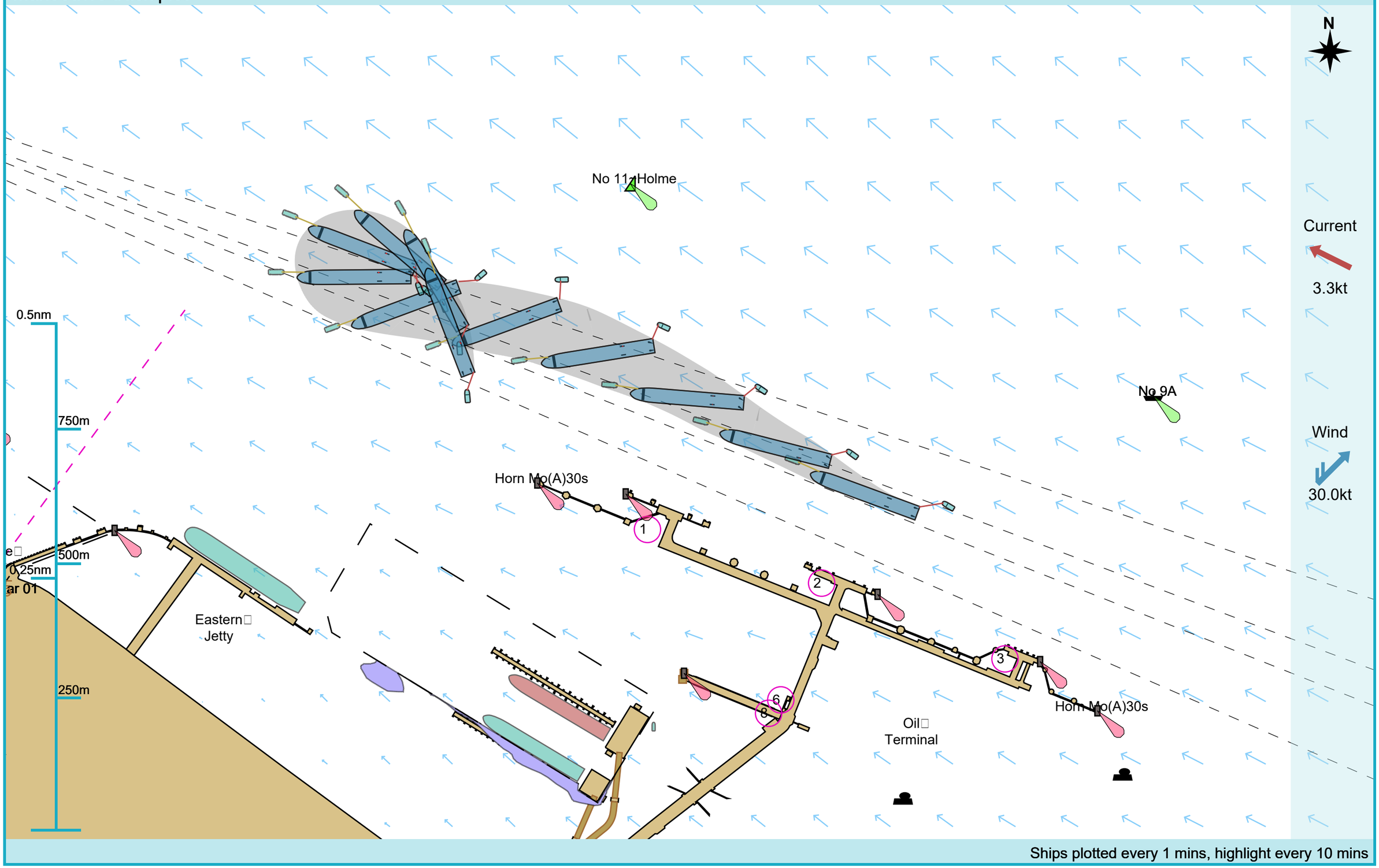

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

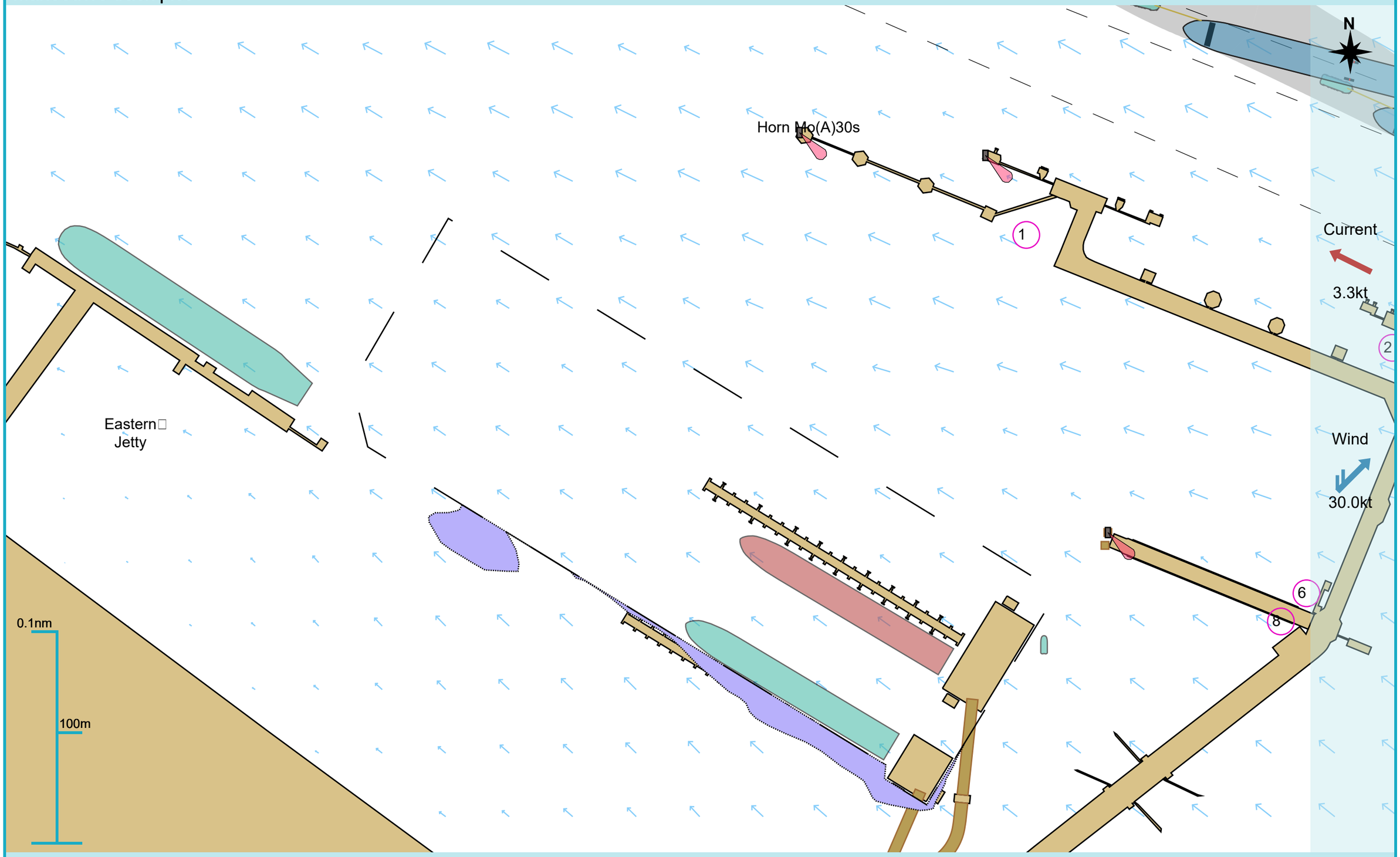

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

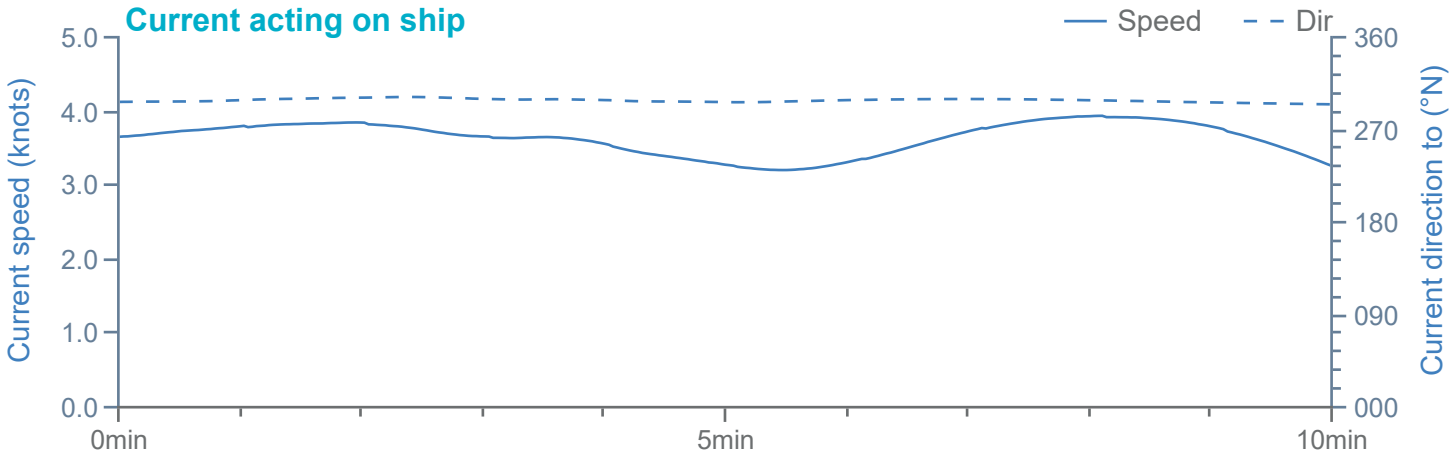


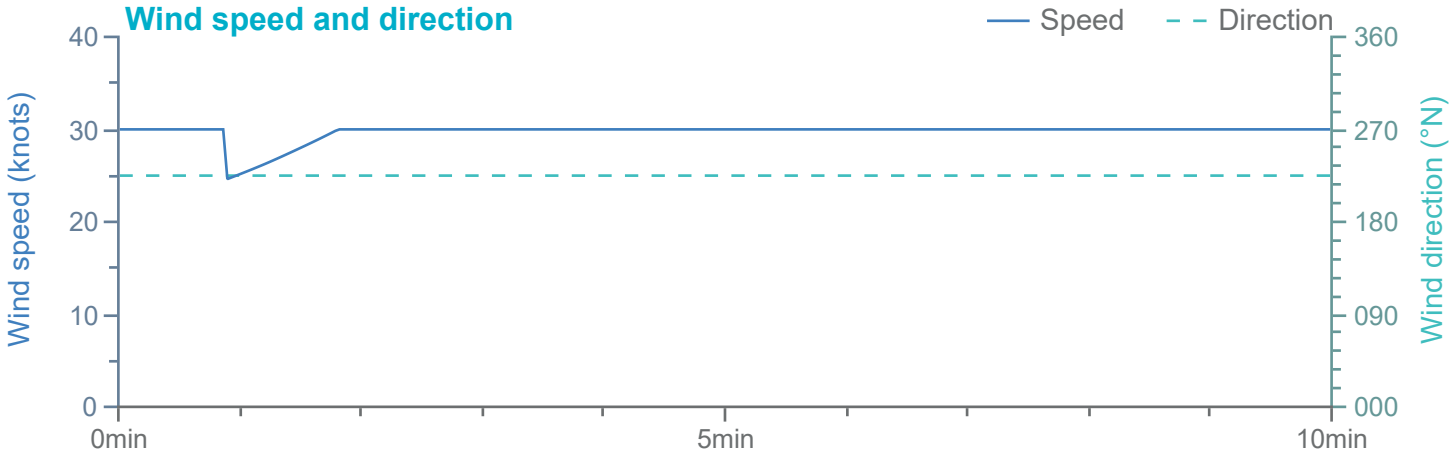
Ships plotted every 1 mins, highlight every 10 mins

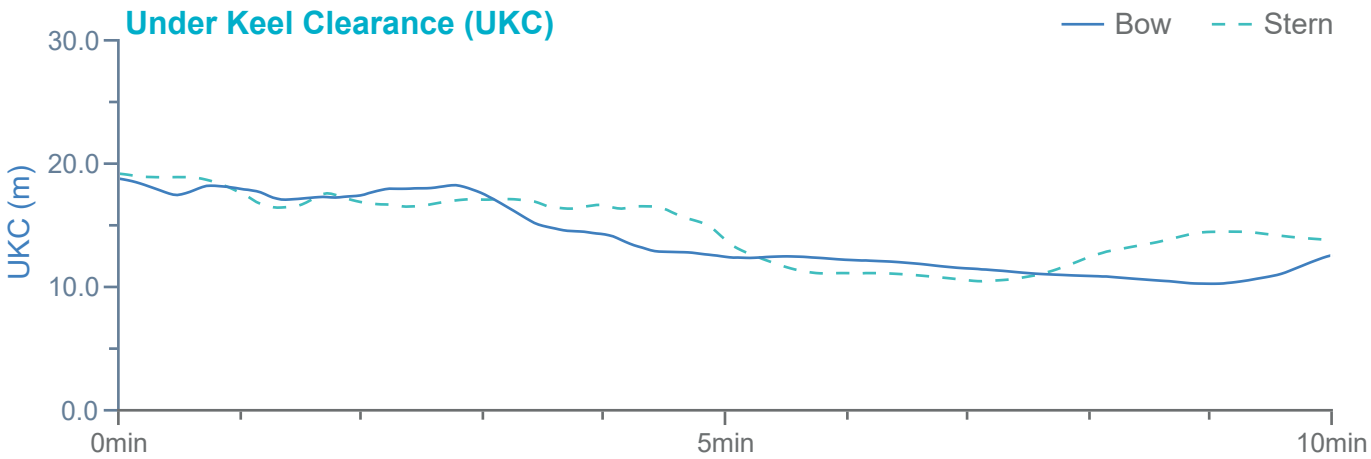
Manoeuvre track plot

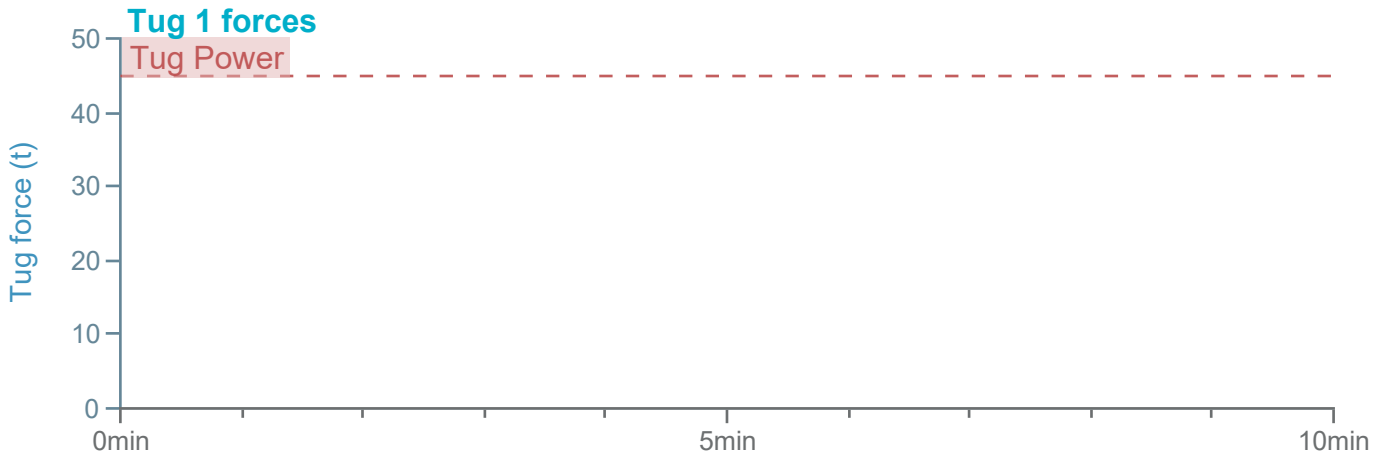


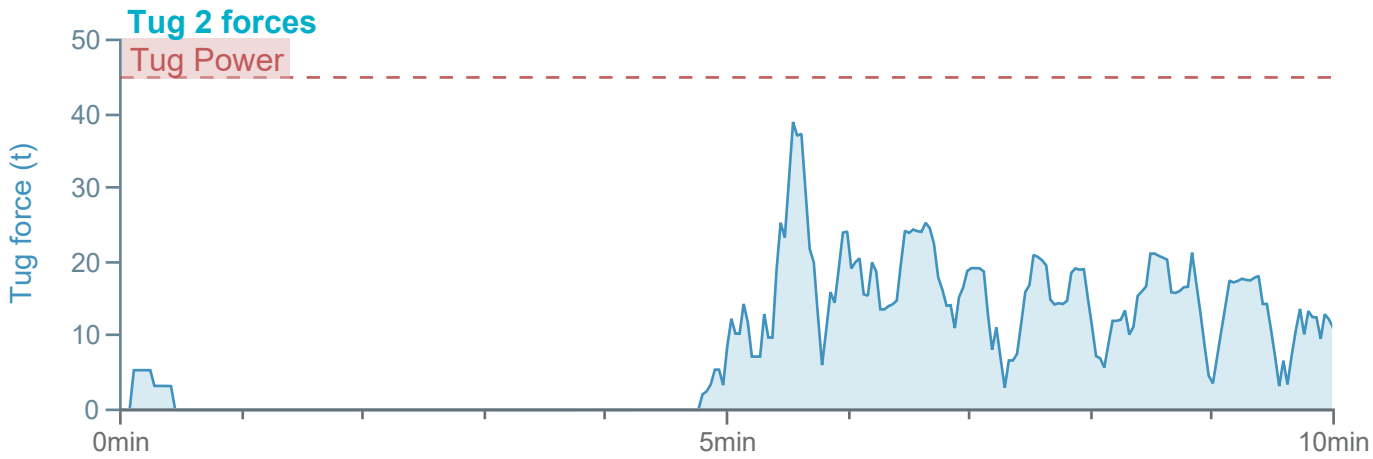
Ships plotted every 1 mins, highlight every 10 mins

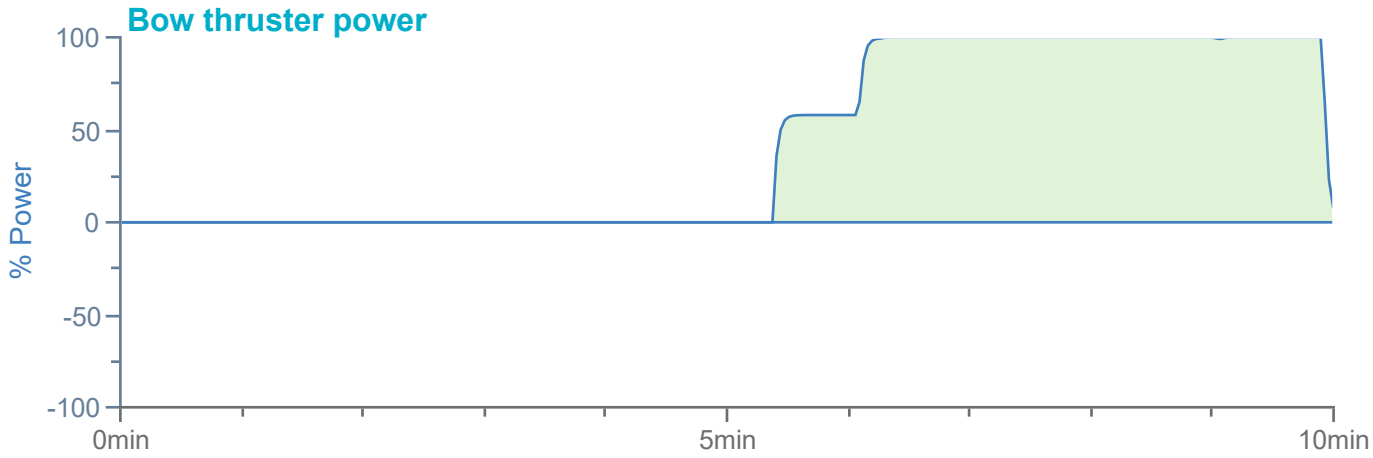

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min

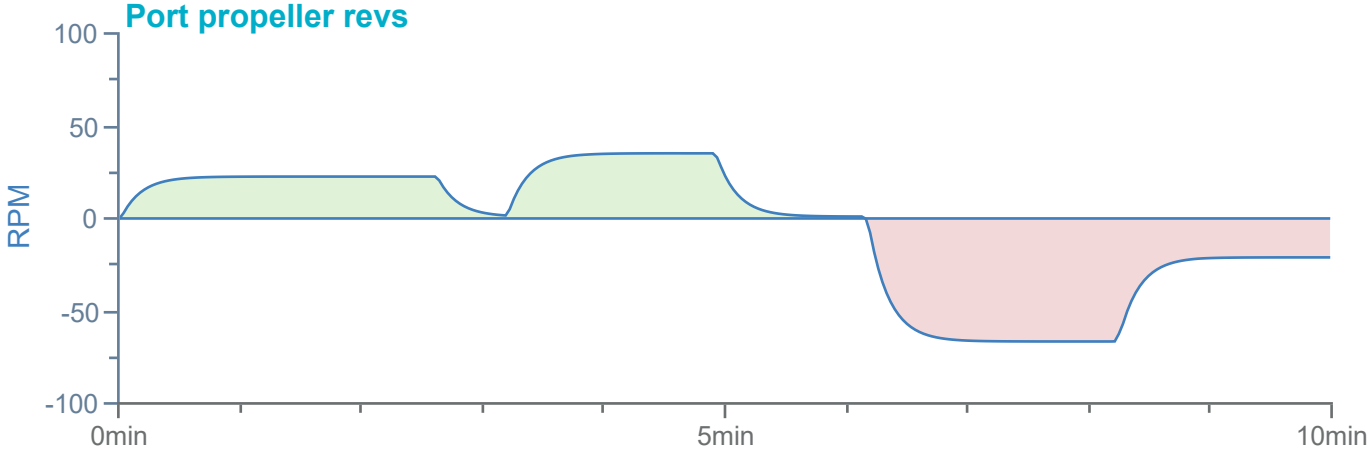

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min

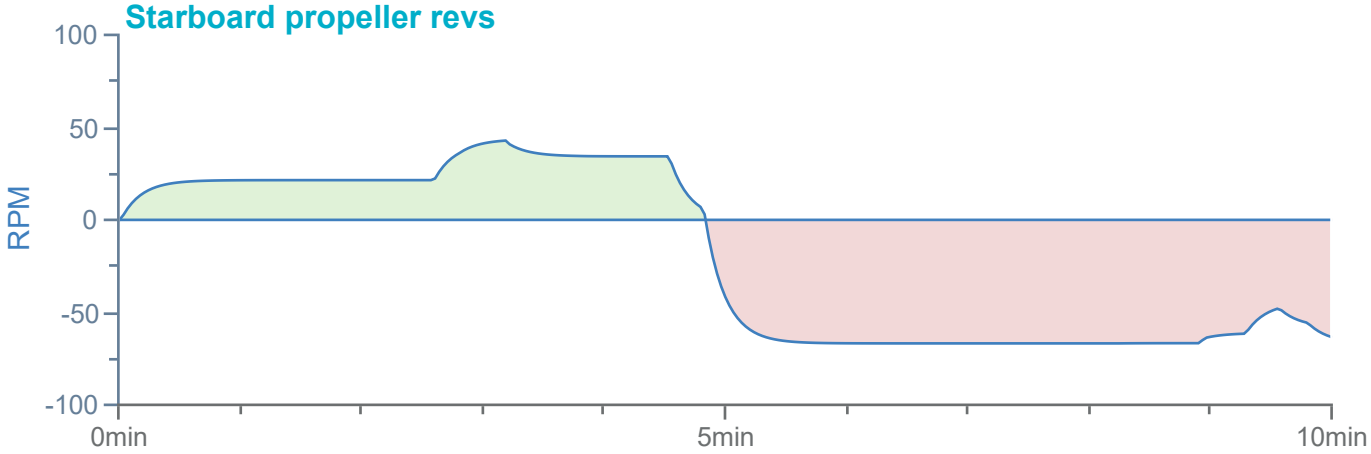

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min

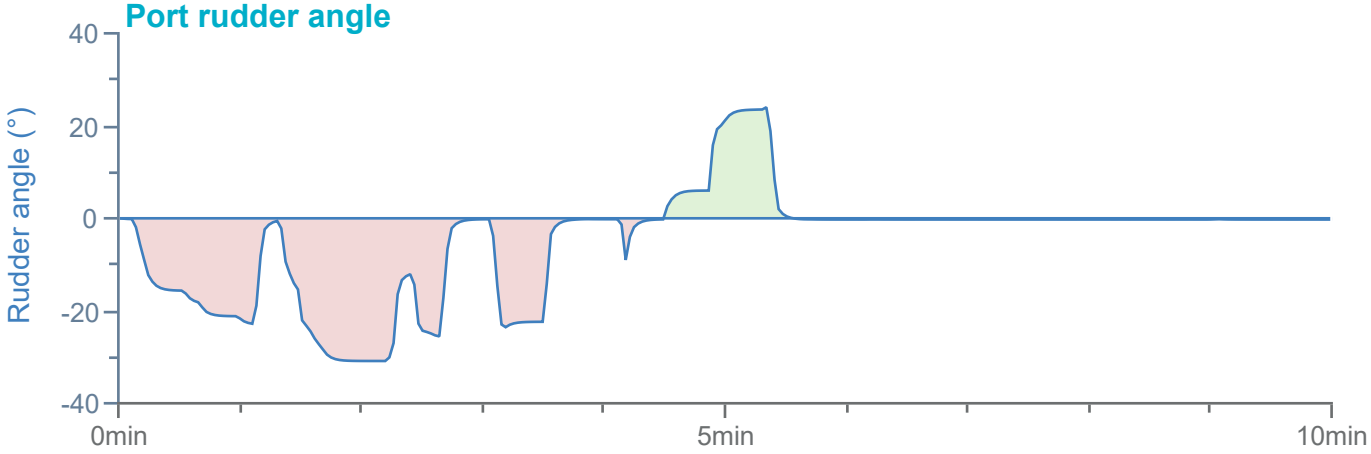
Port propeller revs



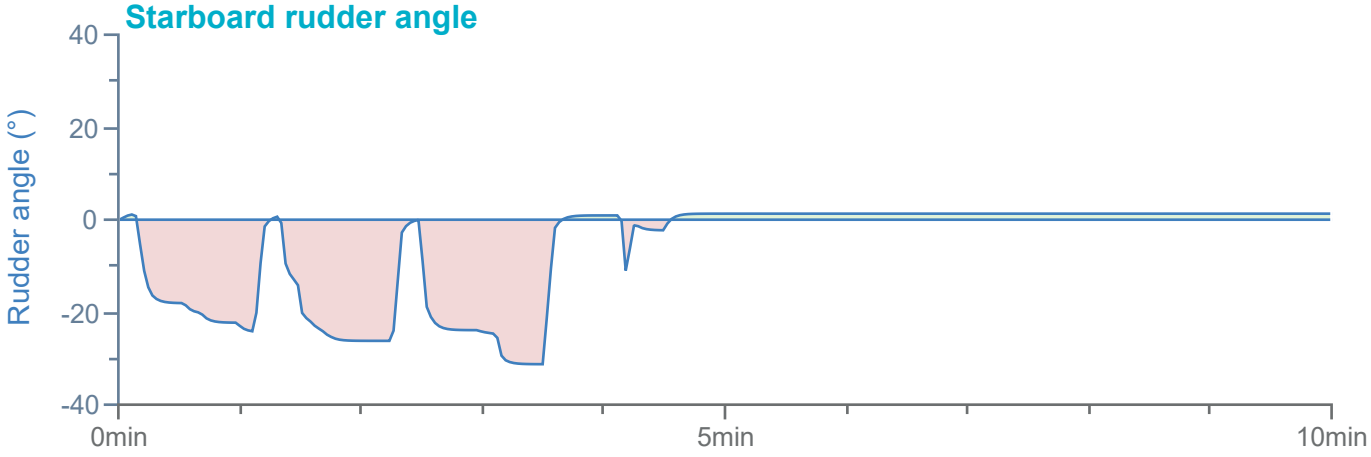
Starboard propeller revs

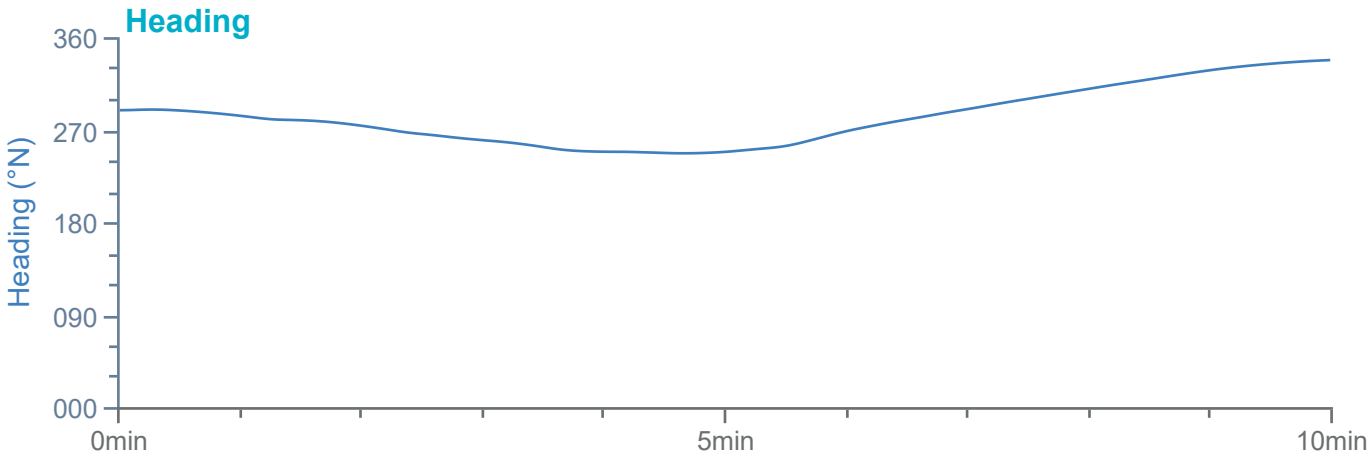


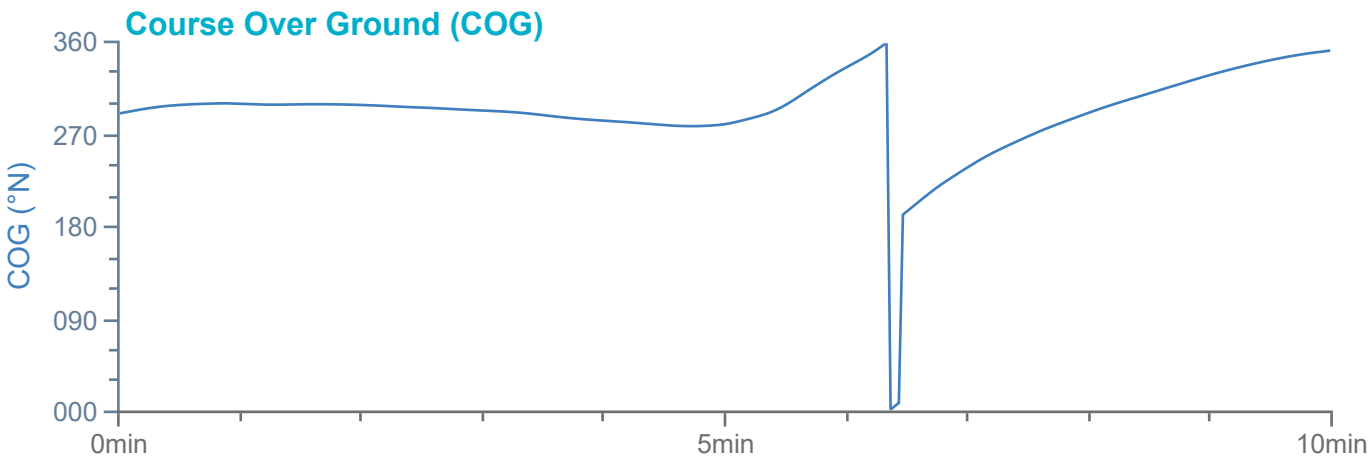
Port rudder angle

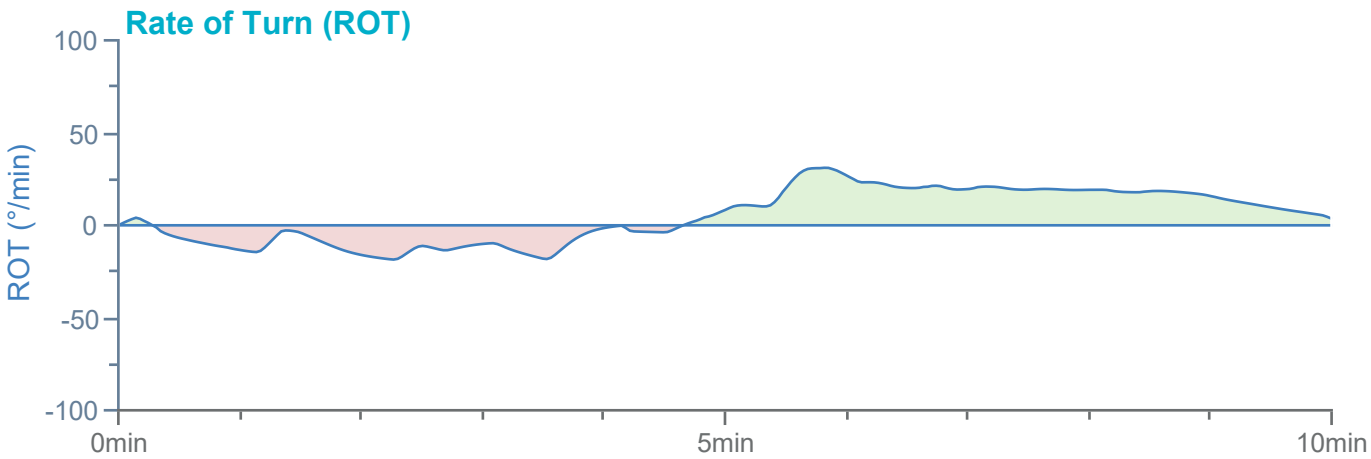


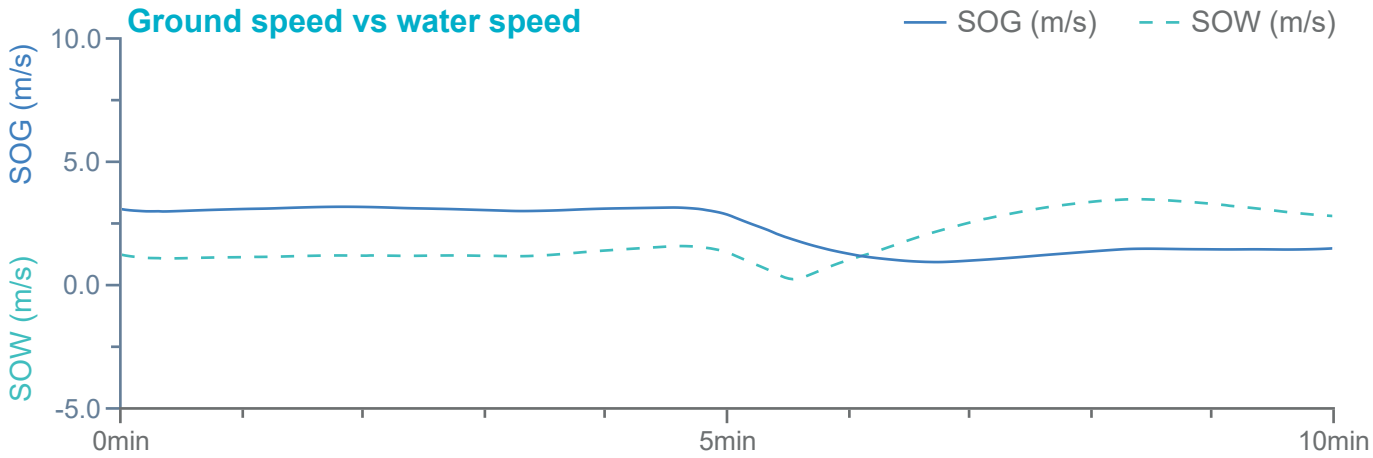
Starboard rudder angle

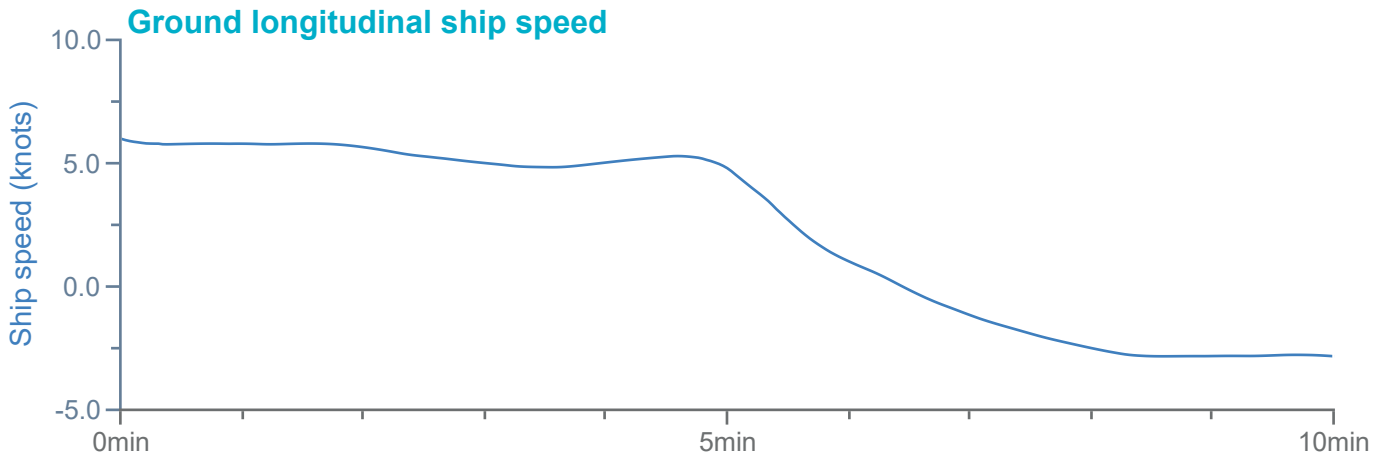


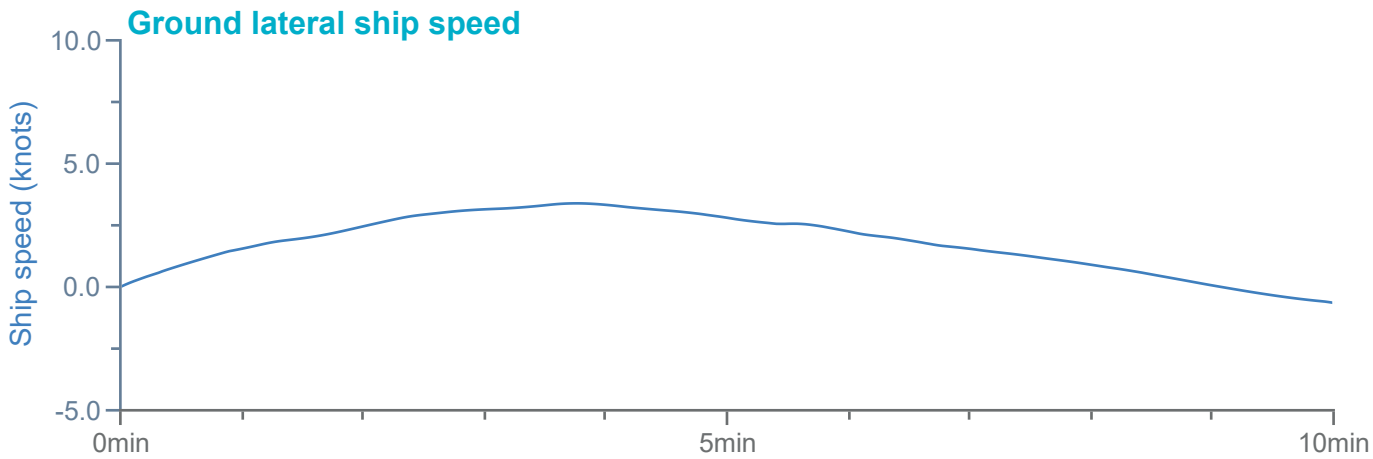

Heading
360
270
180
090
000
Heading (°N)
0min
5min
10min


Course Over Ground (COG)
360
270
180
090
000
COG (°N)
0min
5min
10min

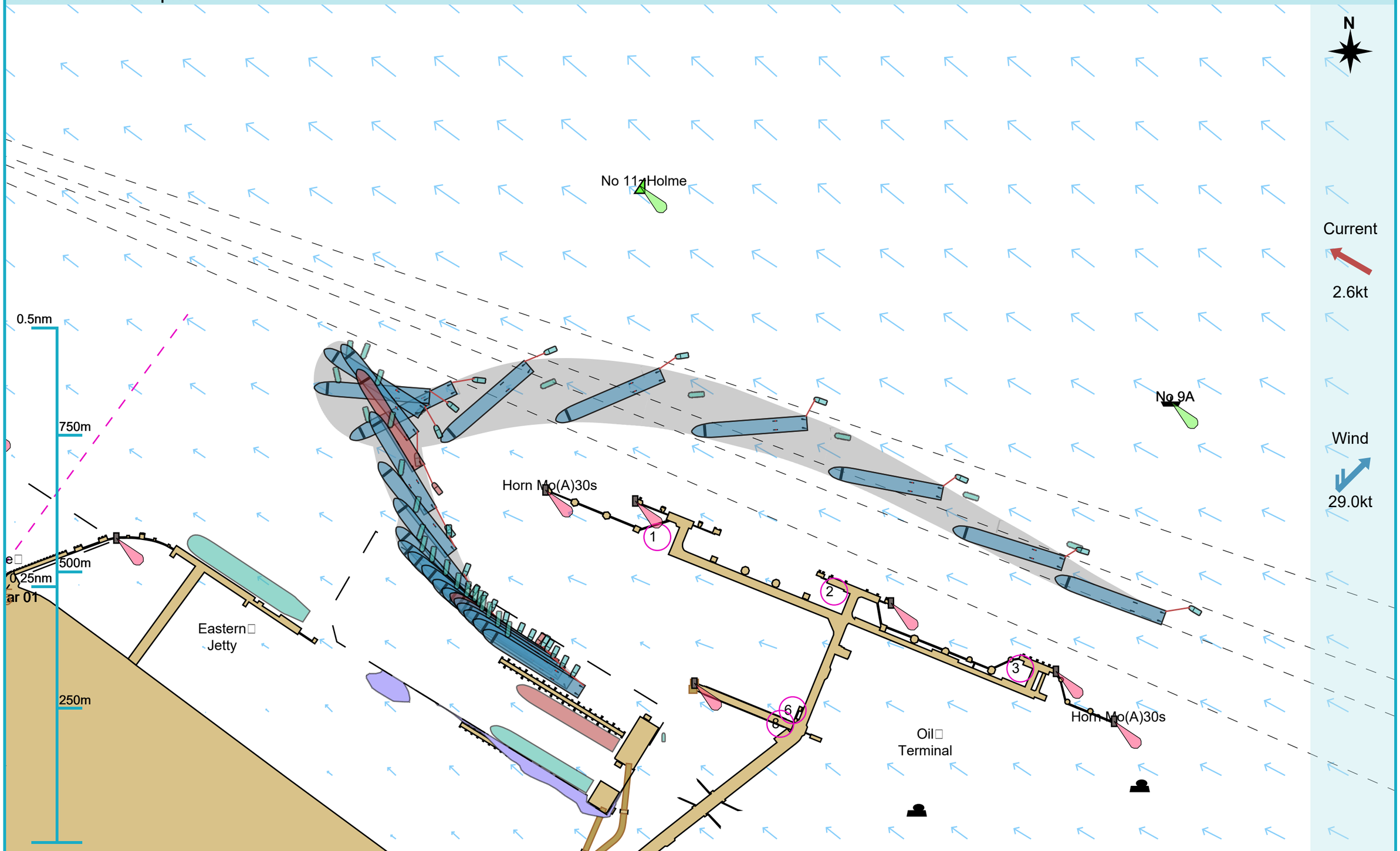

Rate of Turn (ROT)
100
50
0
-50
-100
ROT (°/min)
0min
5min
10min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

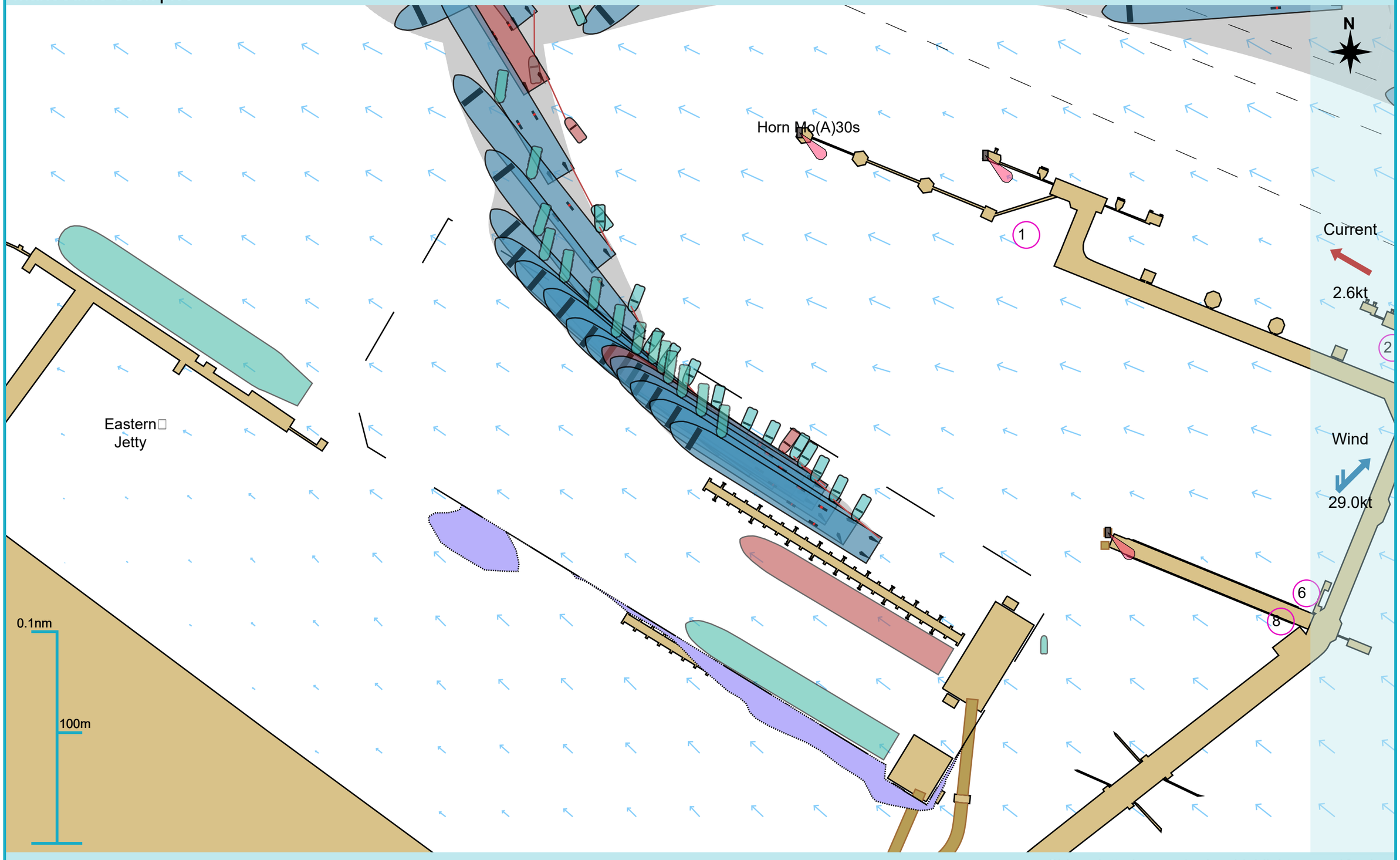

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

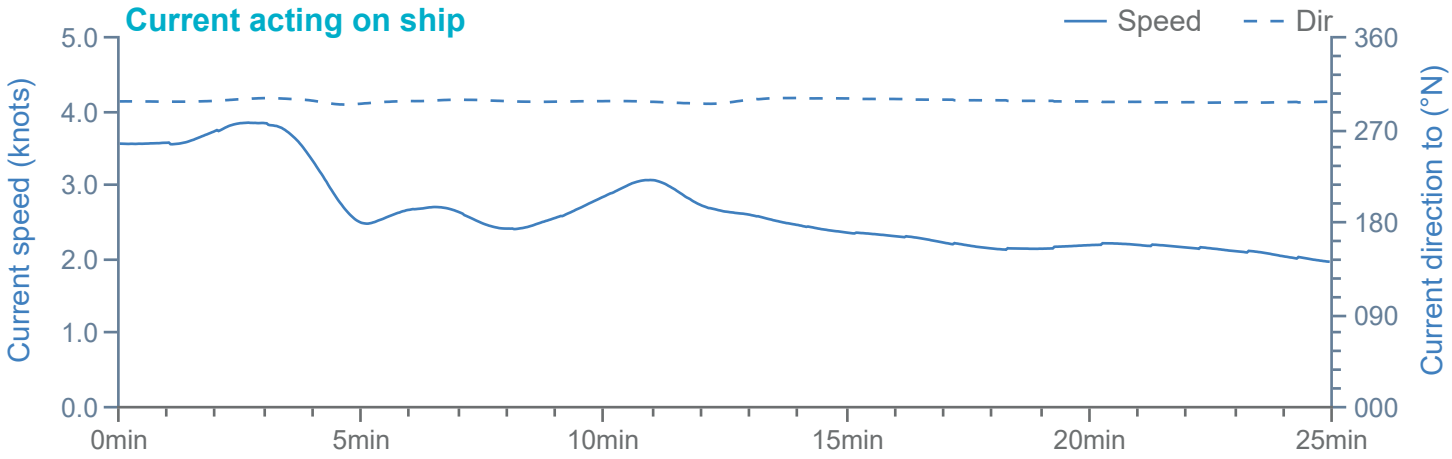


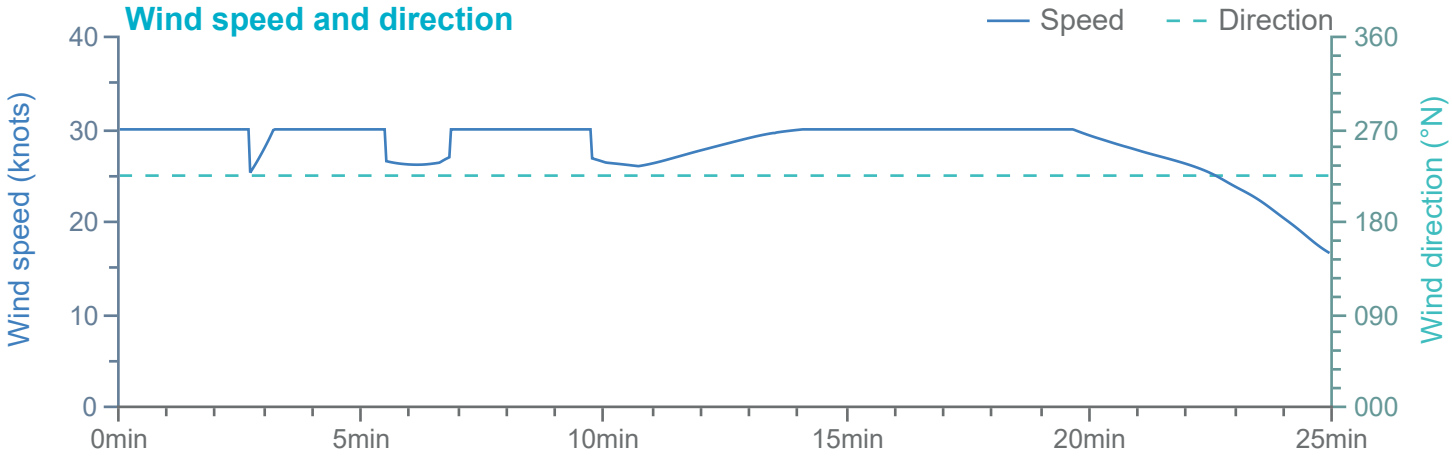
Ships plotted every 1 mins, highlight every 10 mins

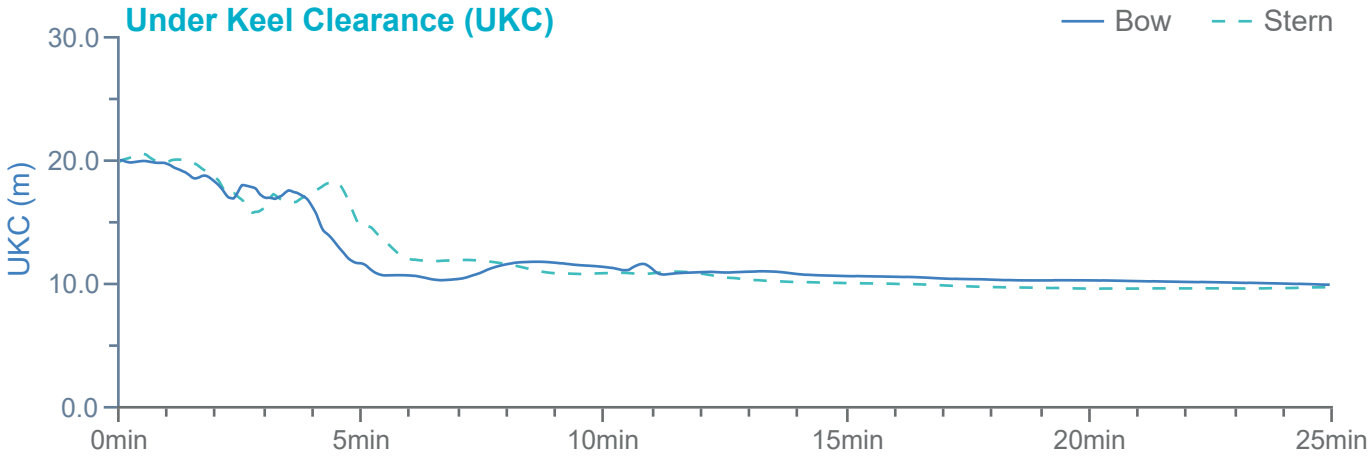
Manoeuvre track plot

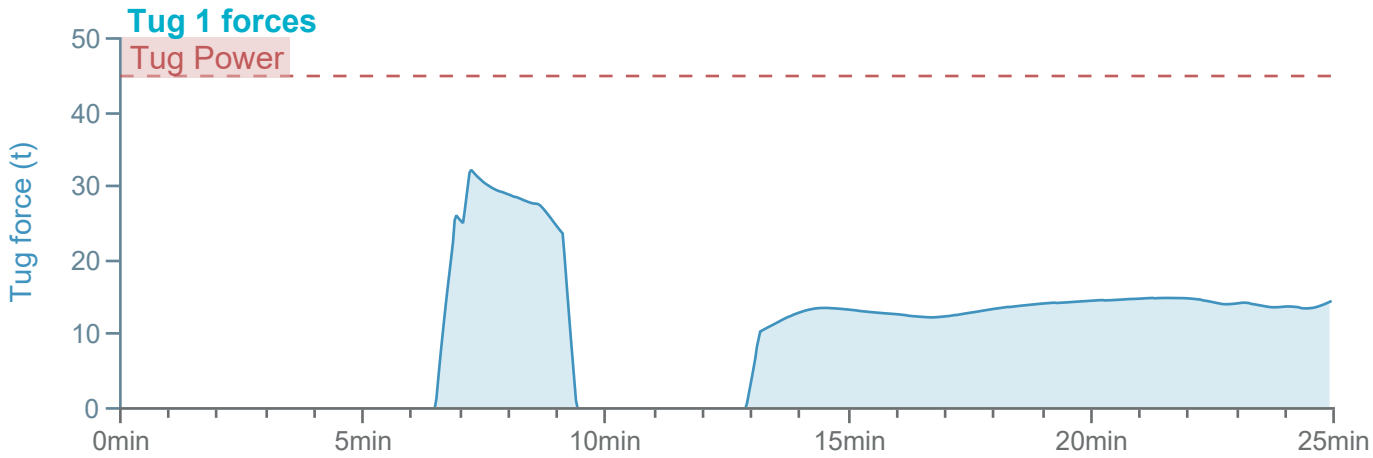


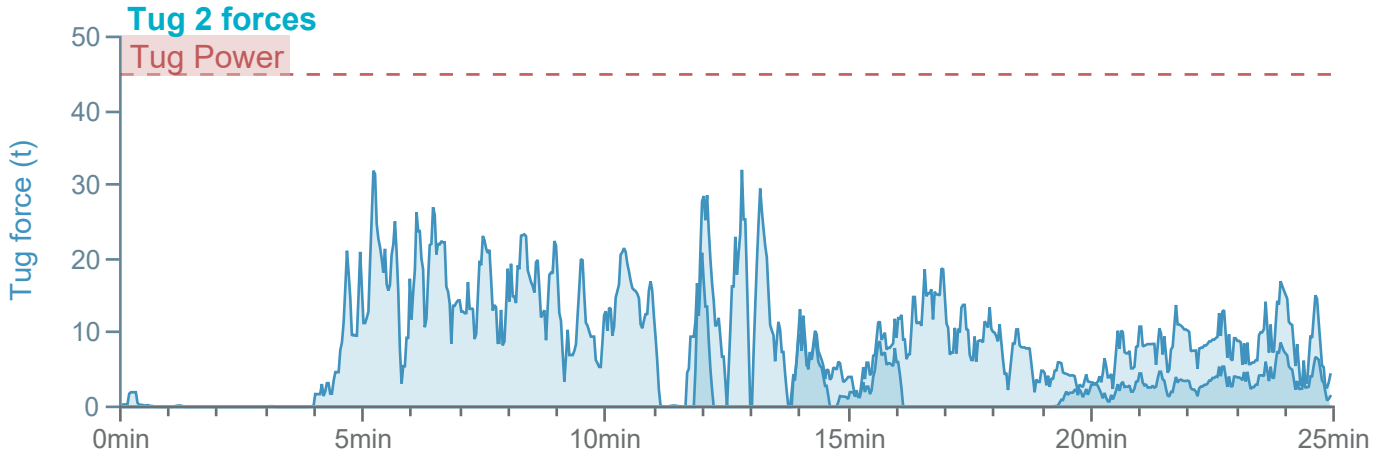
Ships plotted every 1 mins, highlight every 10 mins

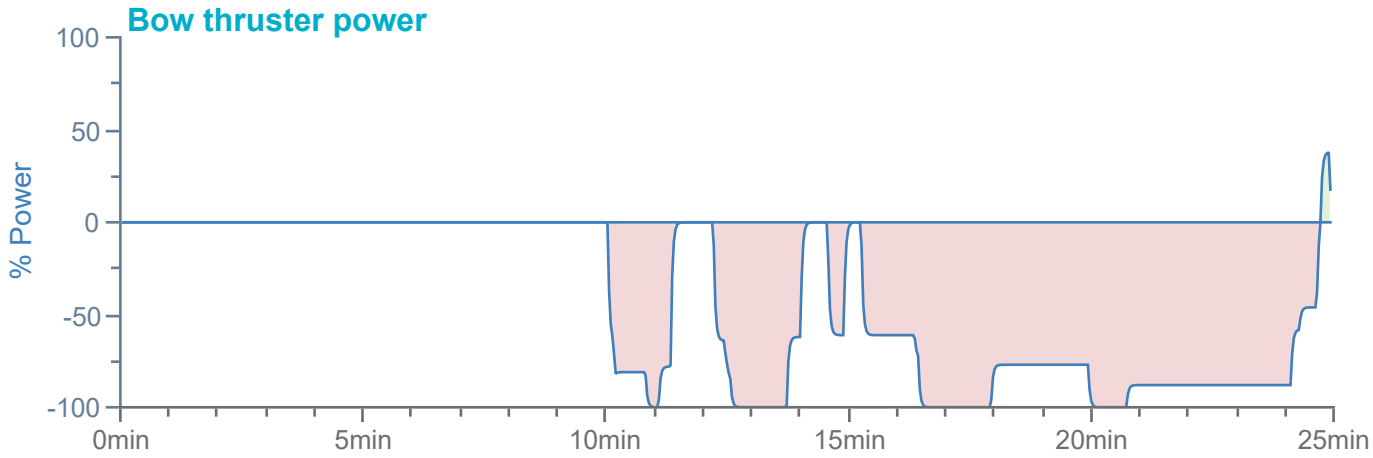

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

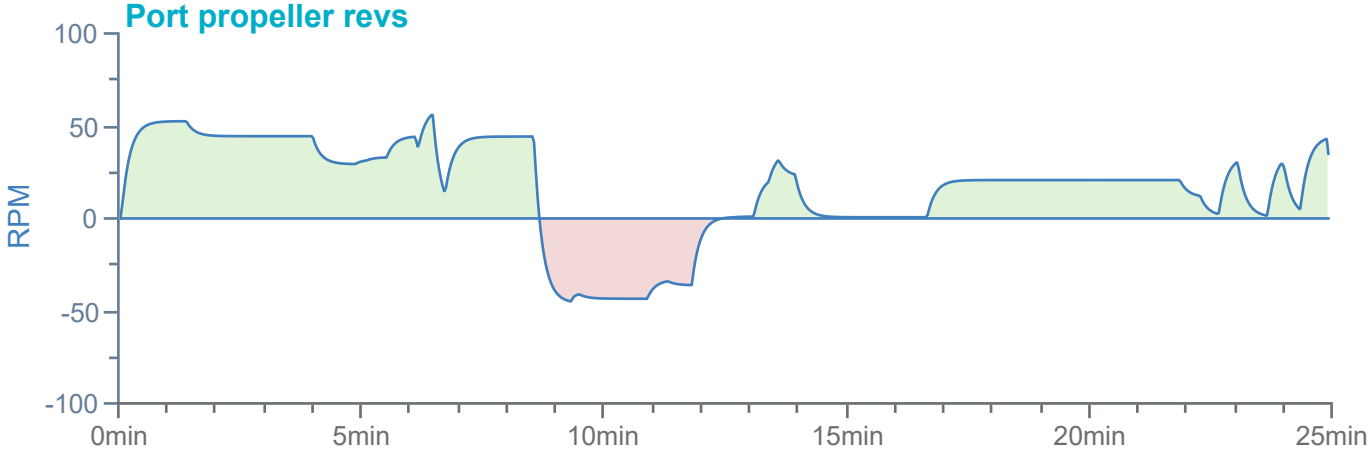

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min

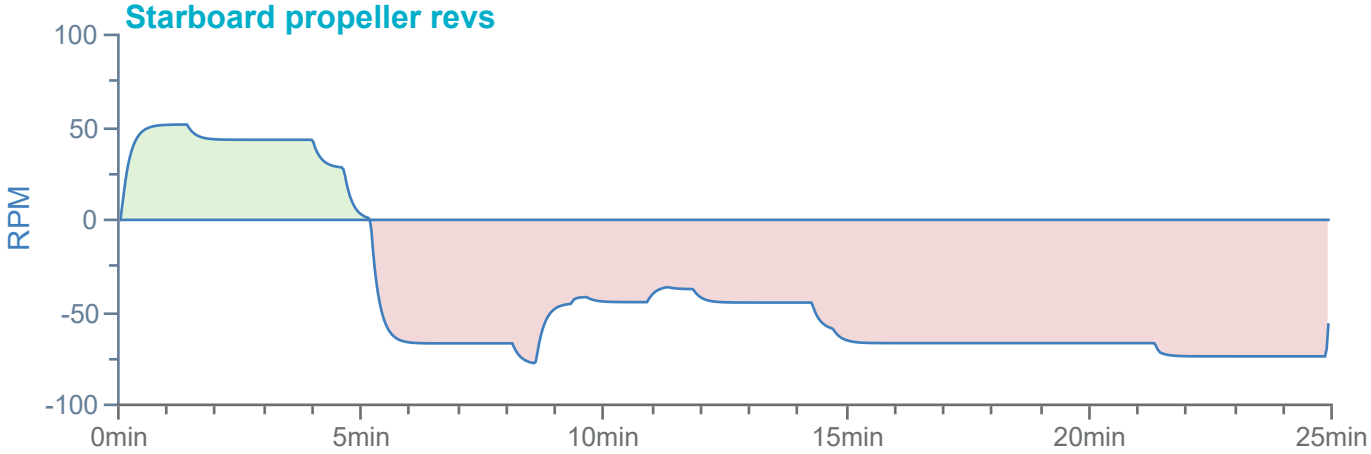

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min

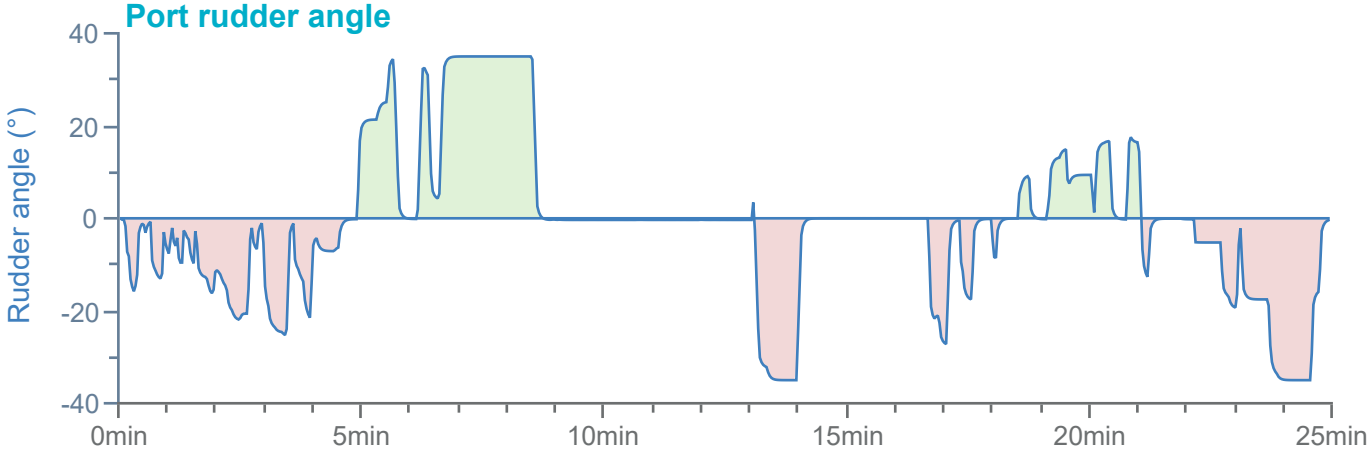
Port propeller revs



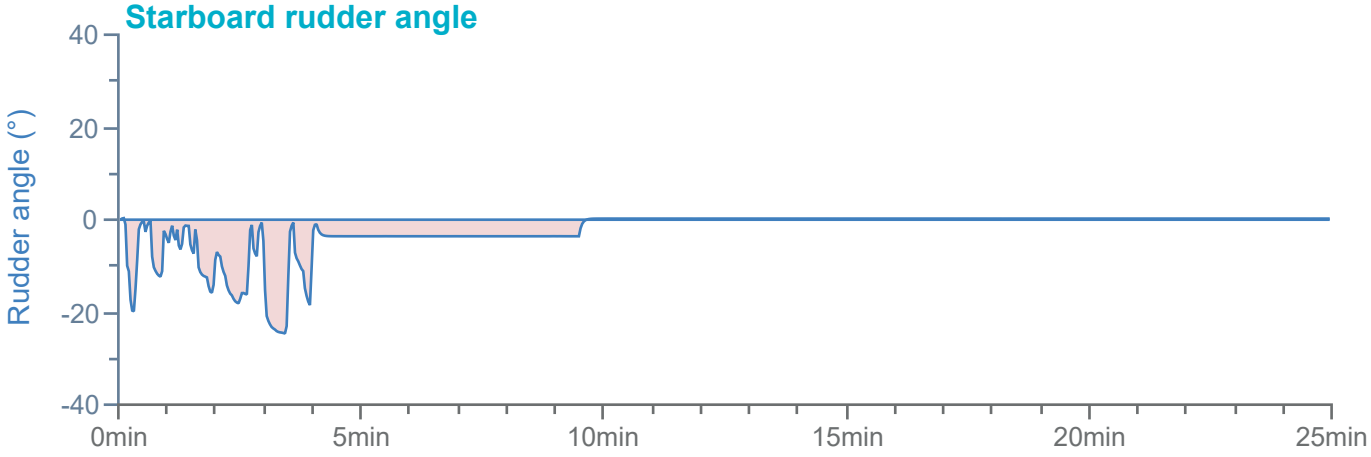
Starboard propeller revs

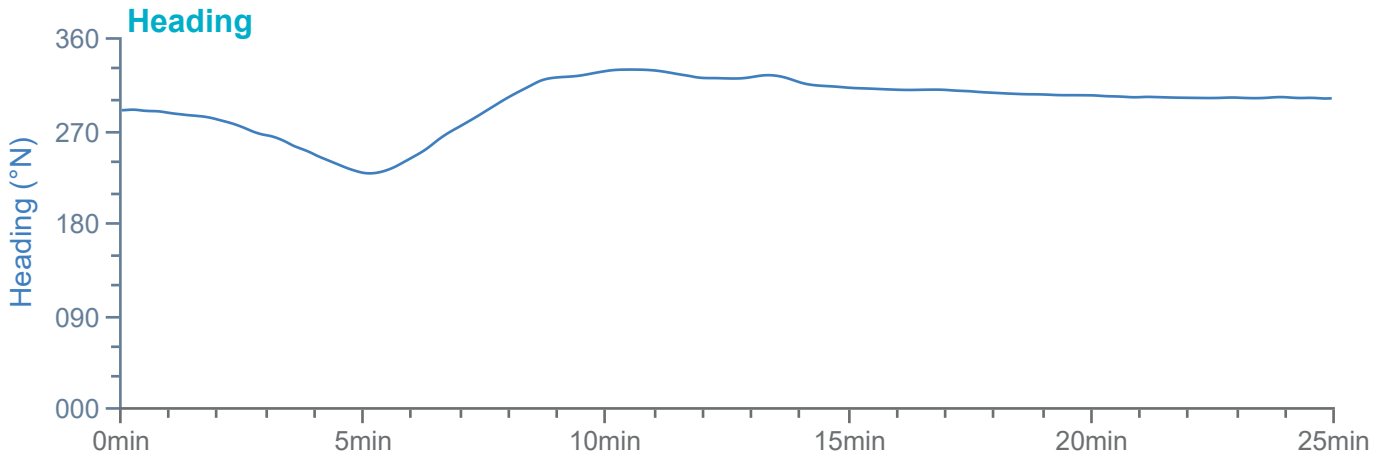


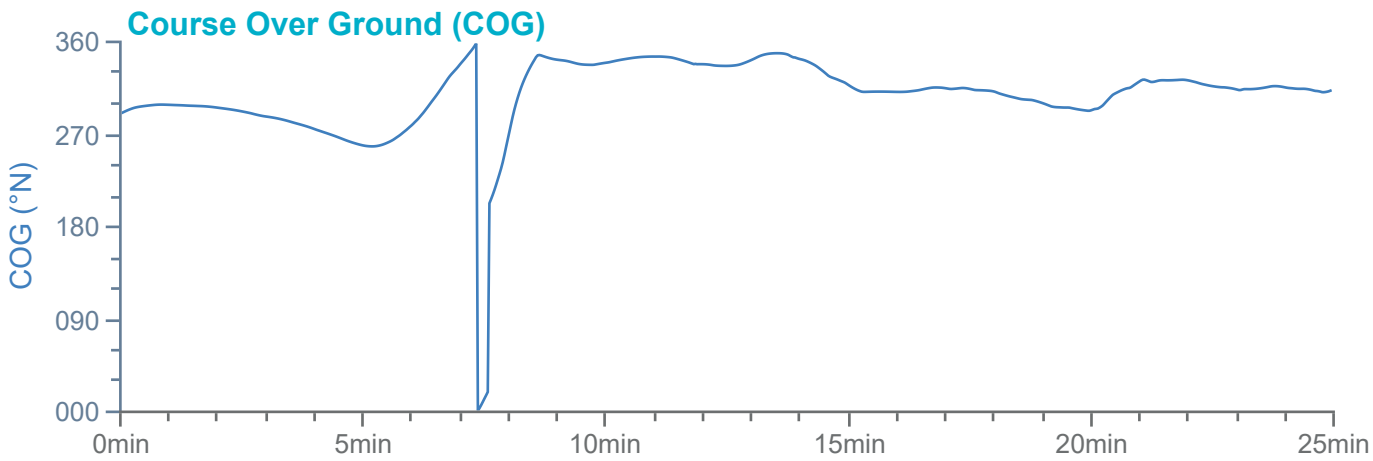
Port rudder angle

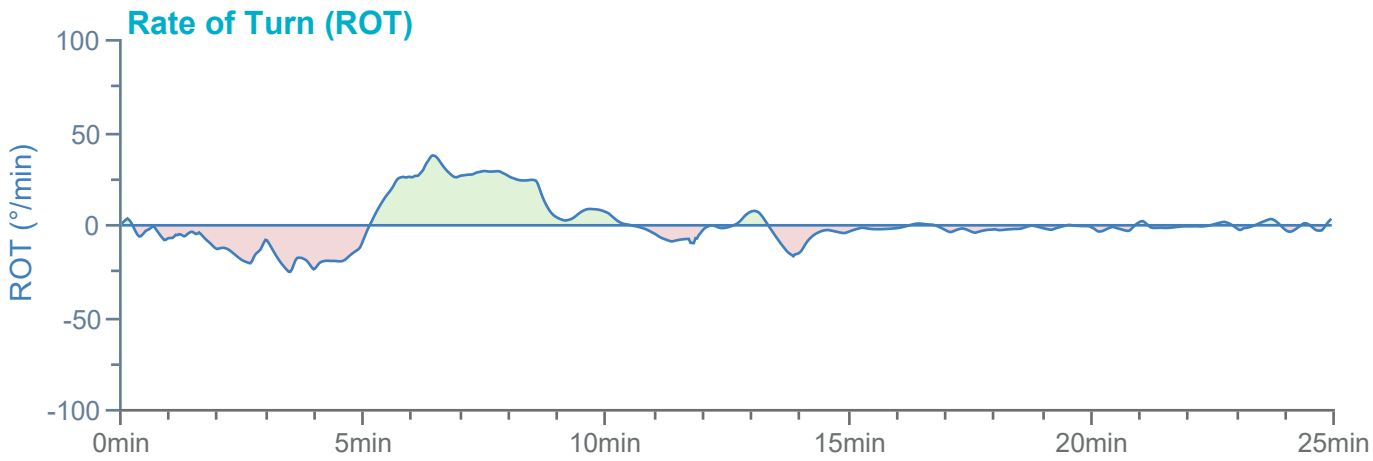


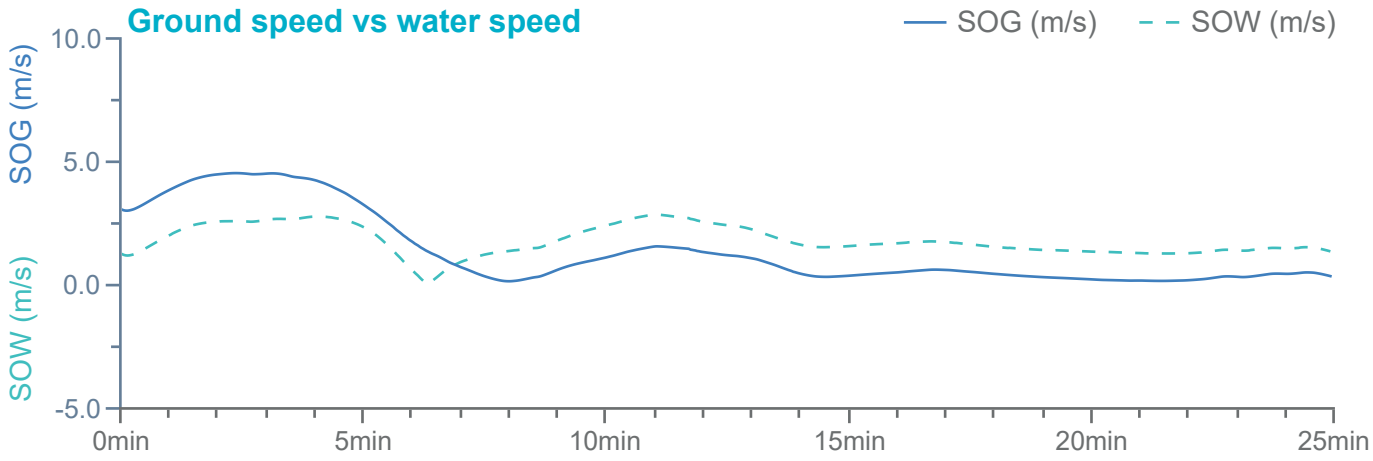
Starboard rudder angle

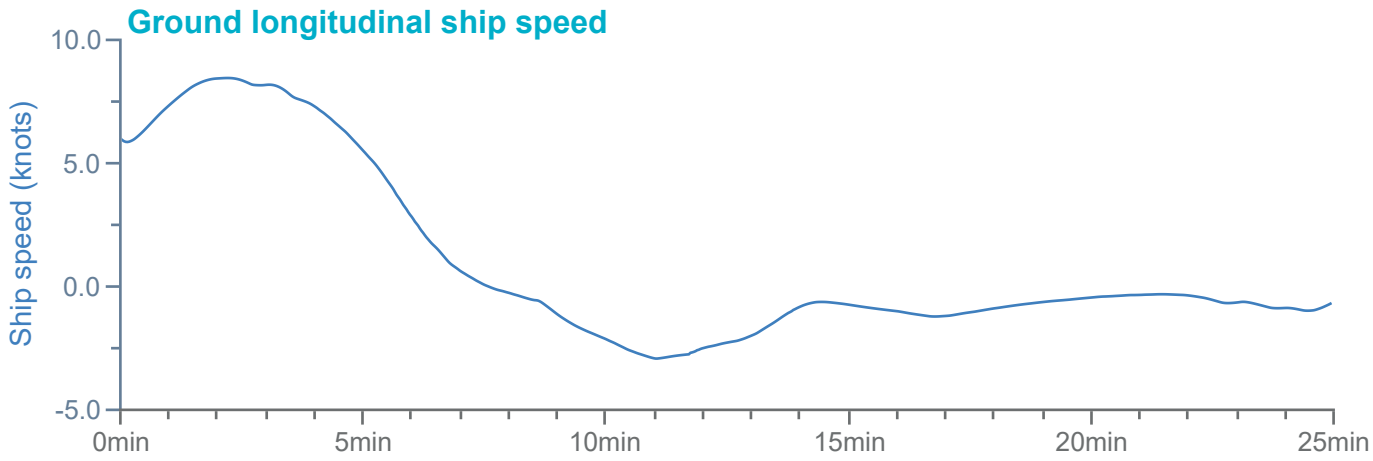


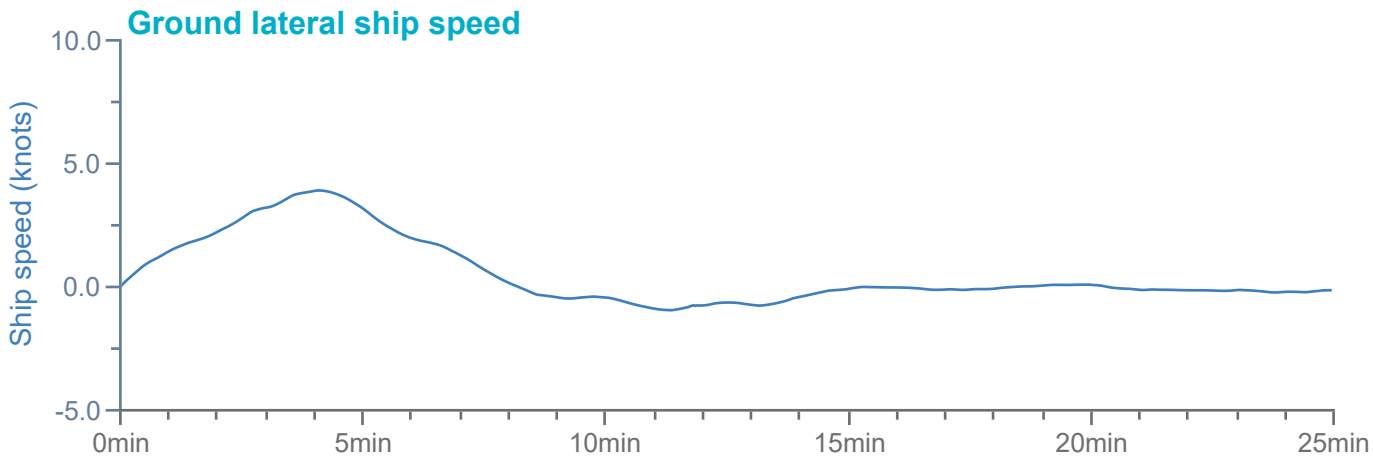

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min

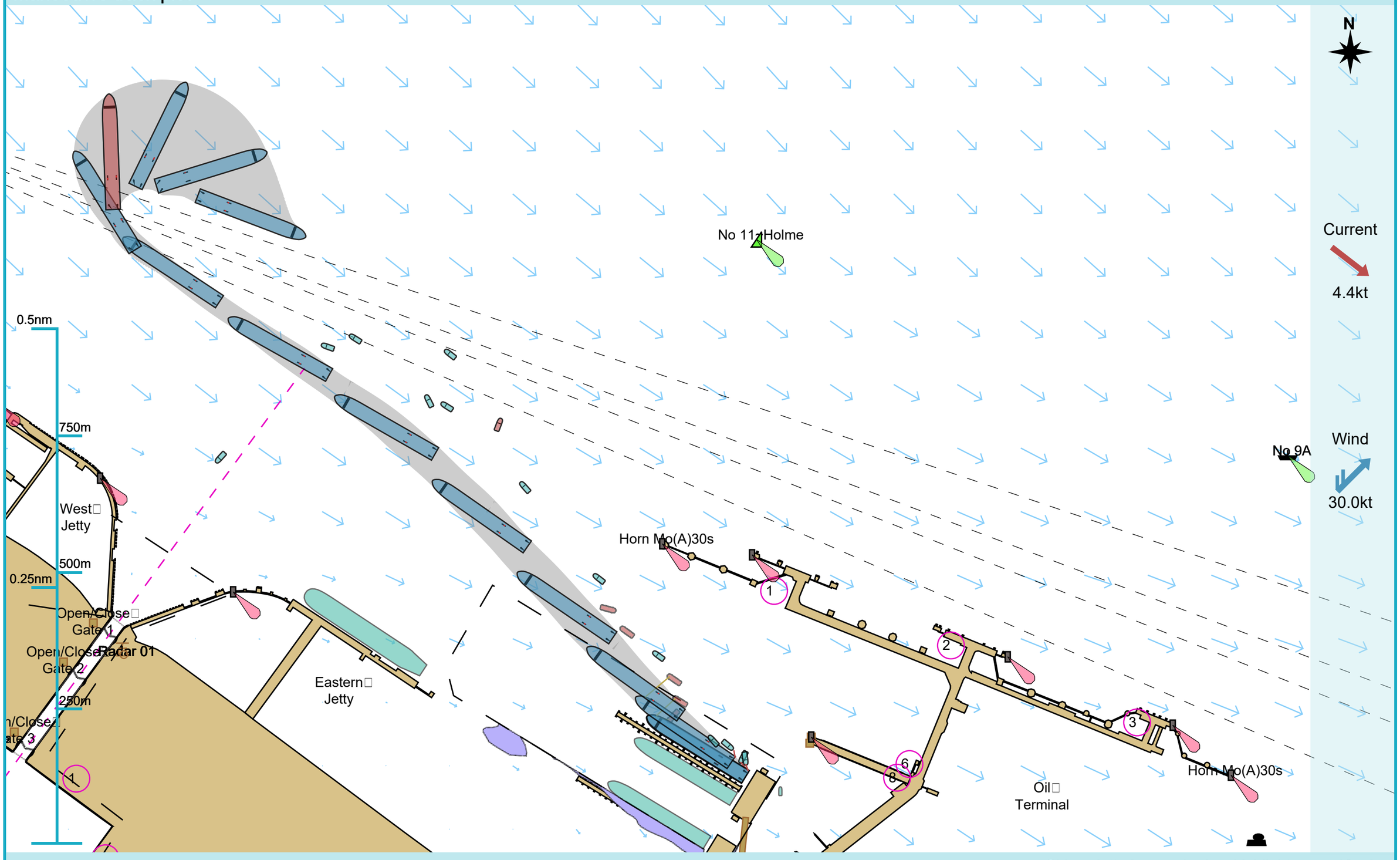

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

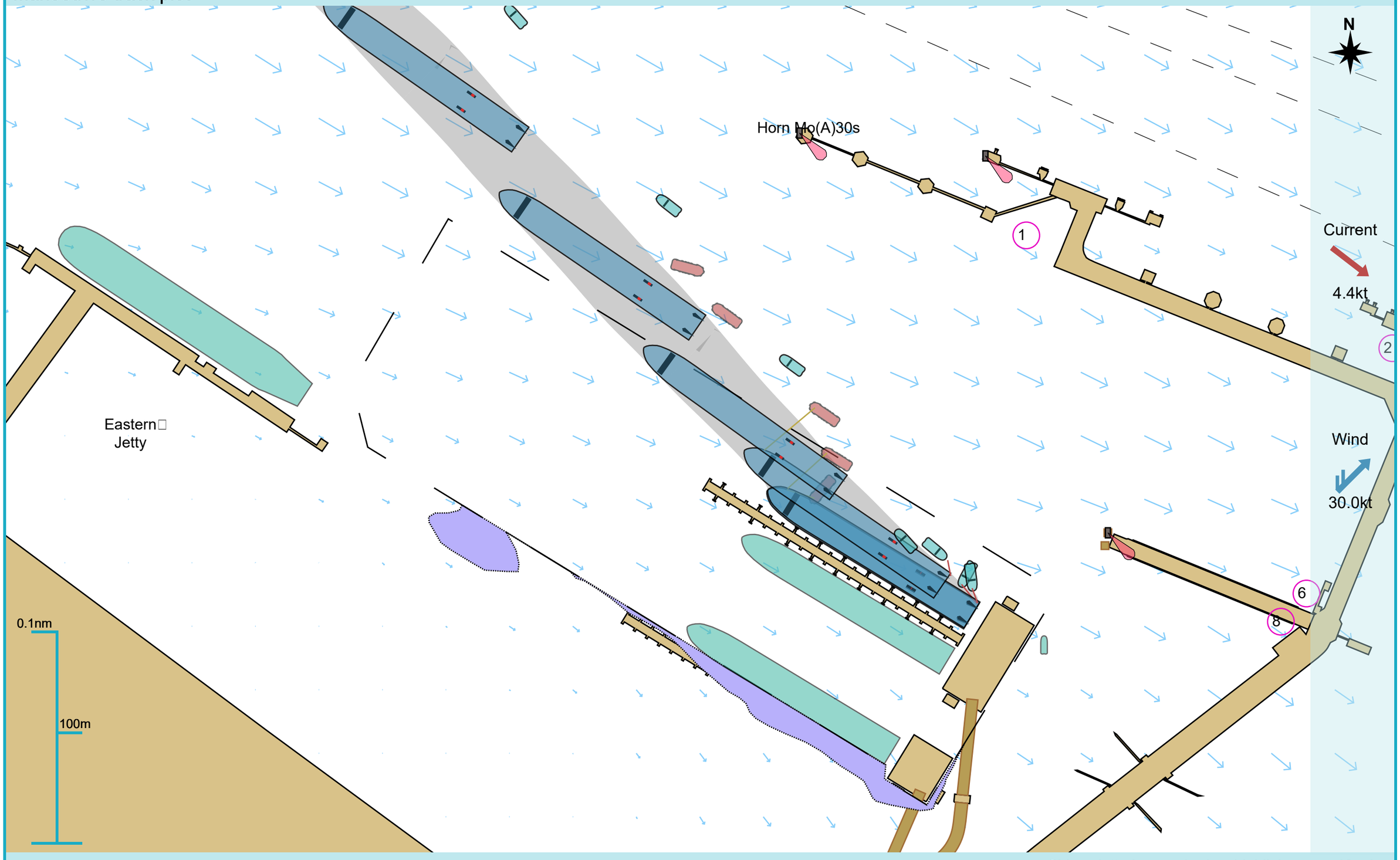

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

Manoeuvre track plot

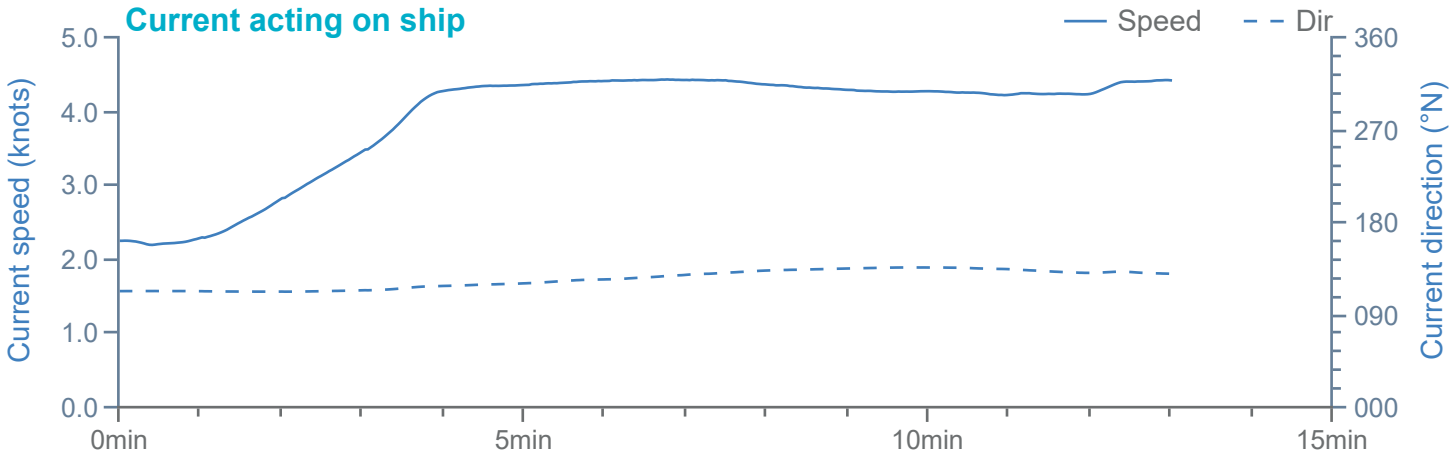


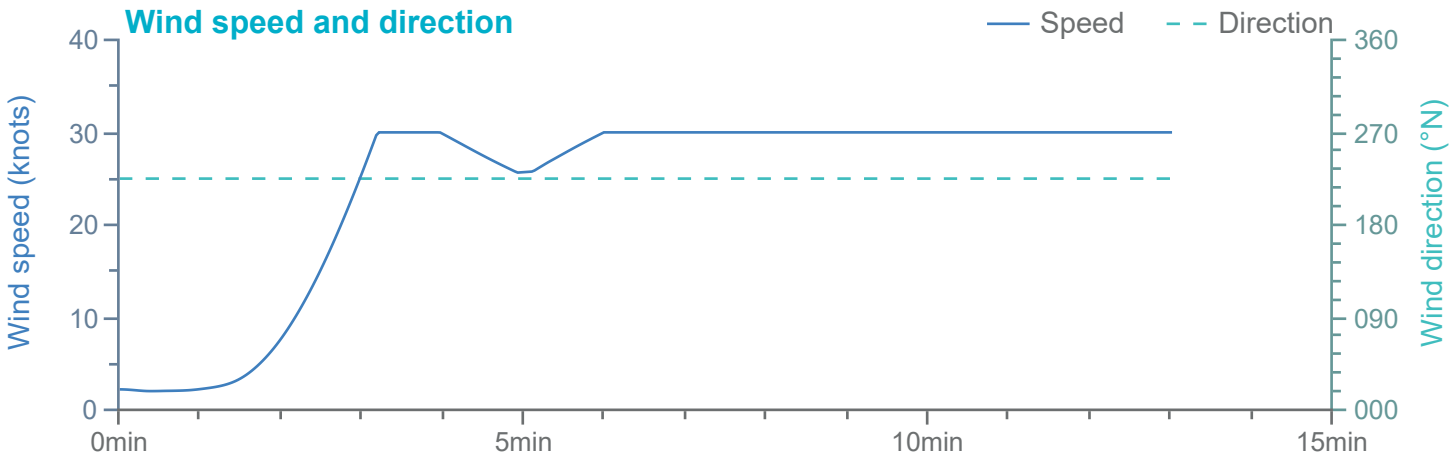
Ships plotted every 1 mins, highlight every 10 mins

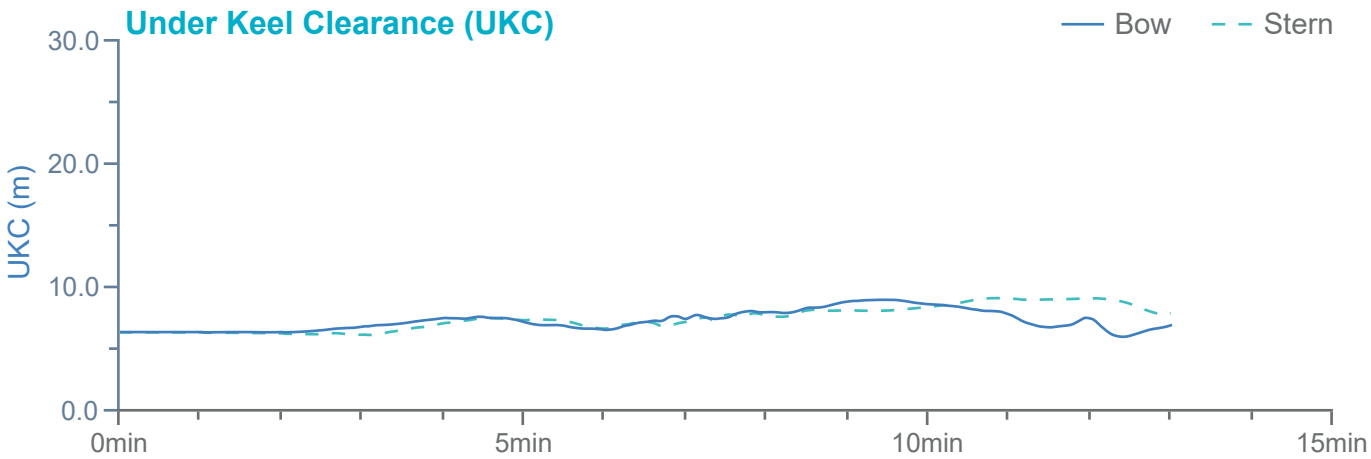
Manoeuvre track plot

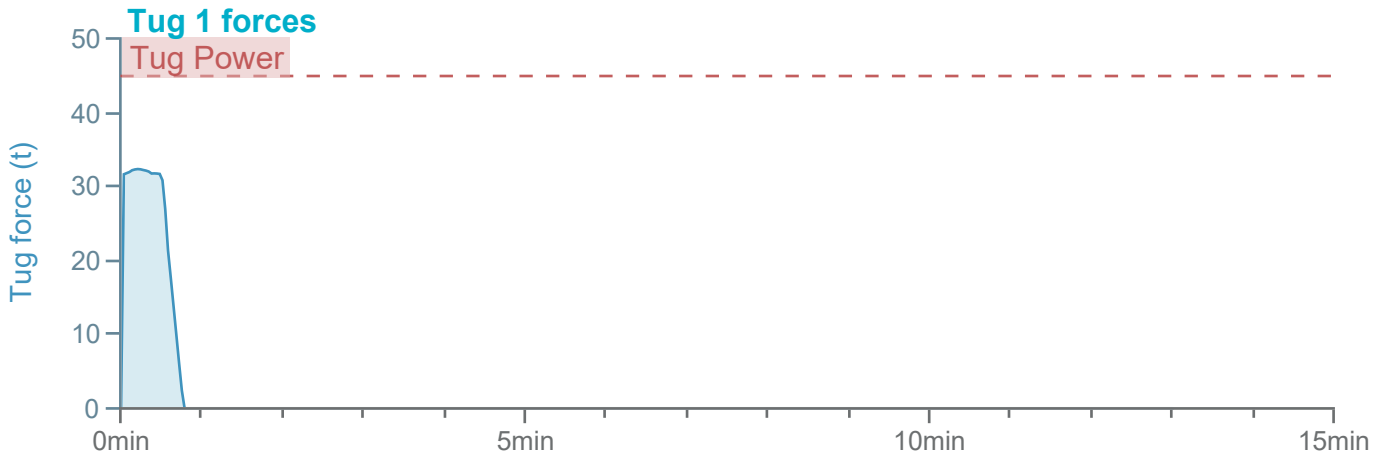


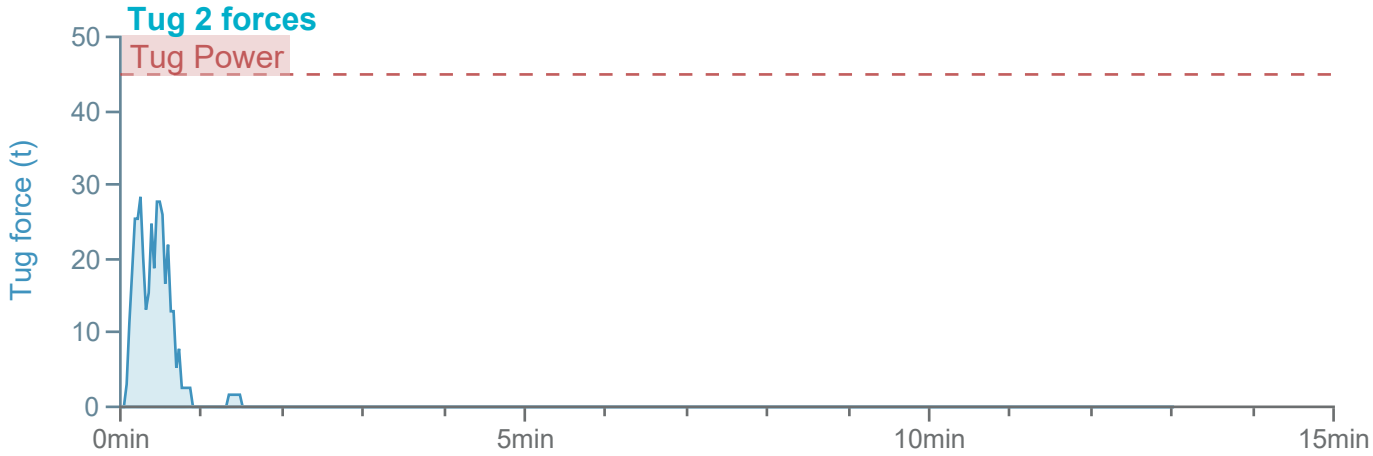
Ships plotted every 1 mins, highlight every 10 mins

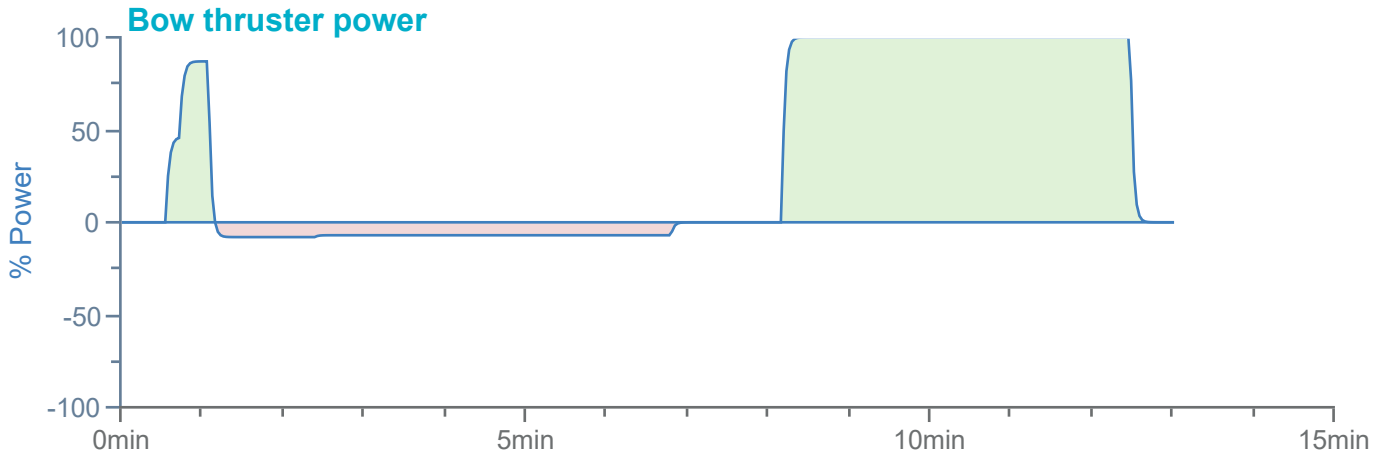

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min

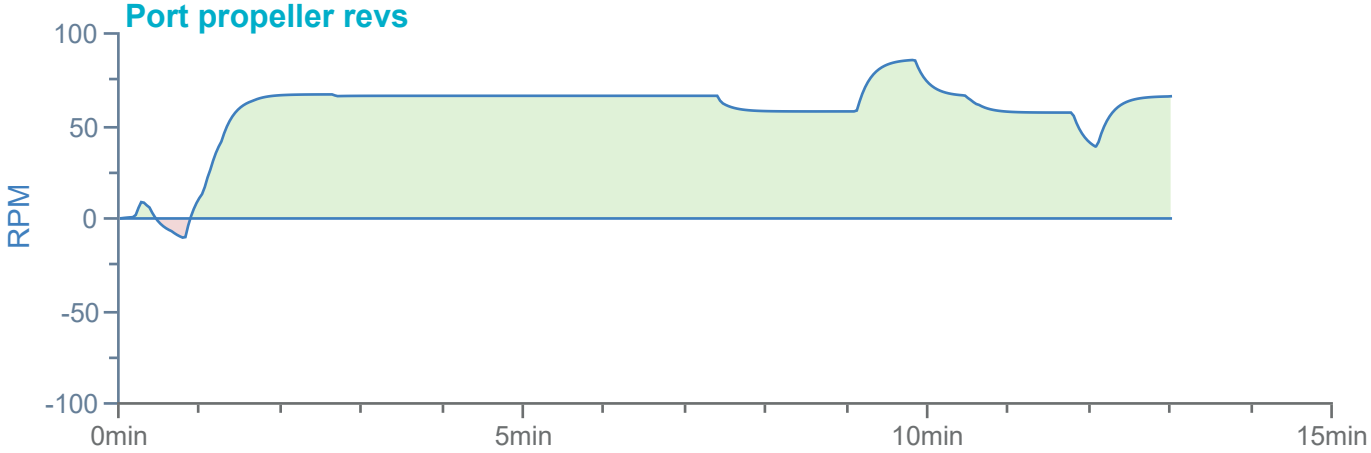

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min

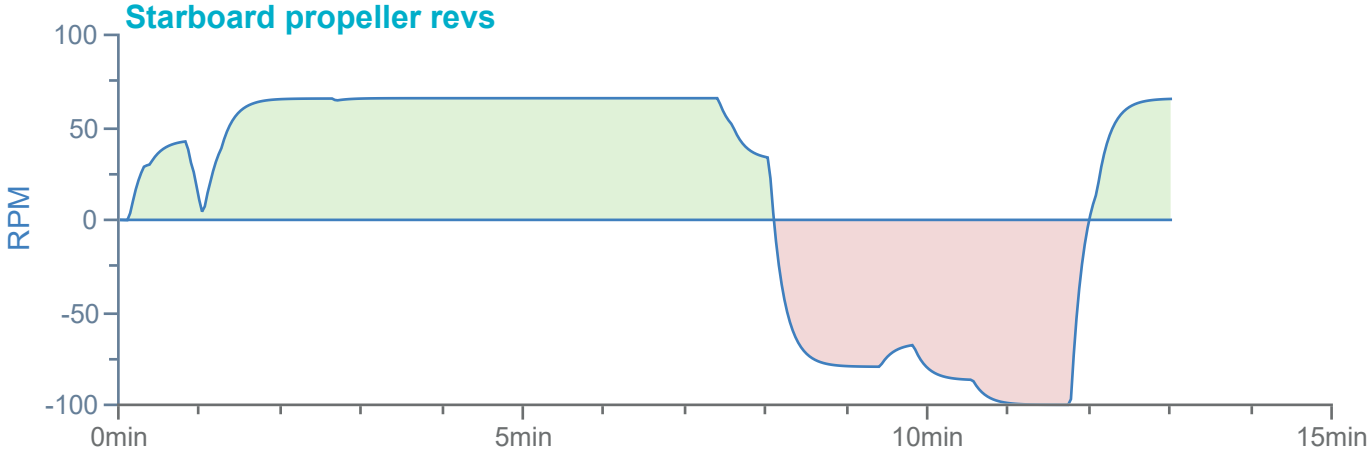

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min

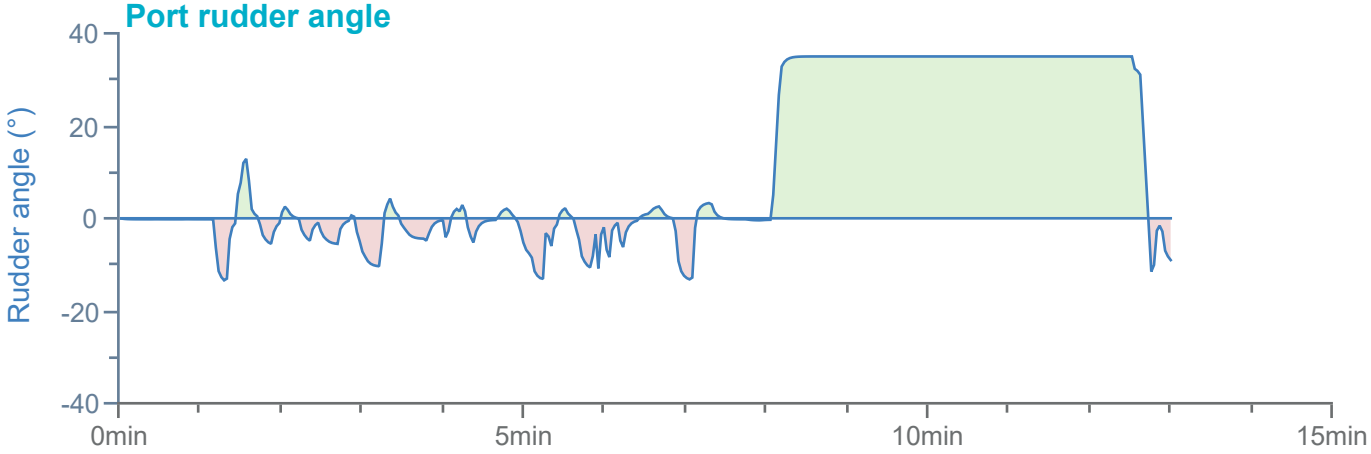
Port propeller revs



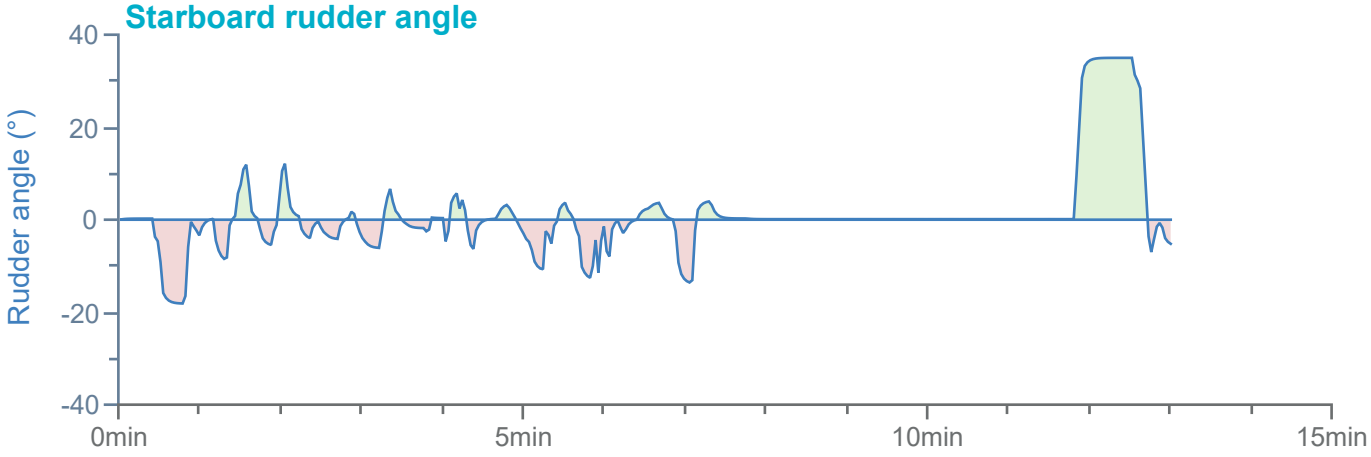
Starboard propeller revs

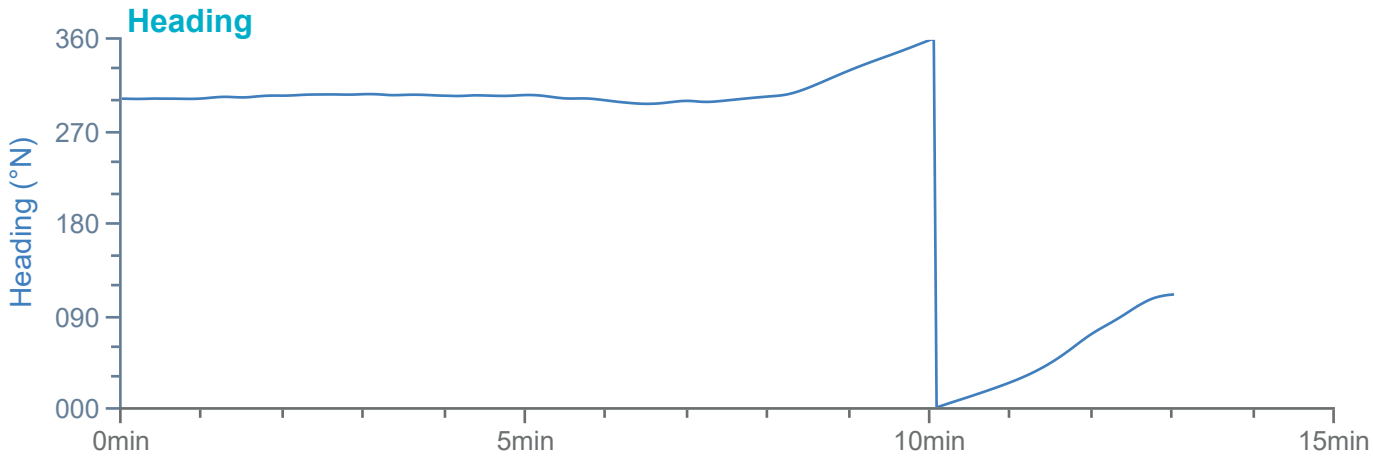


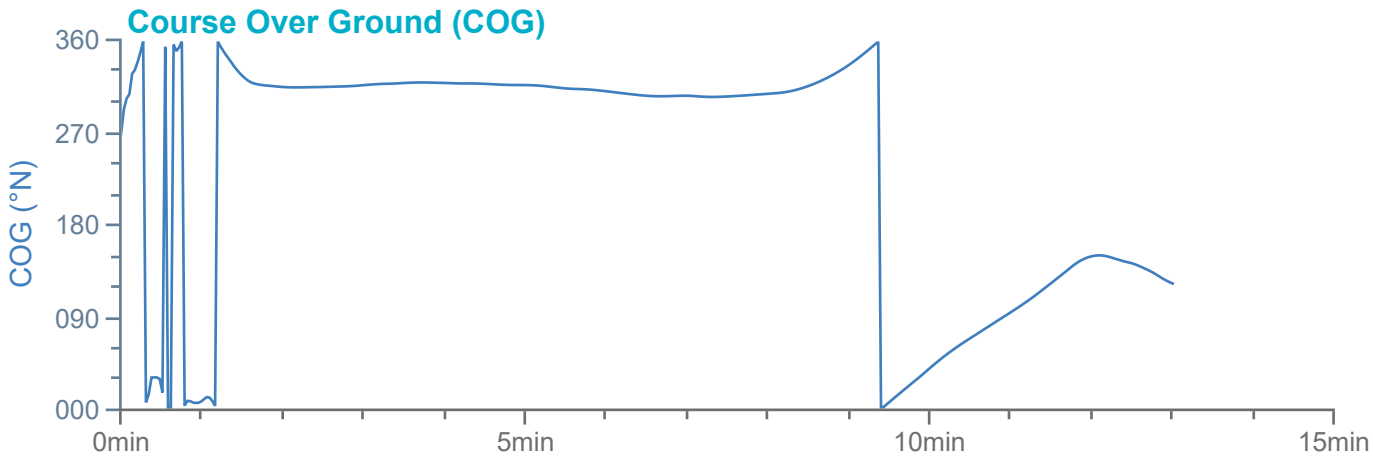
Port rudder angle

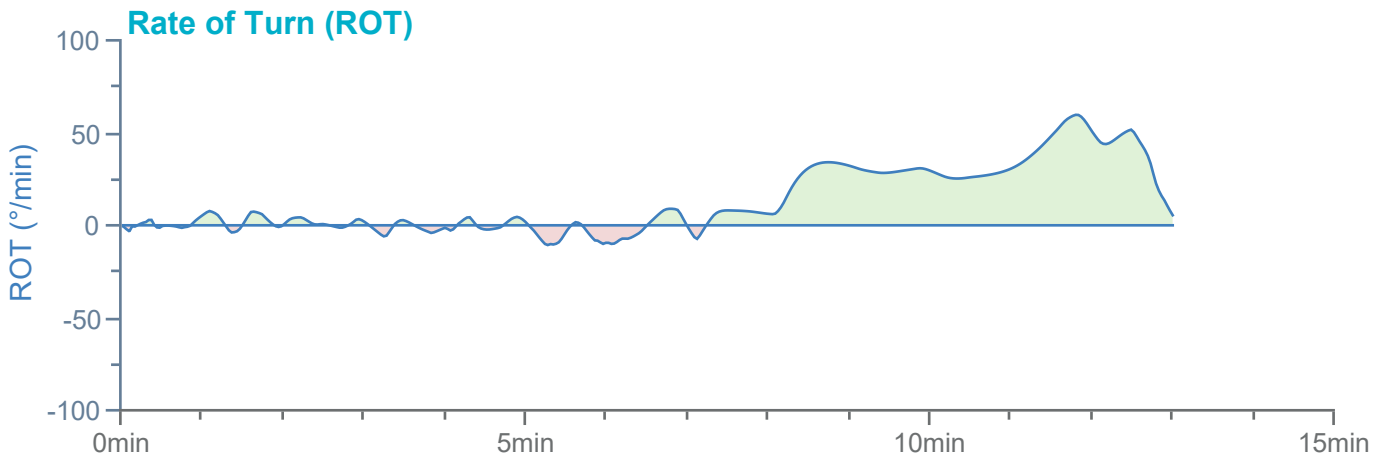


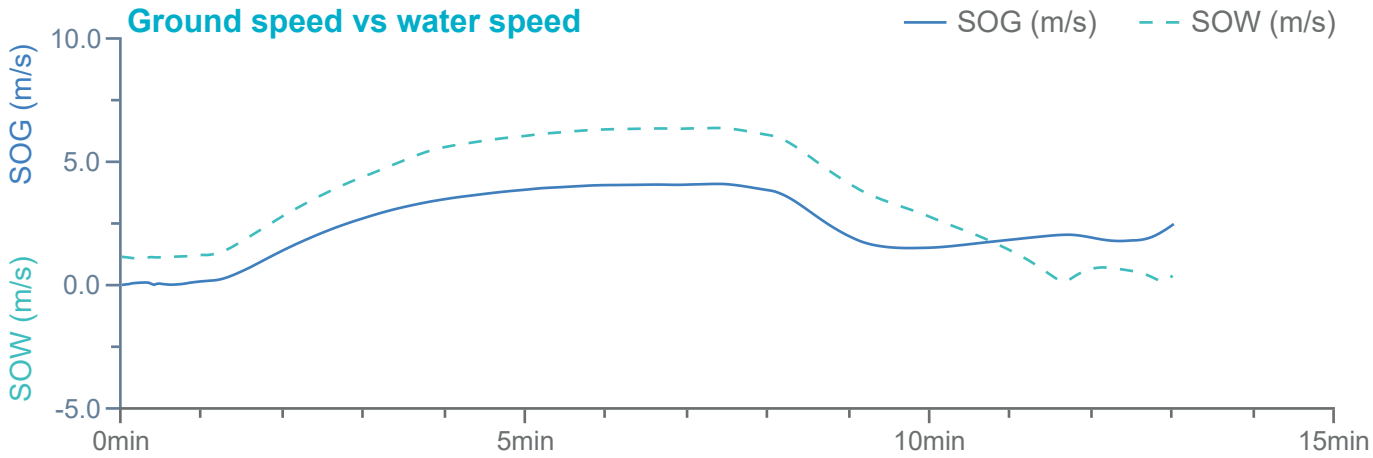
Starboard rudder angle

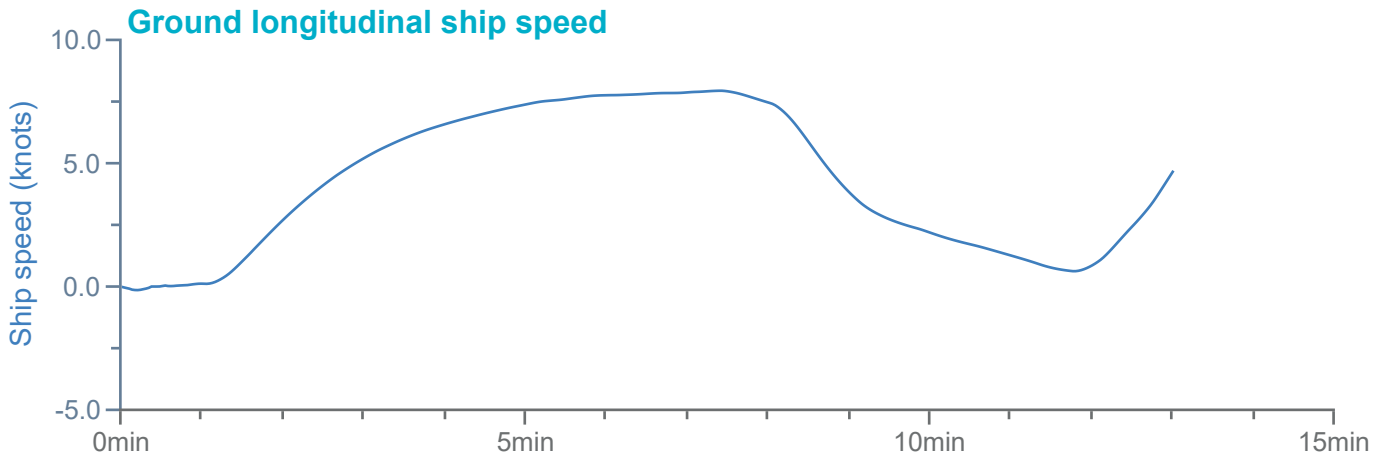


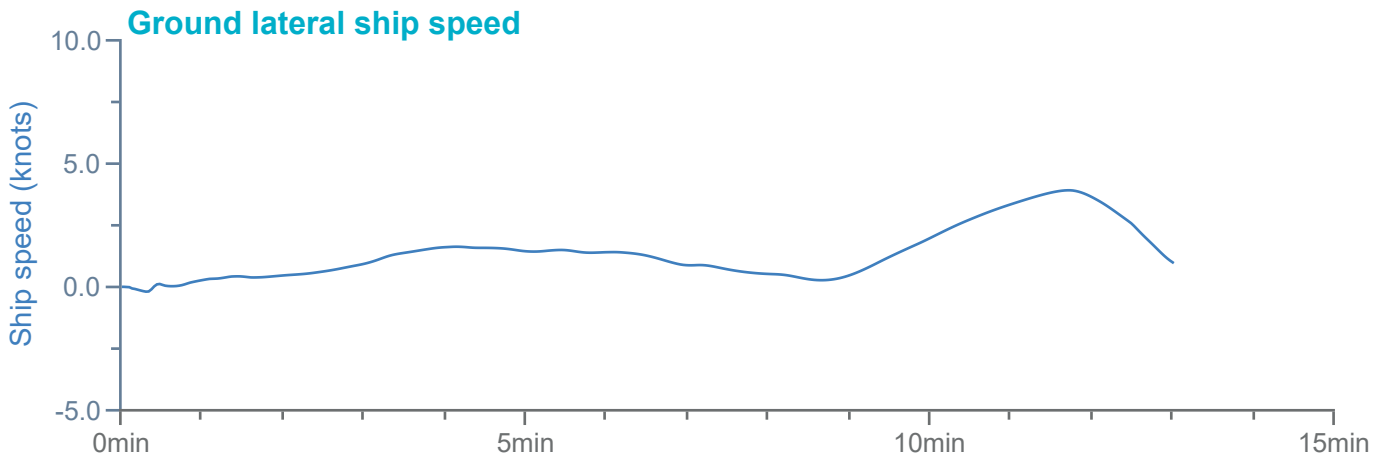

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min

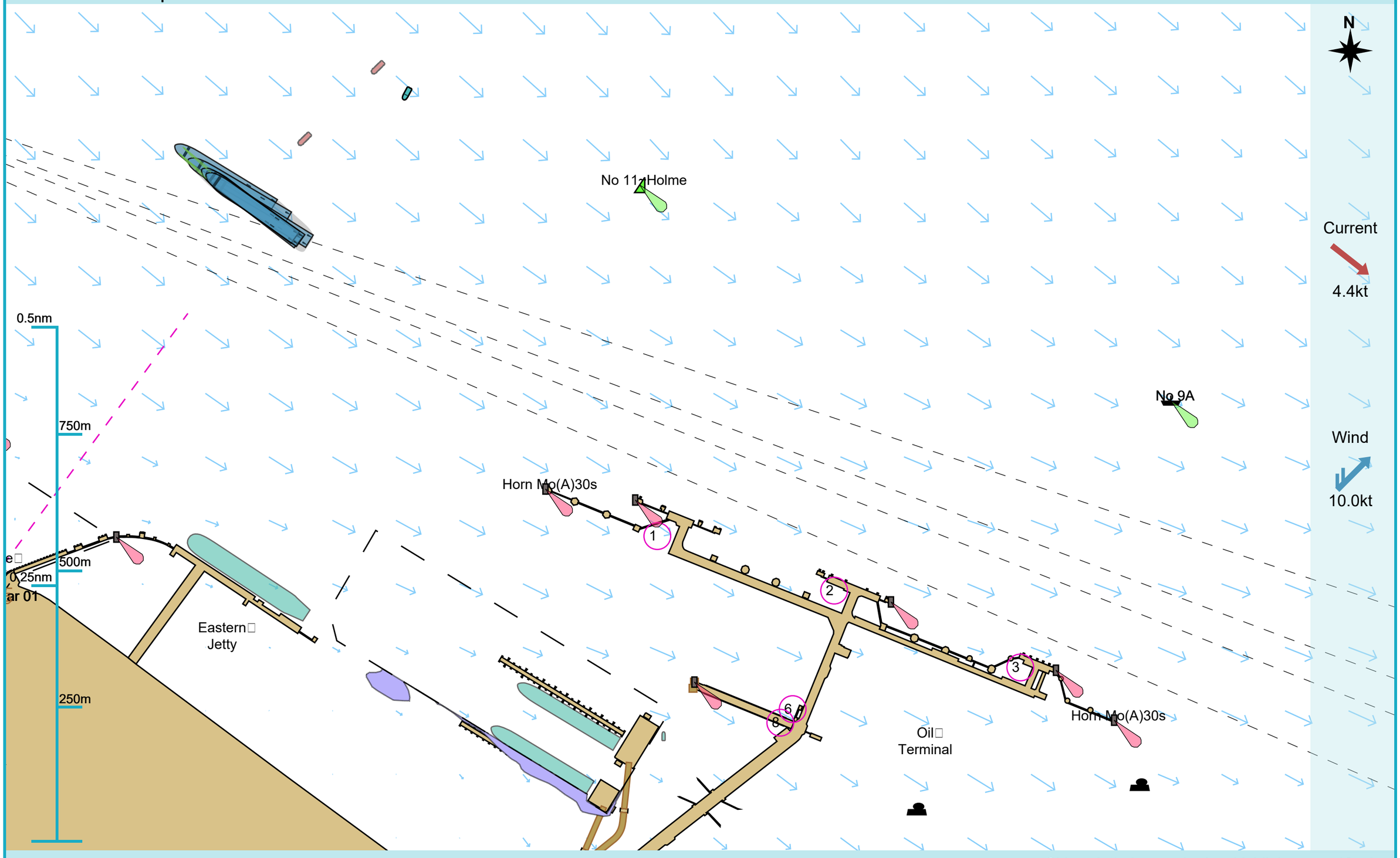

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

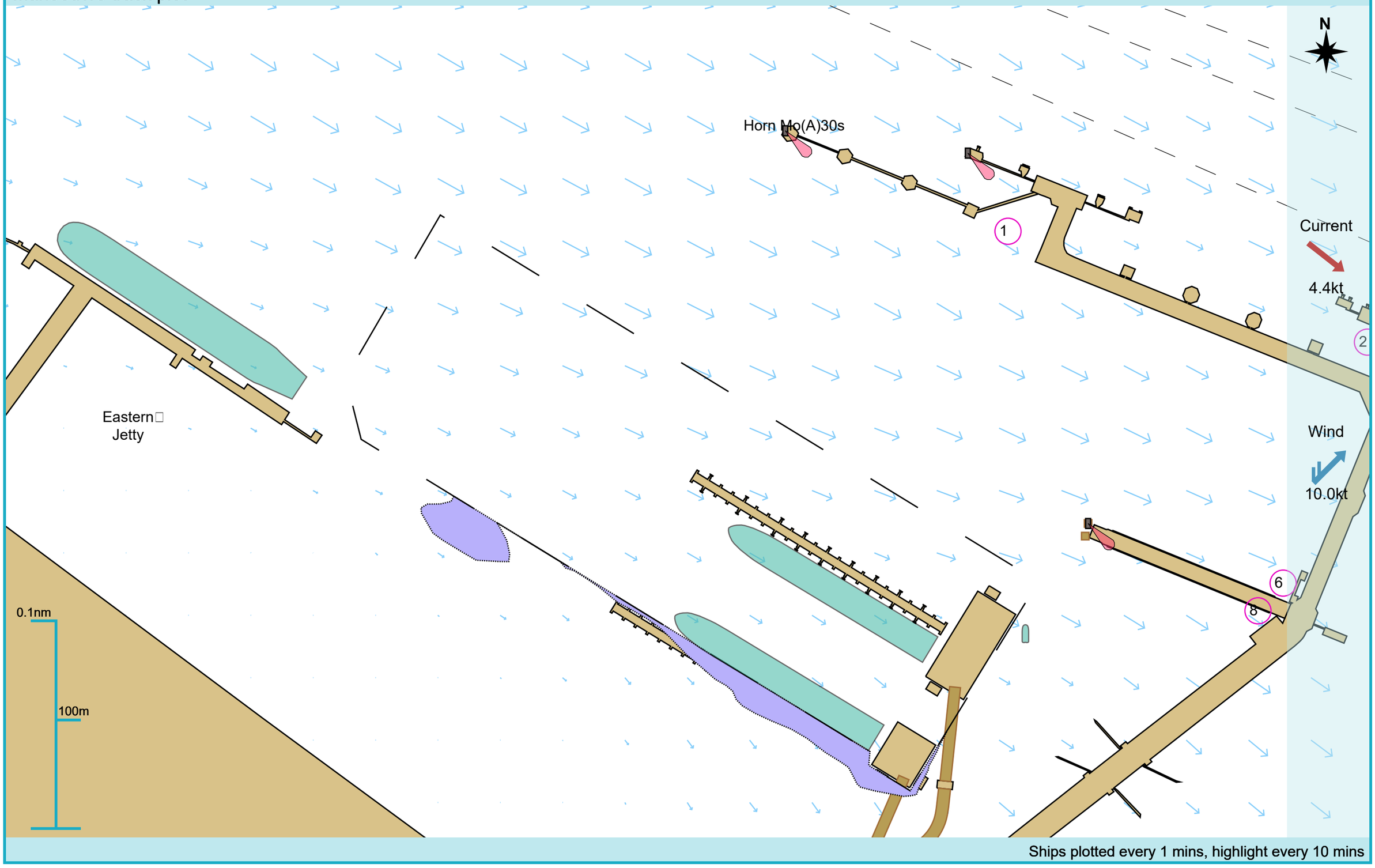

Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min


Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

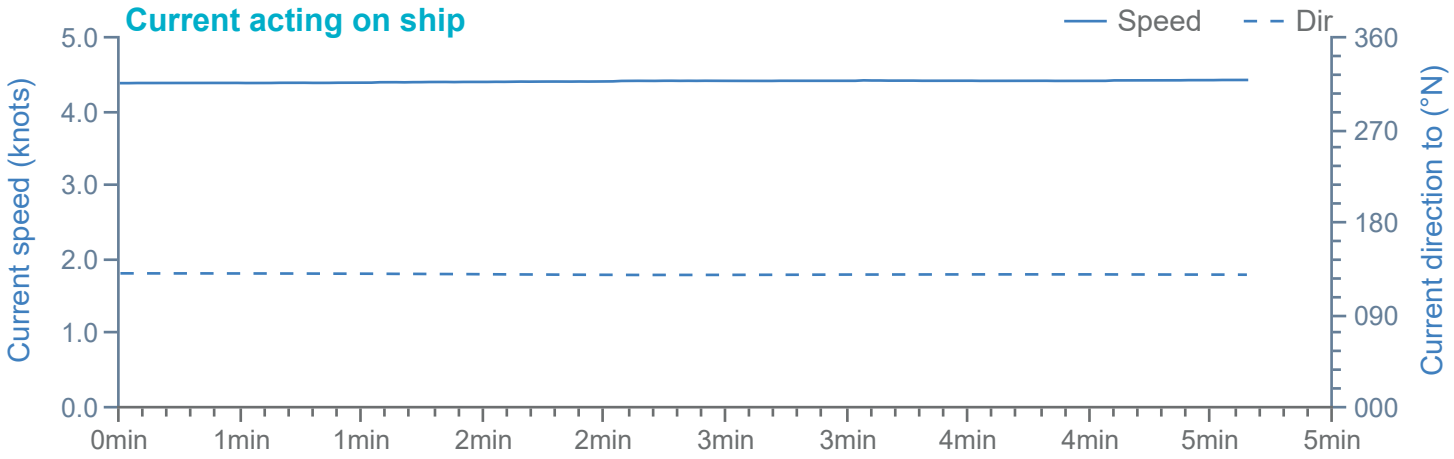
Manoeuvre track plot

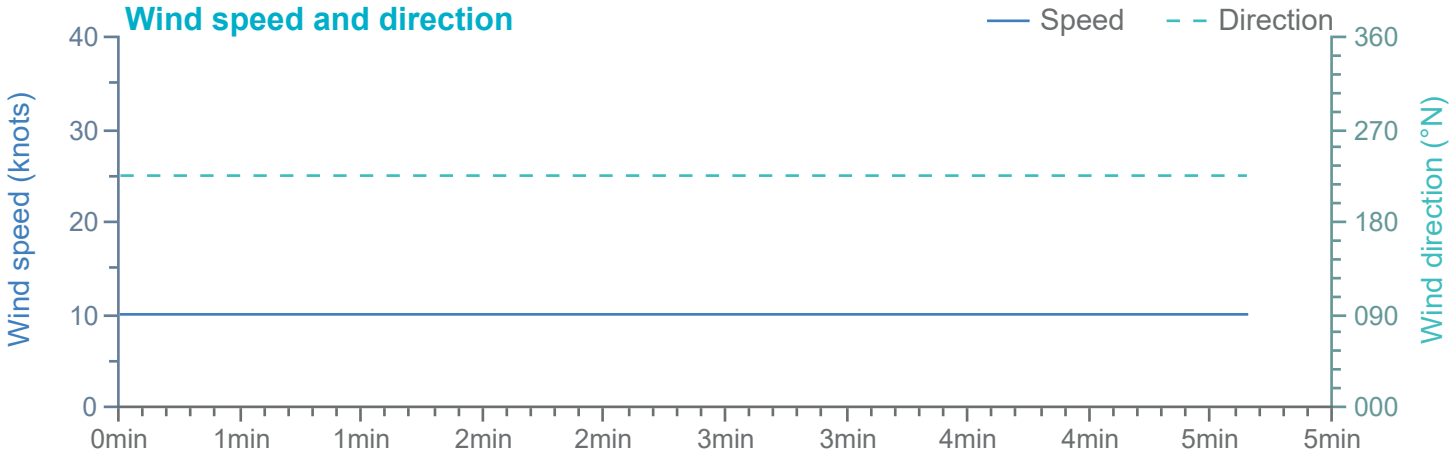


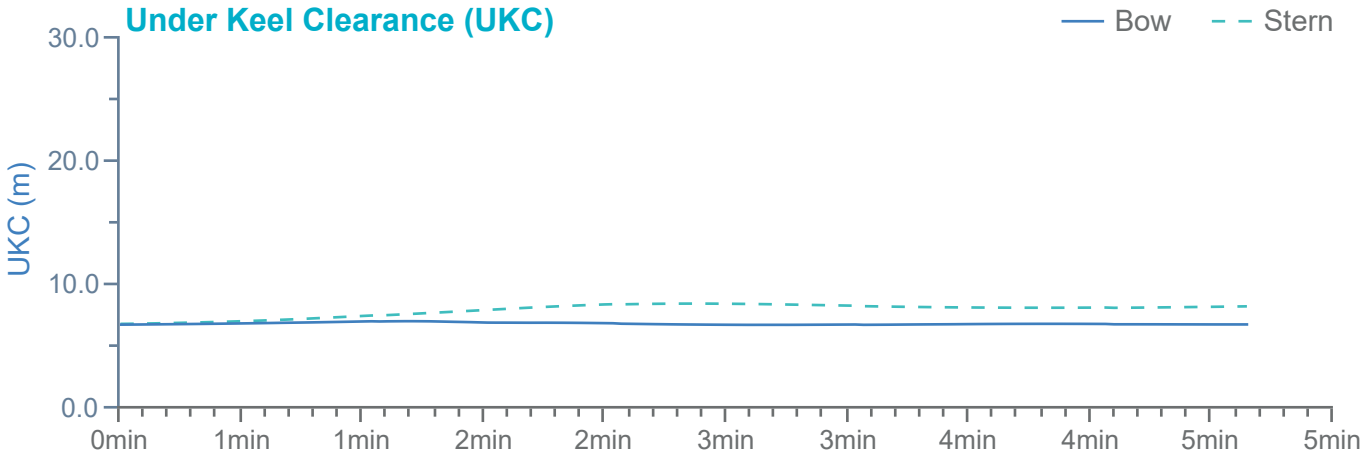
Manoeuvre track plot



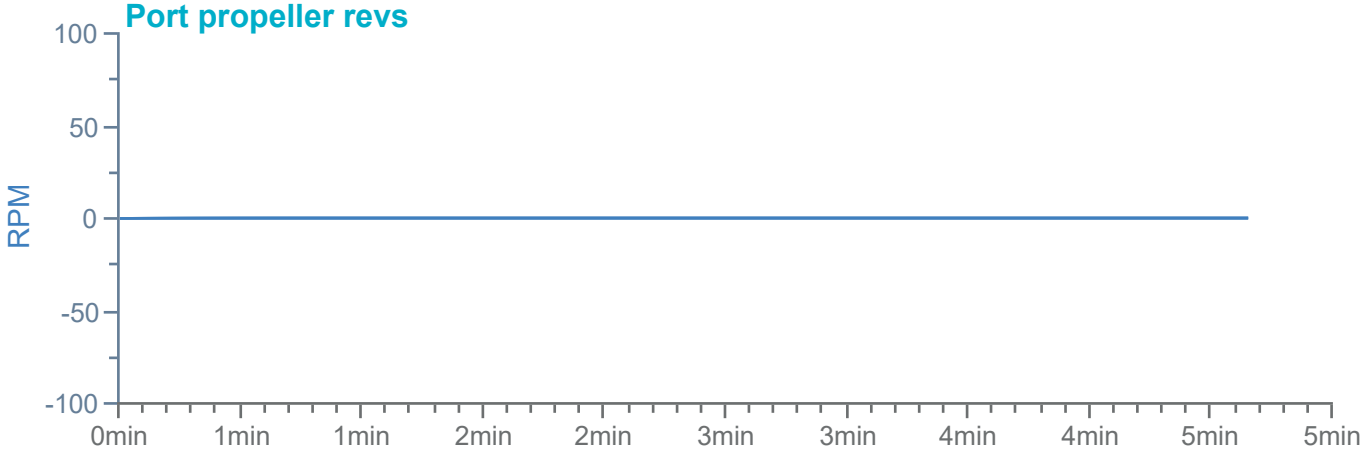
Ships plotted every 1 mins, highlight every 10 mins


Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

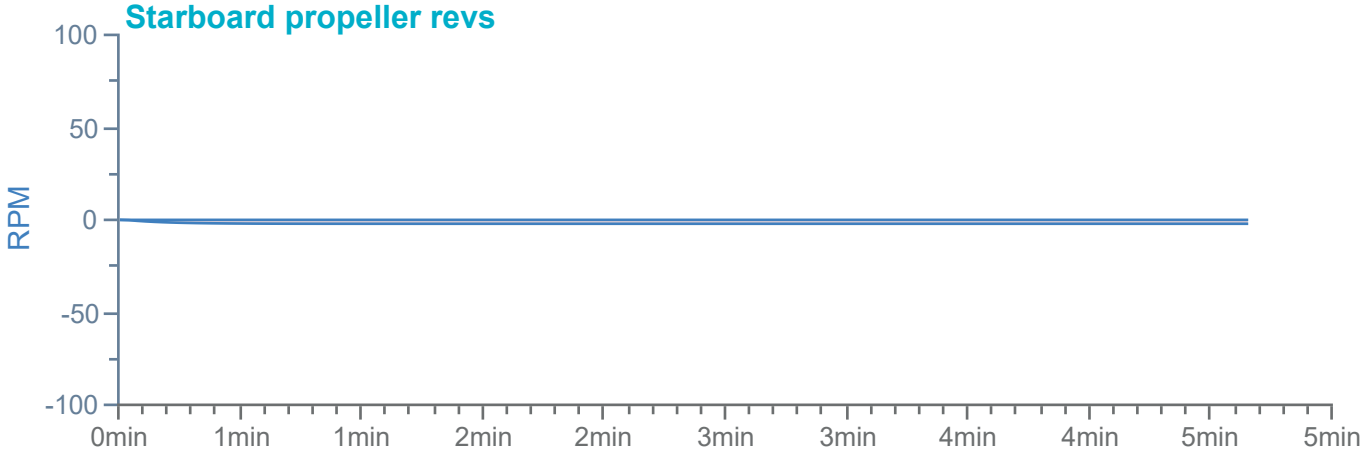

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min


Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

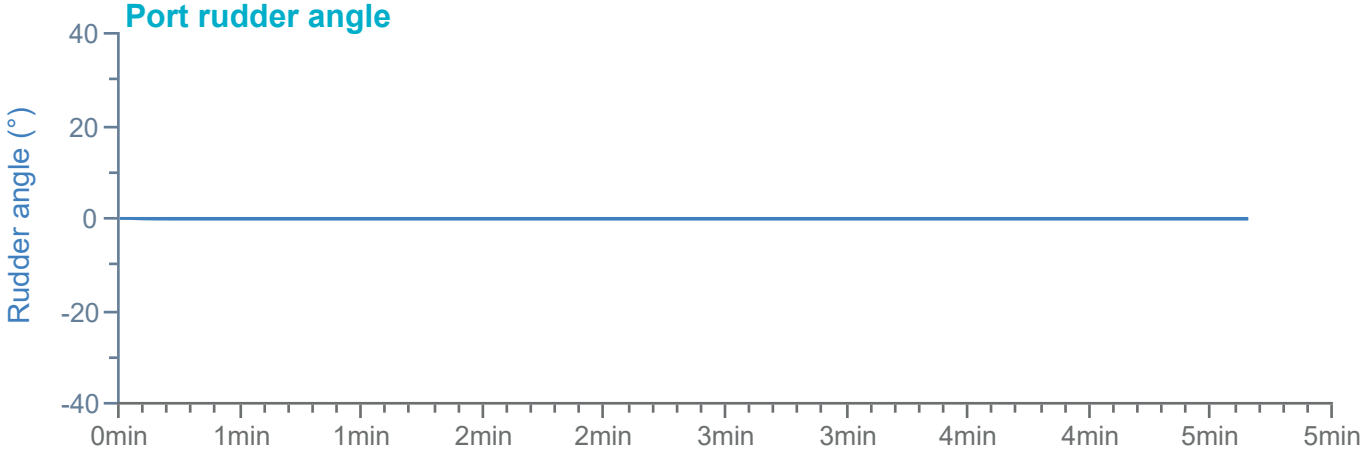
Port propeller revs



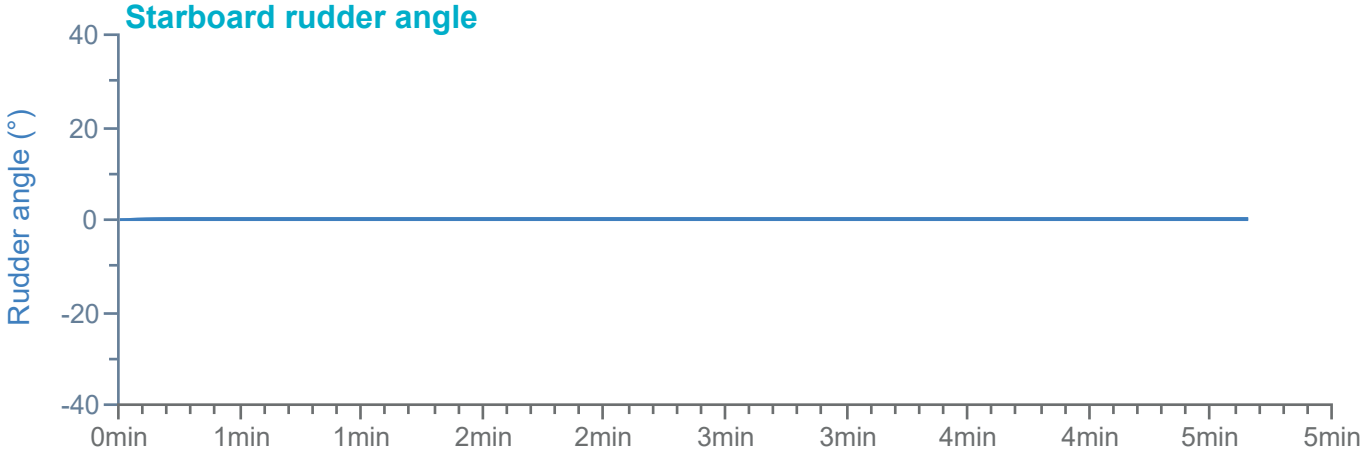
Starboard propeller revs

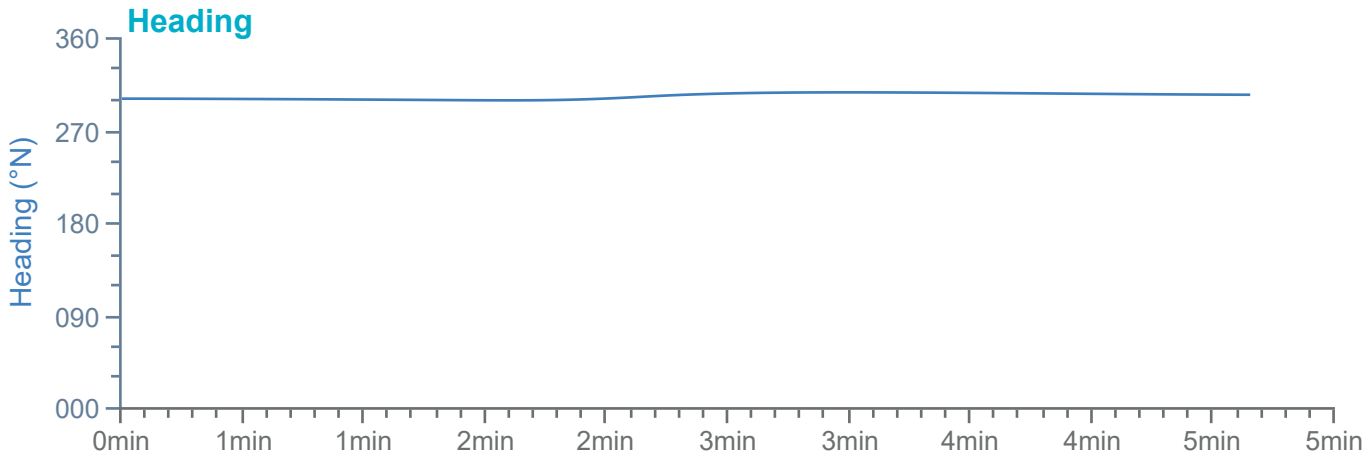


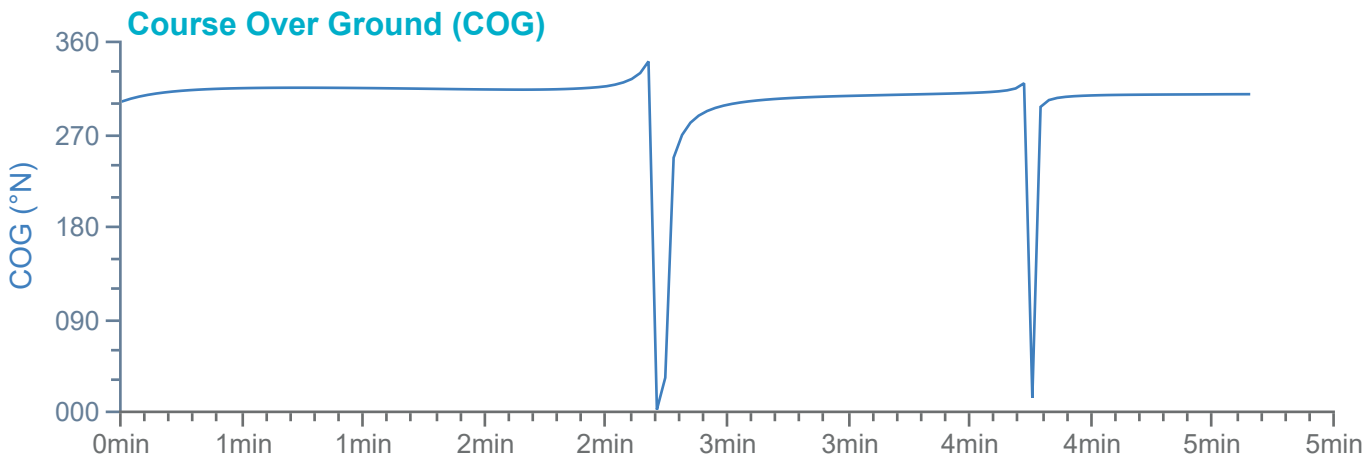
Port rudder angle

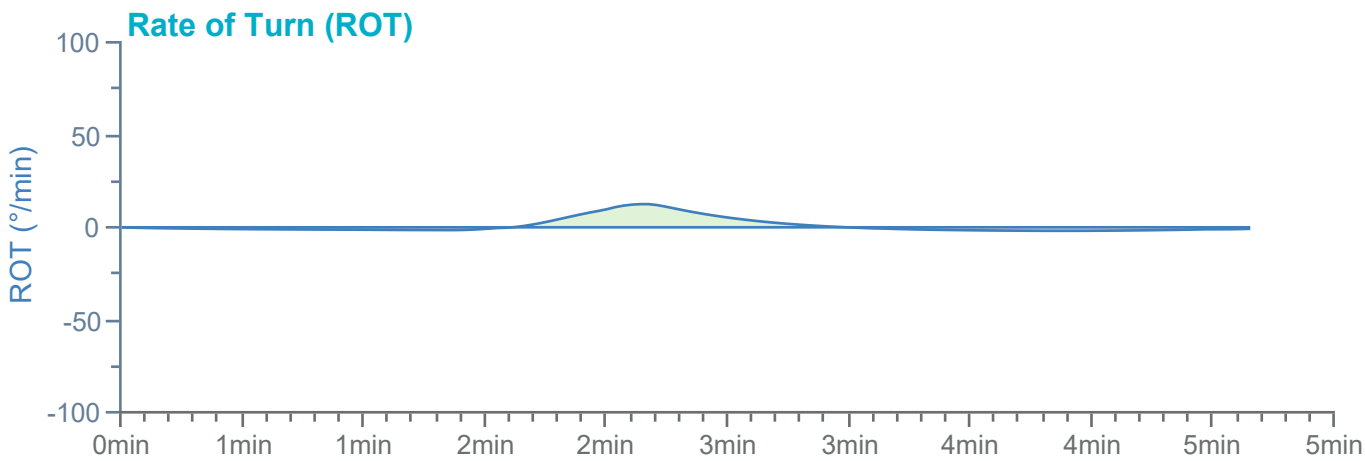


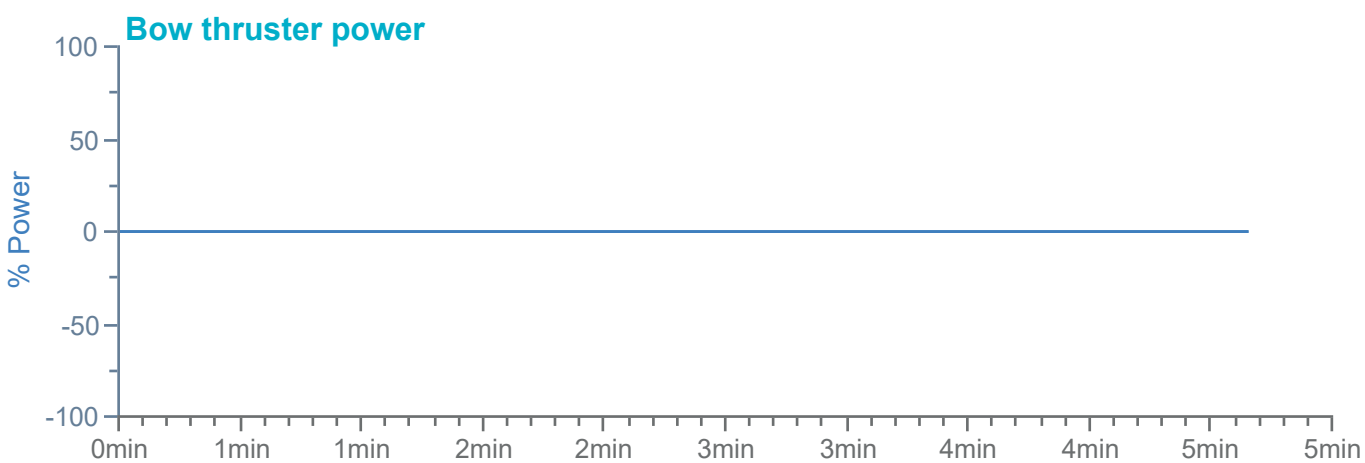
Starboard rudder angle



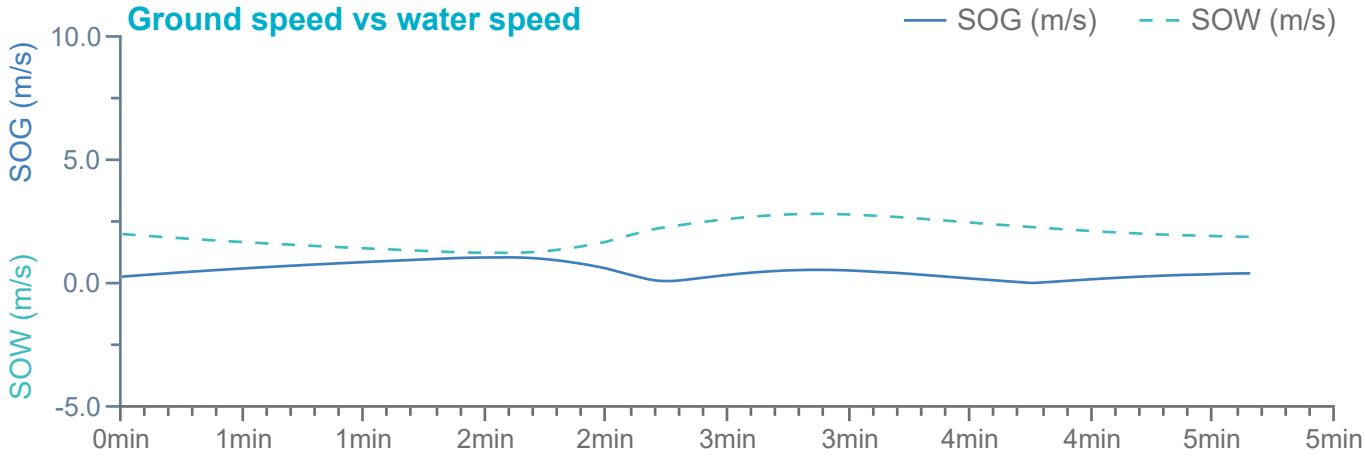

Heading
Heading (°N)
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

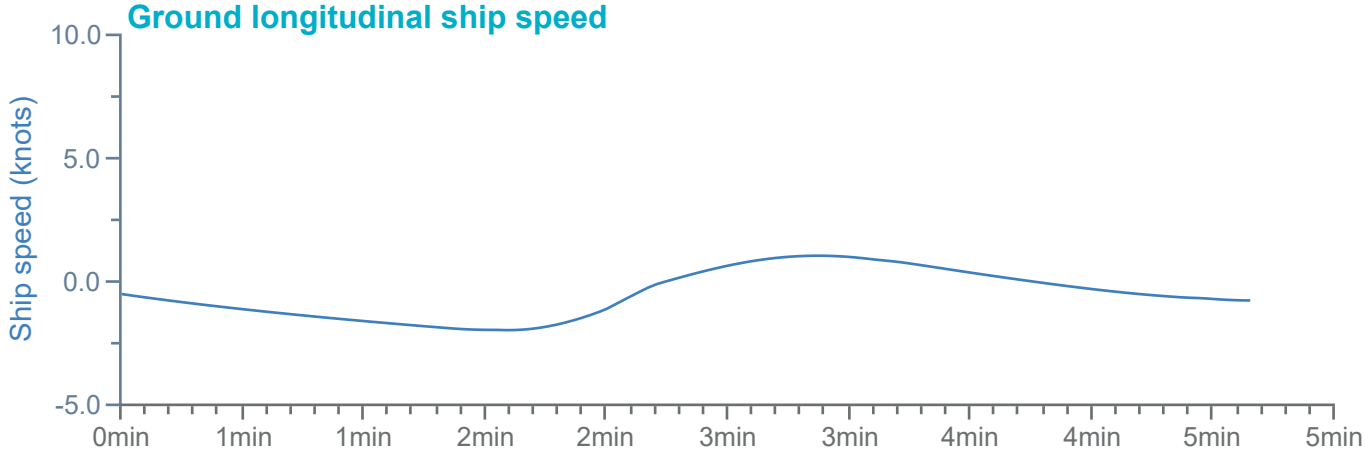

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min


Bow thruster power
% Power
100
50
0
-50
-100
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

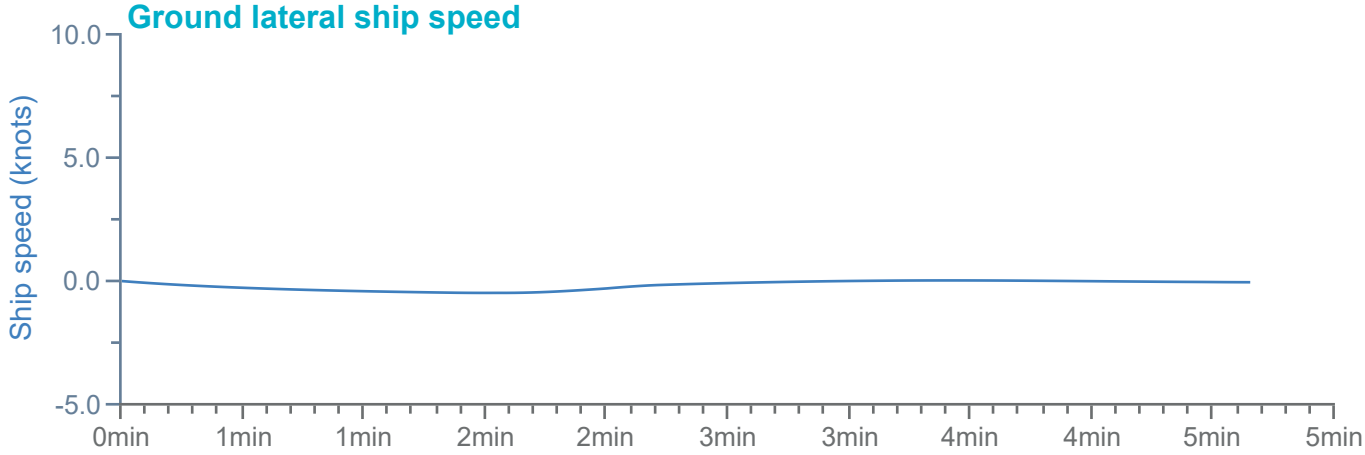
Ground speed vs water speed



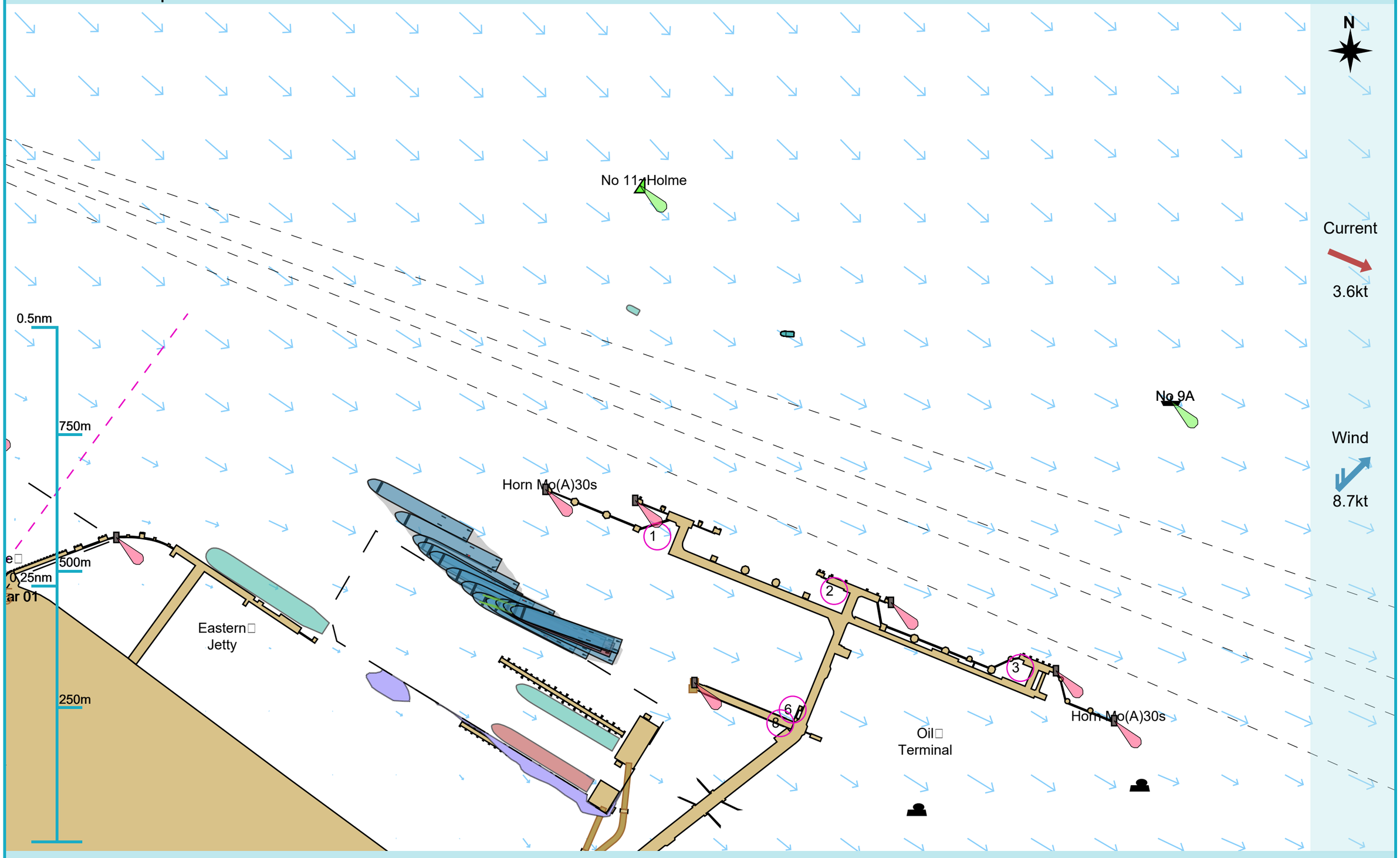
Ground longitudinal ship speed



Ground lateral ship speed

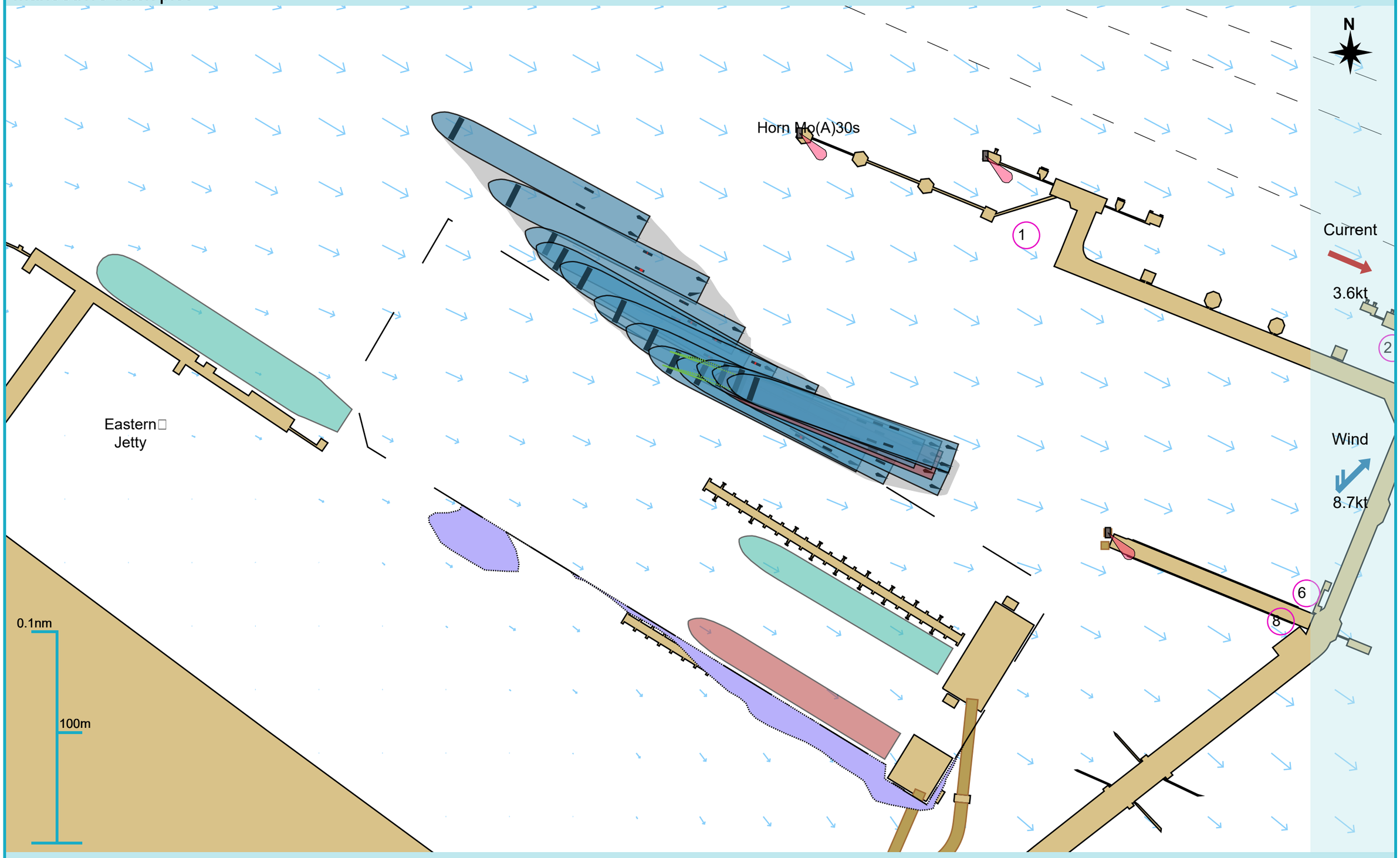


Manoeuvre track plot

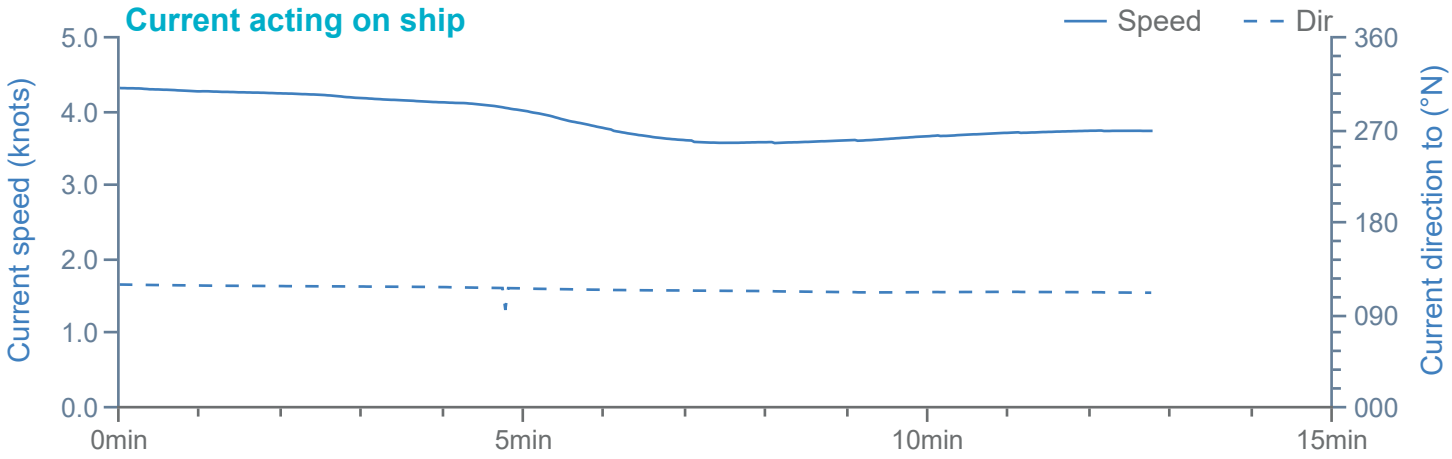


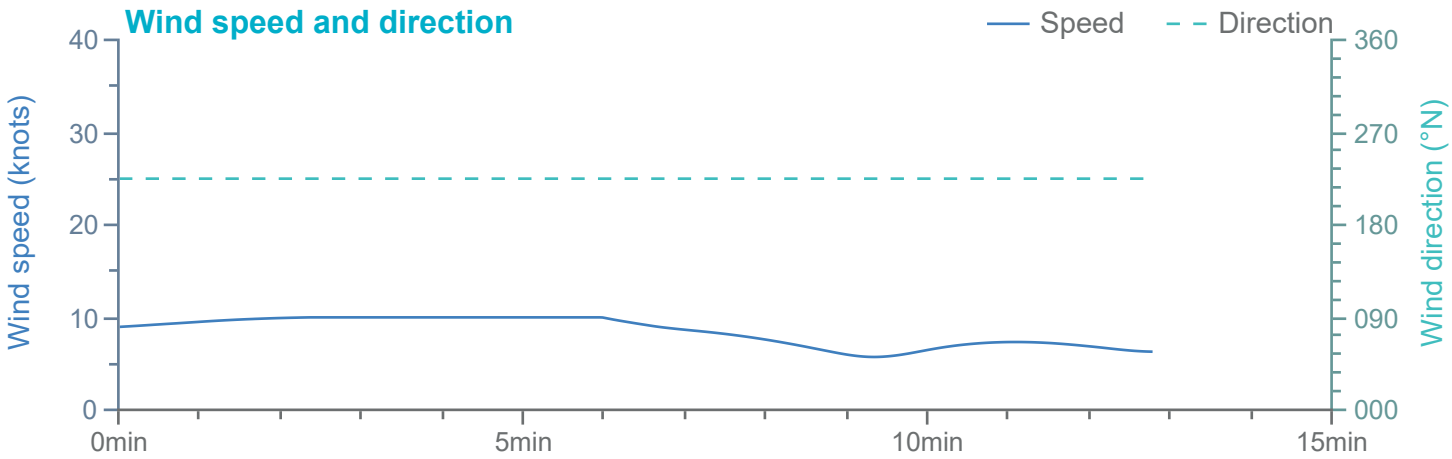
Ships plotted every 1 mins, highlight every 10 mins

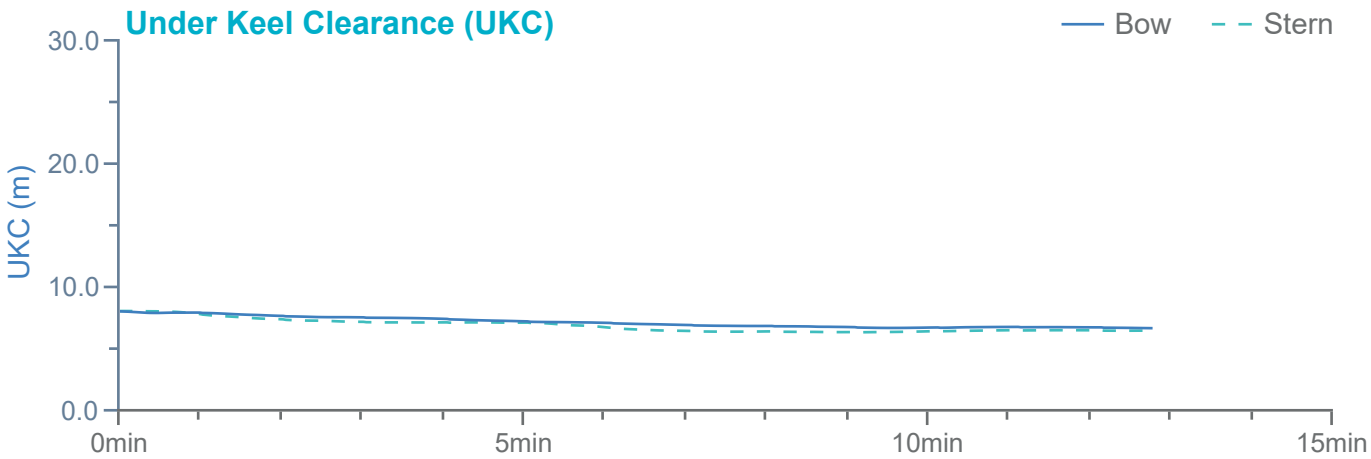
Manoeuvre track plot

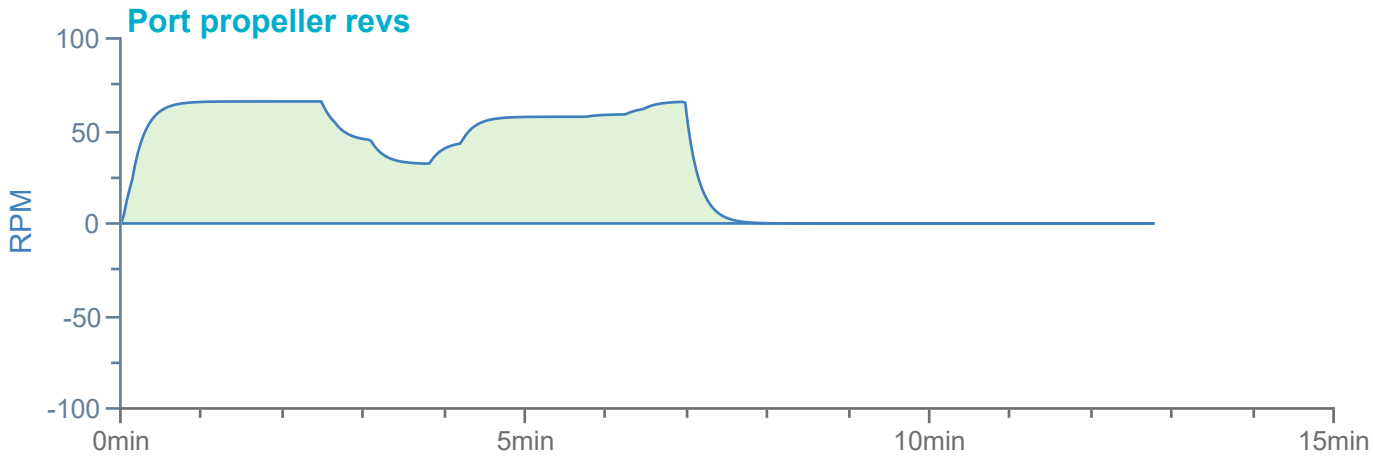


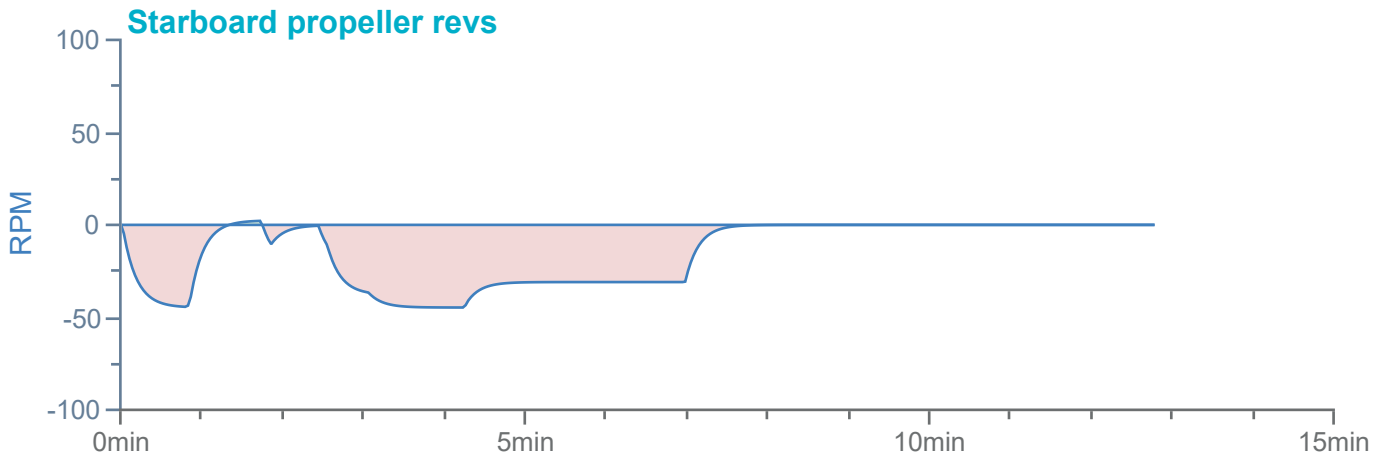
Ships plotted every 1 mins, highlight every 10 mins

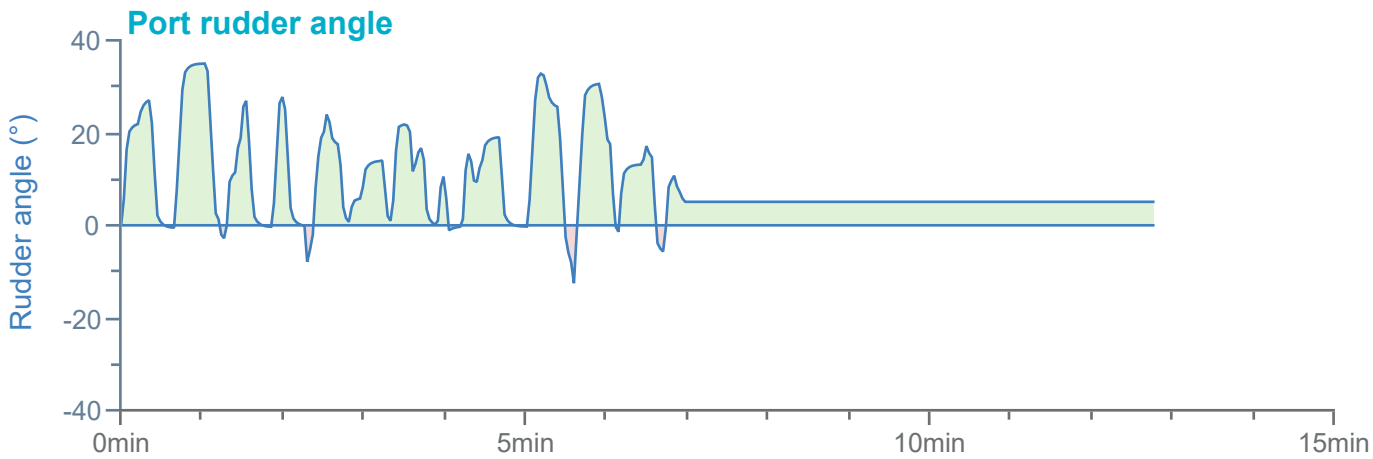

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min

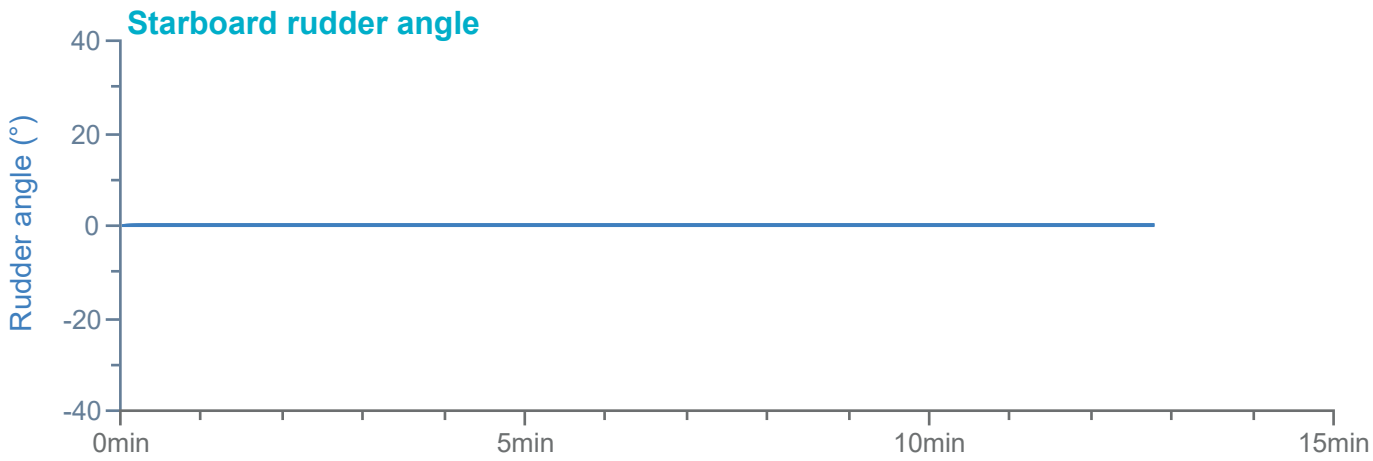

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min

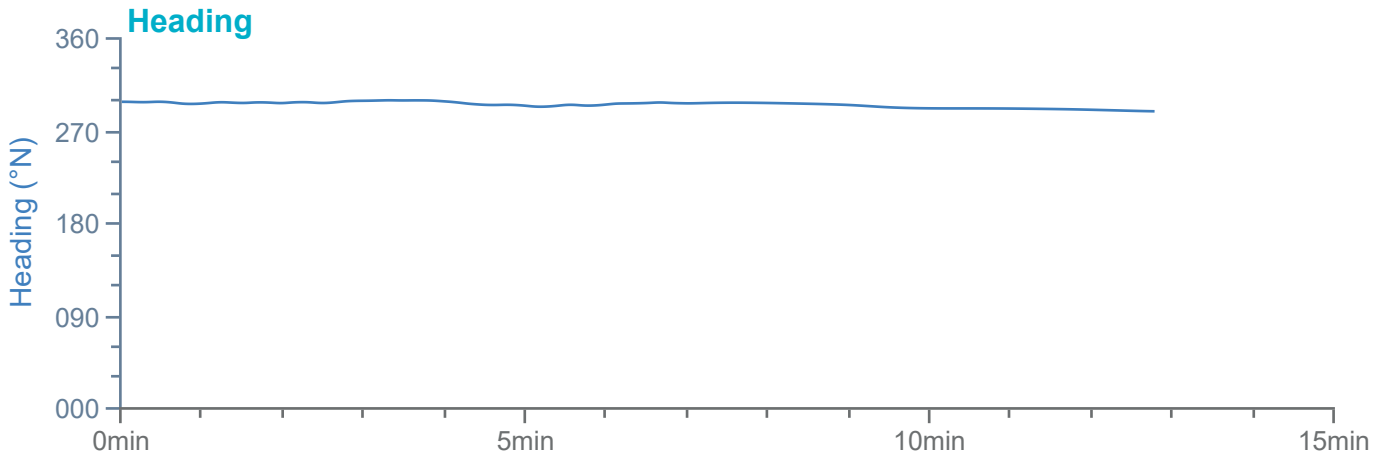

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min

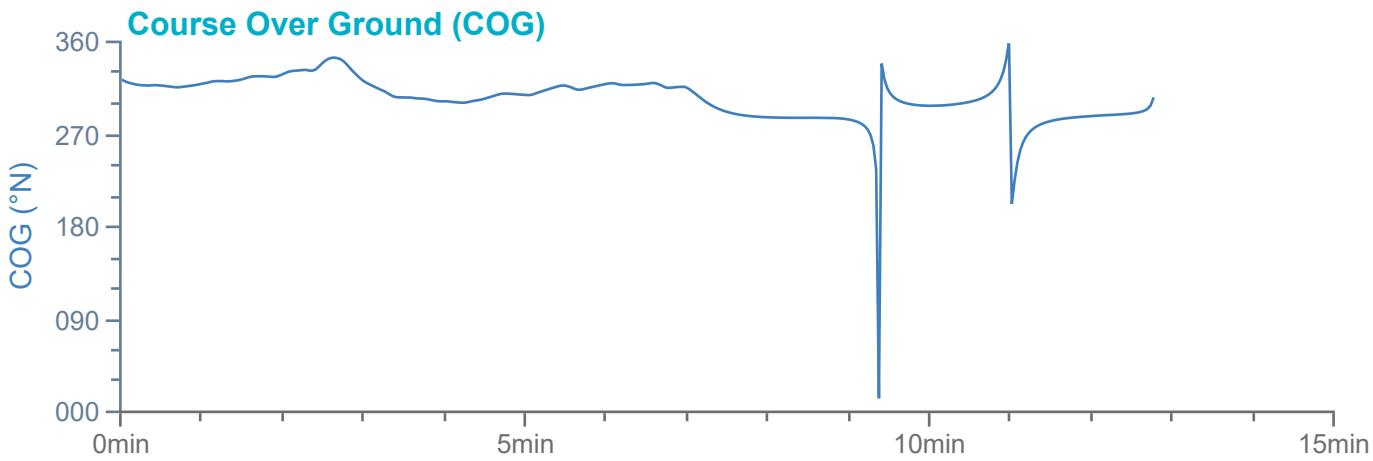

Port propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min
15min

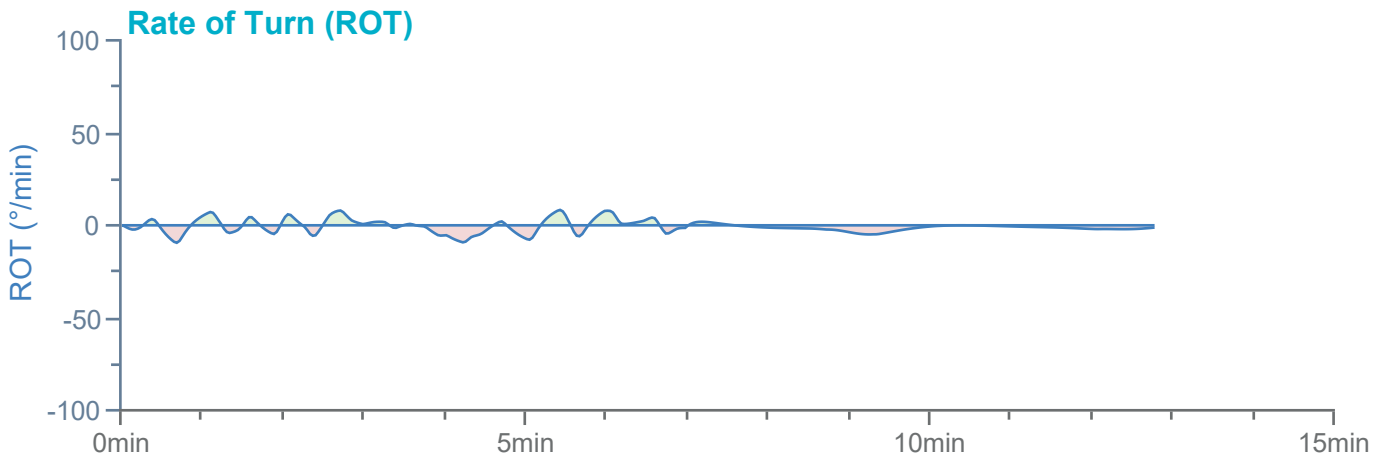

Starboard propeller revs
RPM
100
50
0
-50
-100
0min
5min
10min
15min

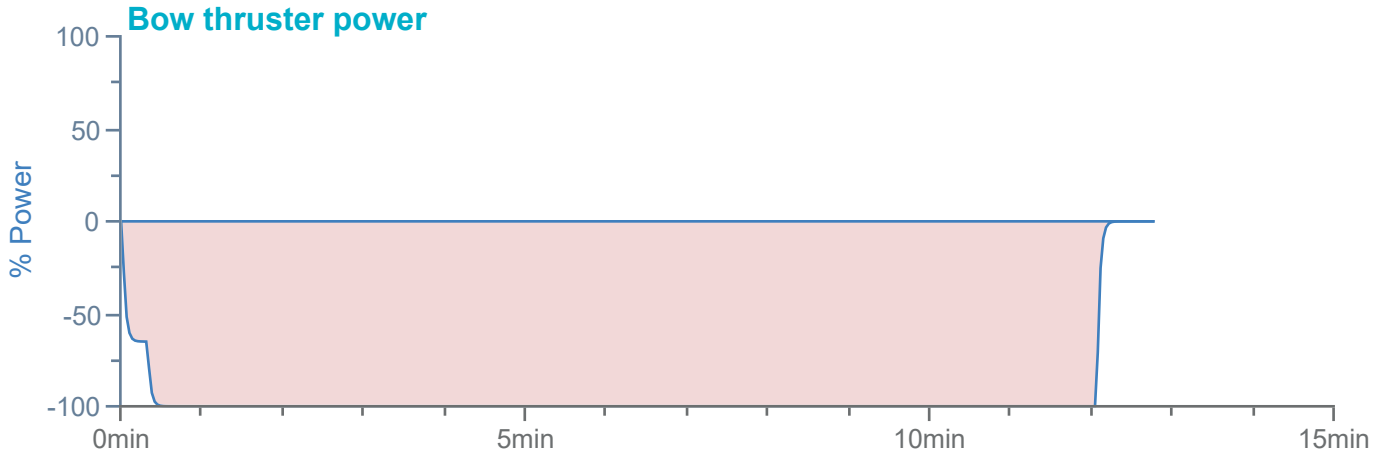

Port rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min
15min

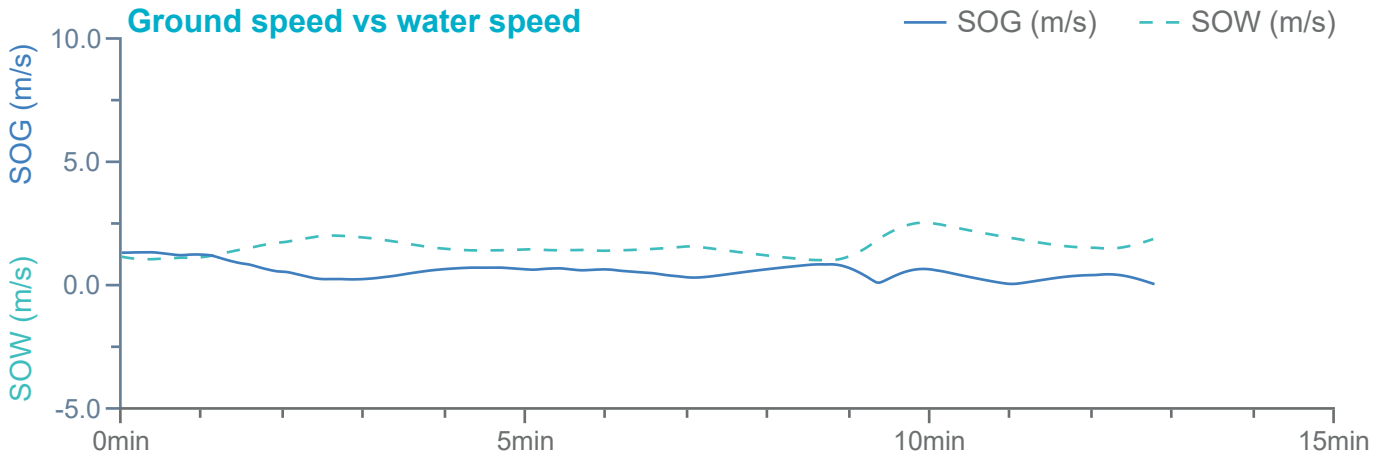

Starboard rudder angle
Rudder angle (°)
40
20
0
-20
-40
0min
5min
10min
15min

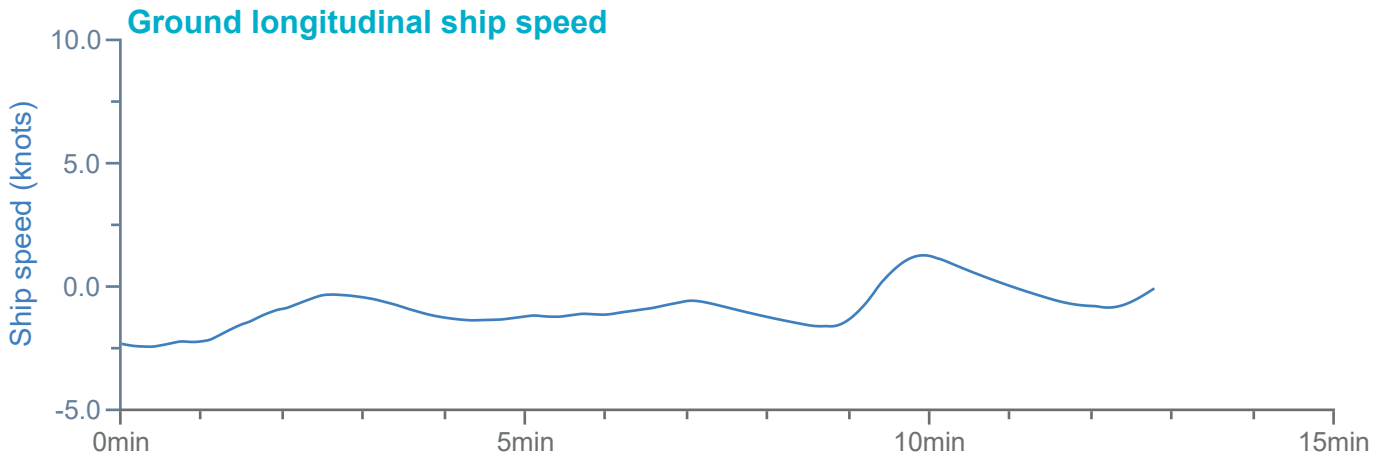

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min

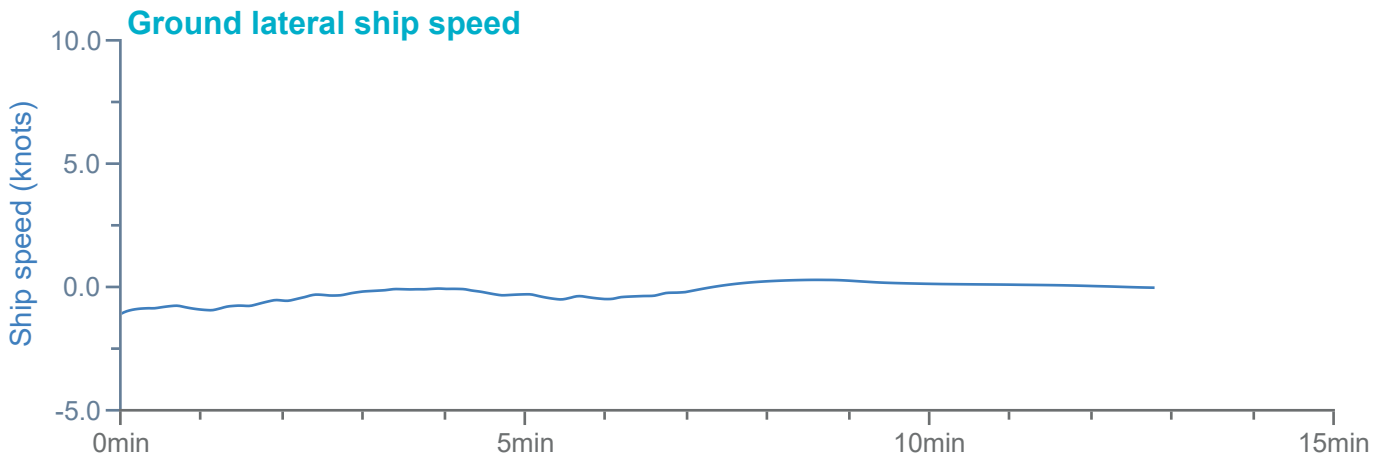

Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min


Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min

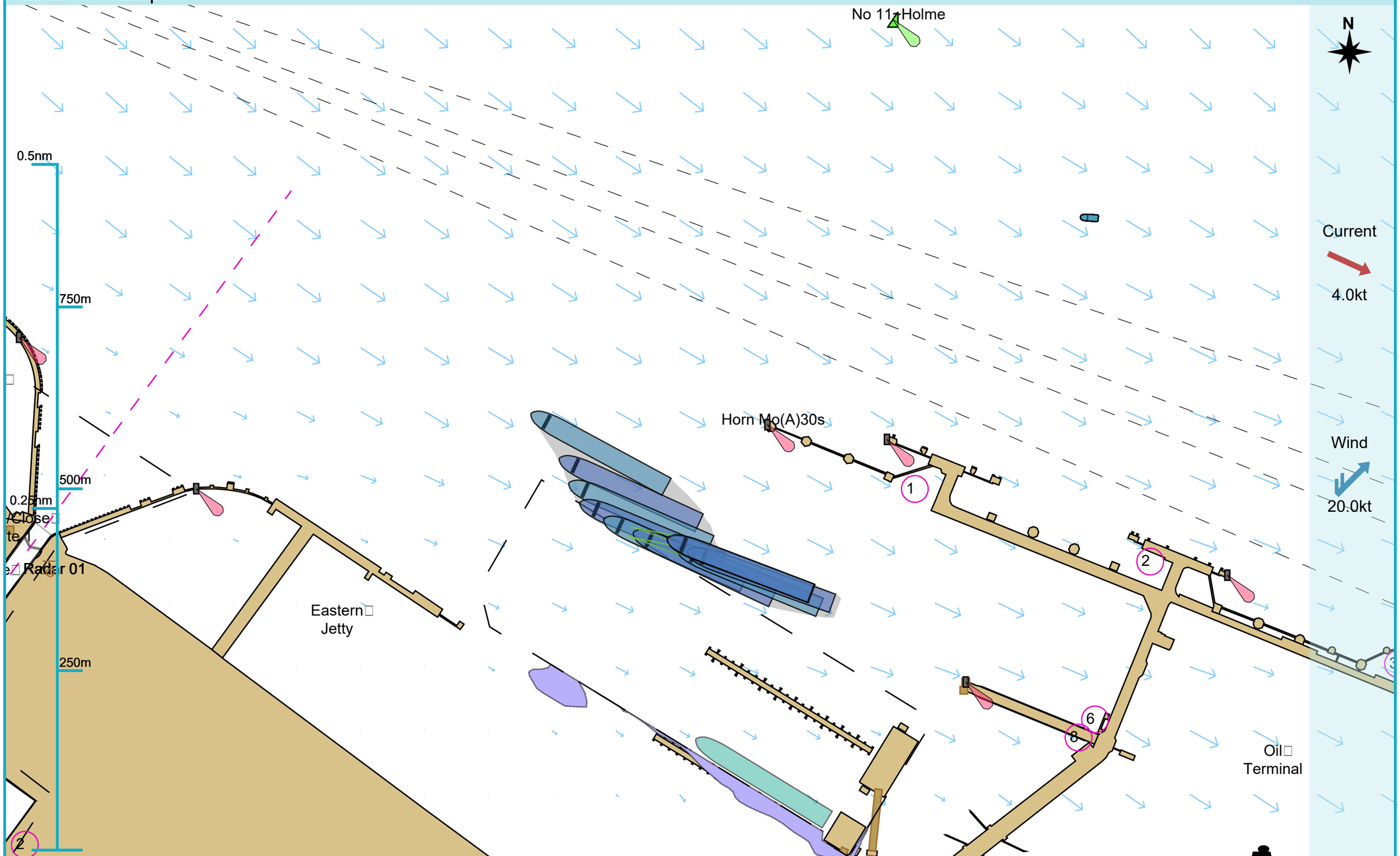

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

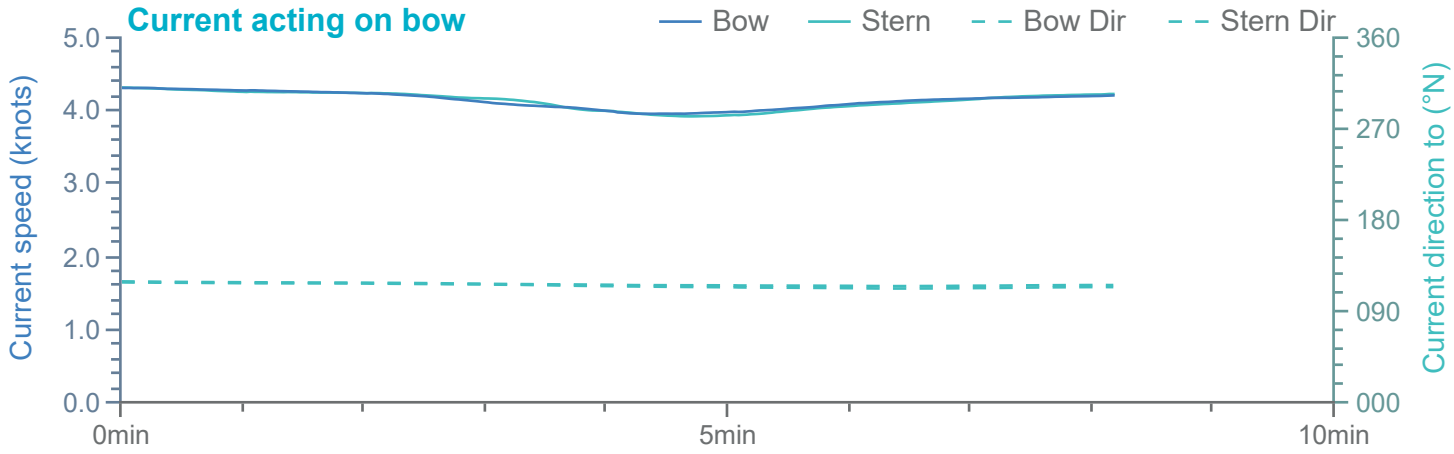

Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

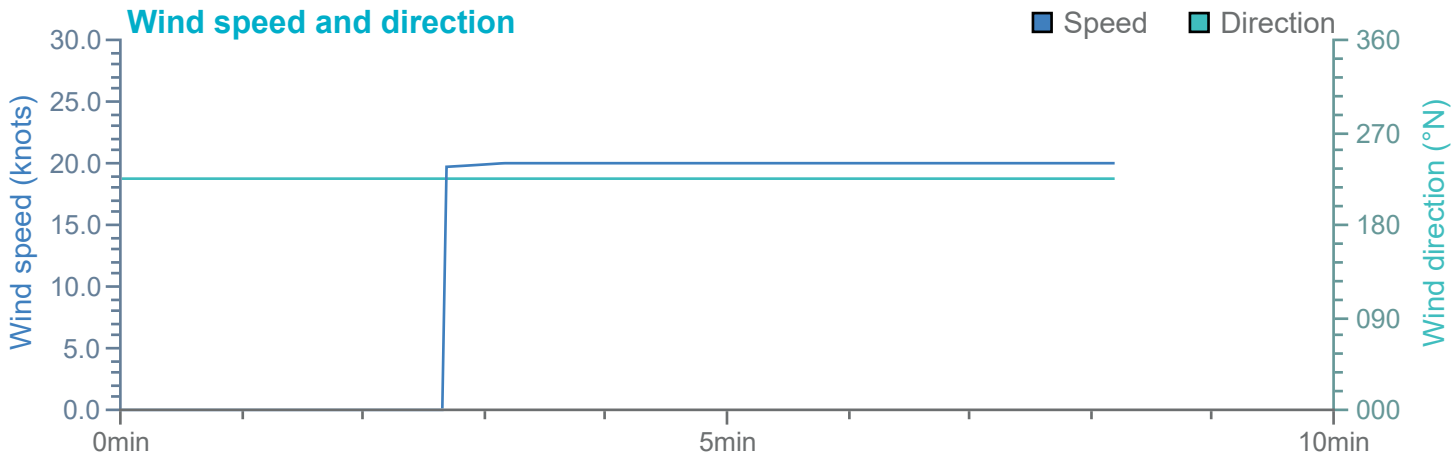

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

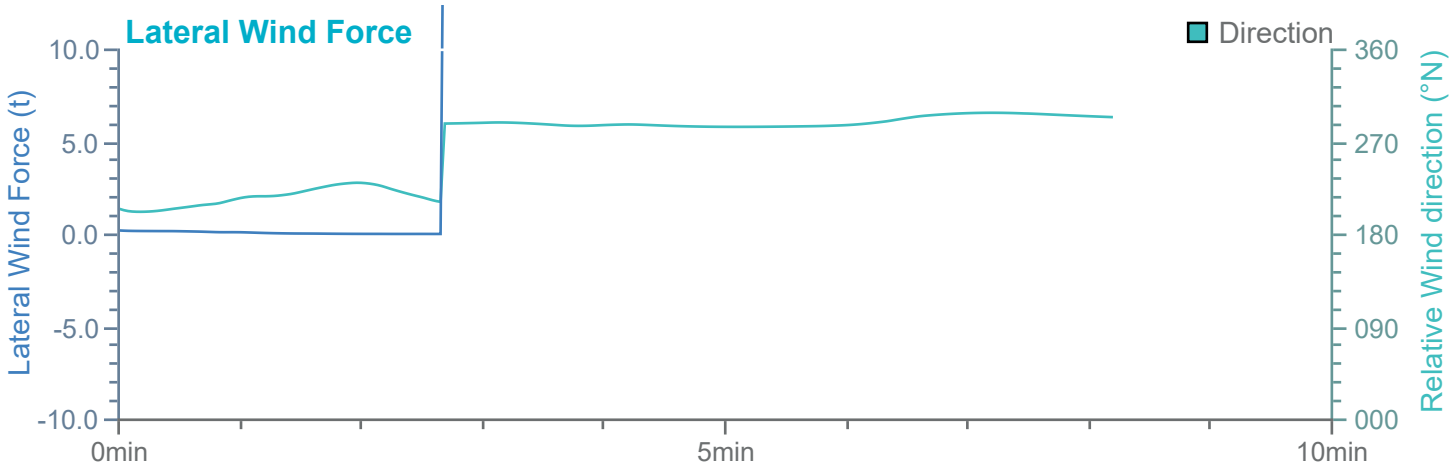
Manoeuvre track plot

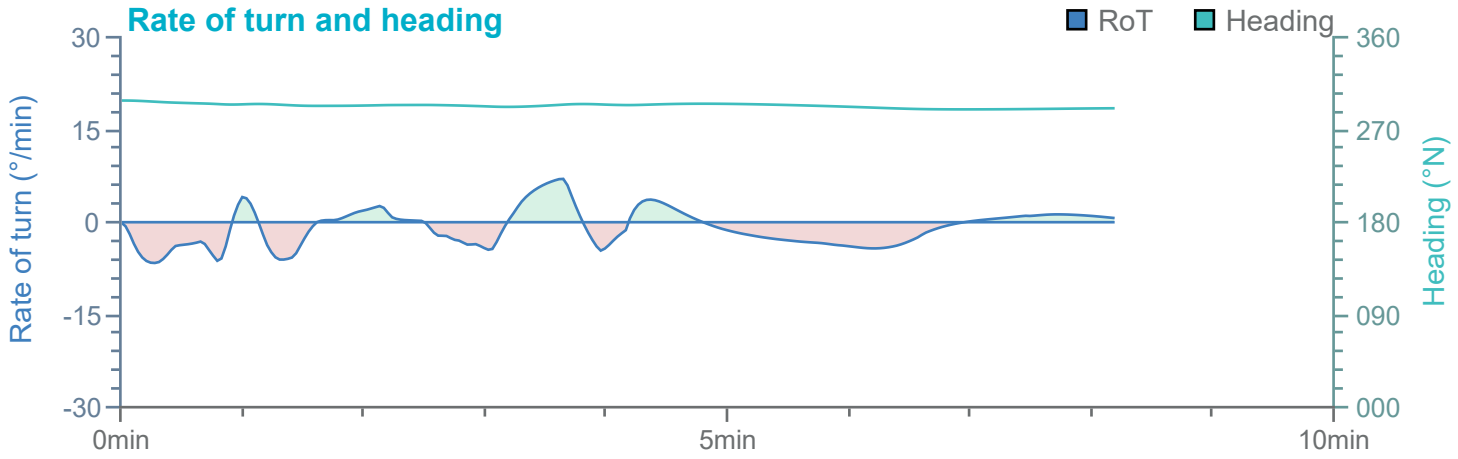


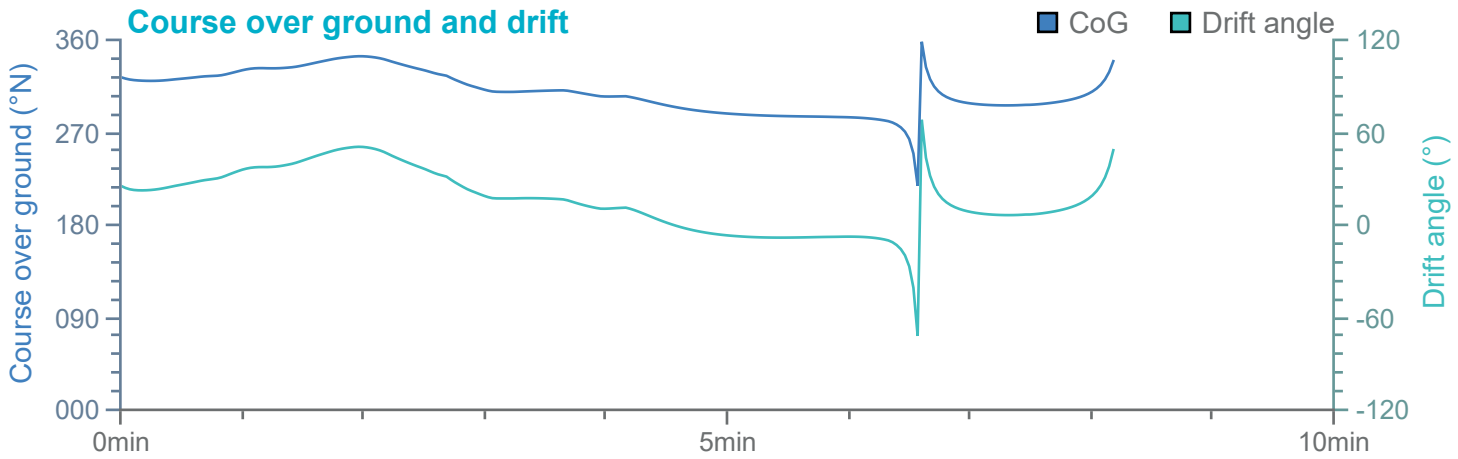
Ships plotted every 1 mins, highlight every 10 mins

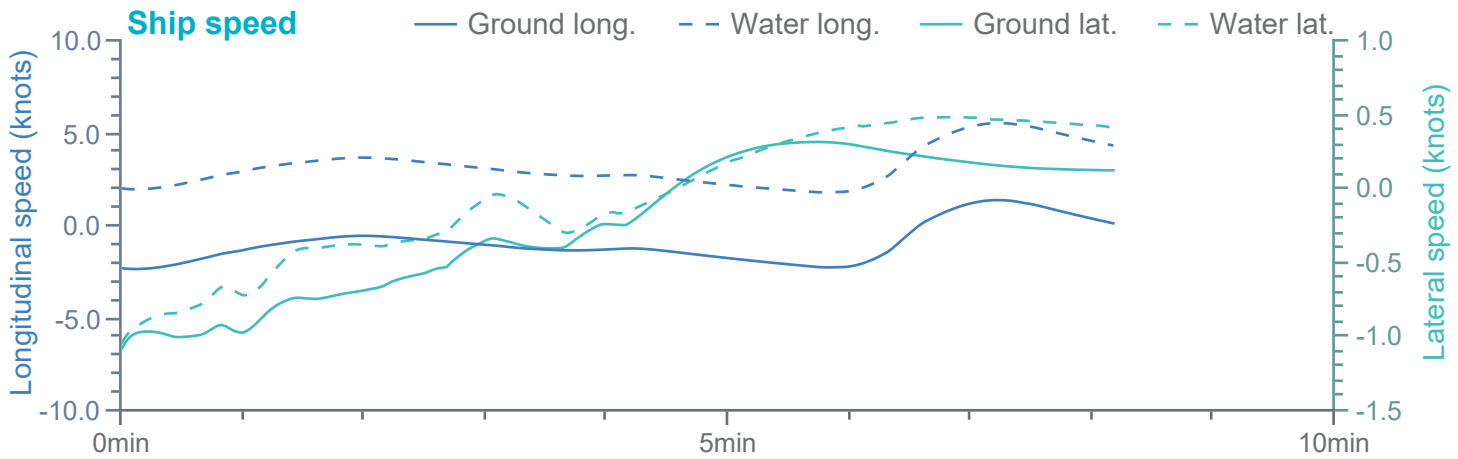

Current acting on bow
Bow
Stern
Bow Dir
Stern Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min

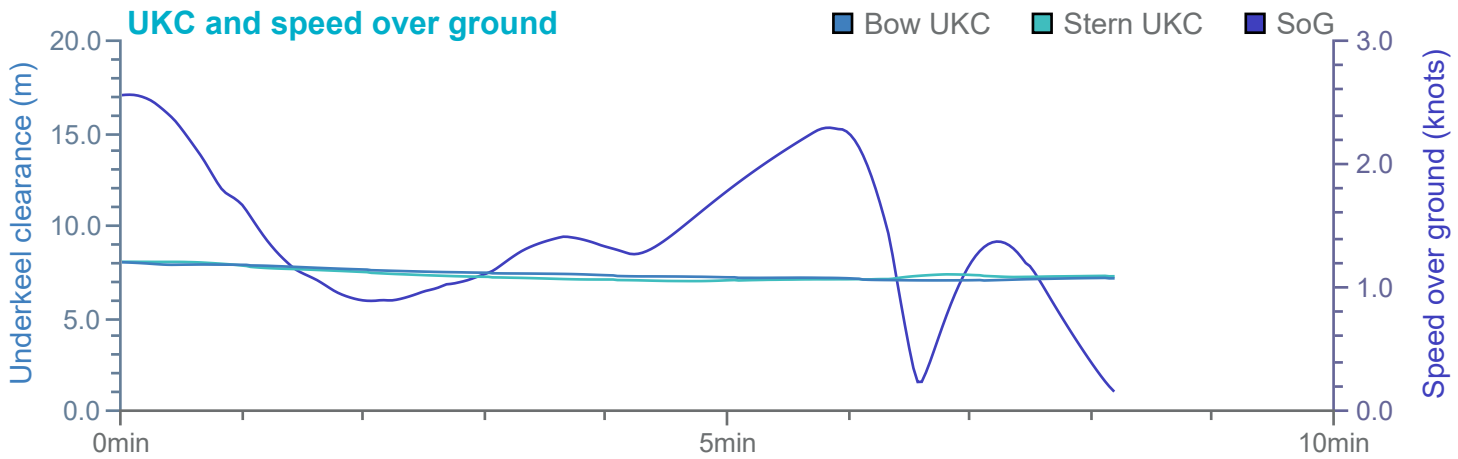

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
30.0
25.0
20.0
15.0
10.0
5.0
0.0
360
270
180
090
000
0min
5min
10min

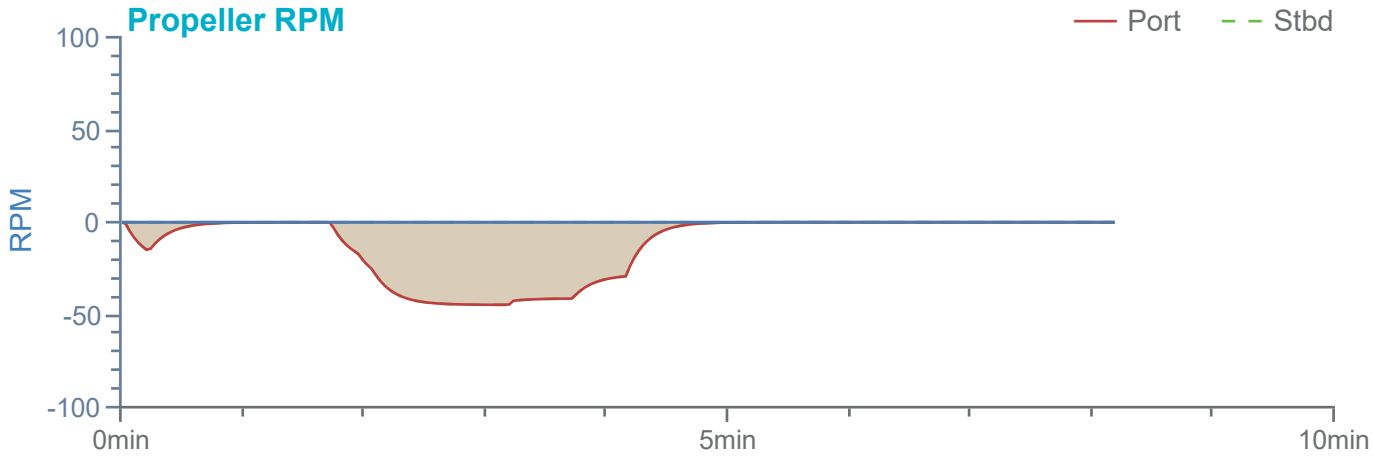

Lateral Wind Force
Direction
Lateral Wind Force (t)
Relative Wind direction (°N)
10.0
5.0
0.0
-5.0
-10.0
360
270
180
090
000
0min
5min
10min

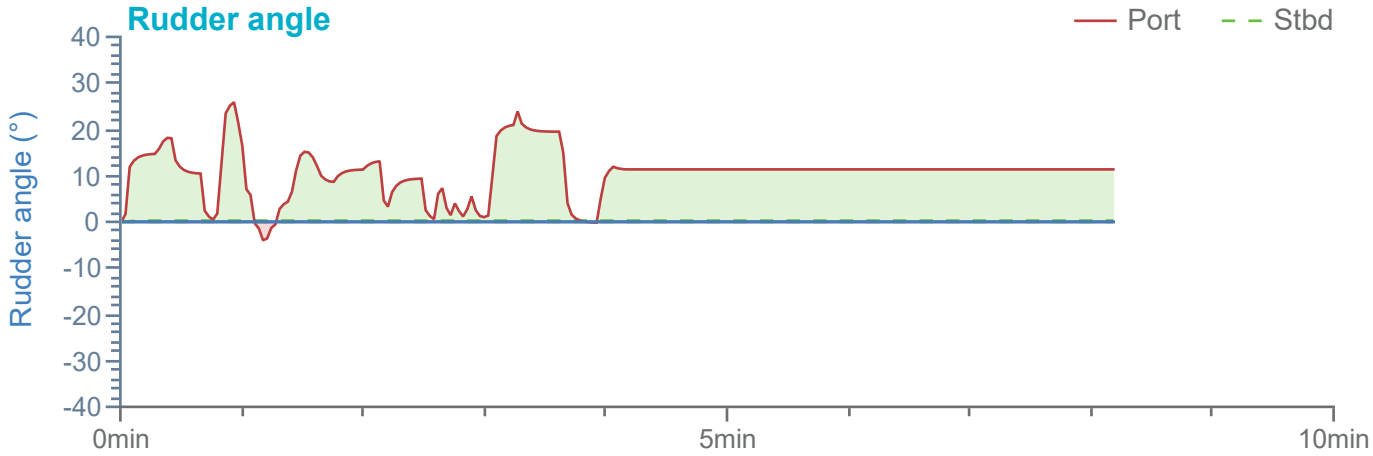

Rate of turn and heading
RoT
Heading
Rate of turn (°/min)
Heading (°N)
30
15
0
-15
-30
360
270
180
090
000
0min
5min
10min

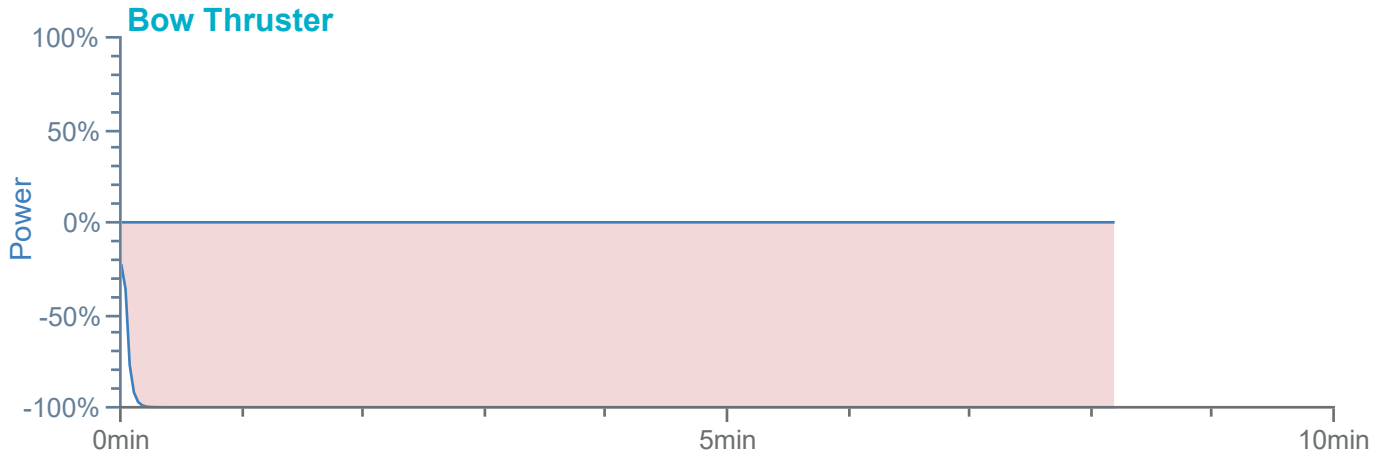

Course over ground and drift
CoG
Drift angle
Course over ground (°N)
Drift angle (°)
360
270
180
090
000
120
60
0
-60
-120
0min
5min
10min

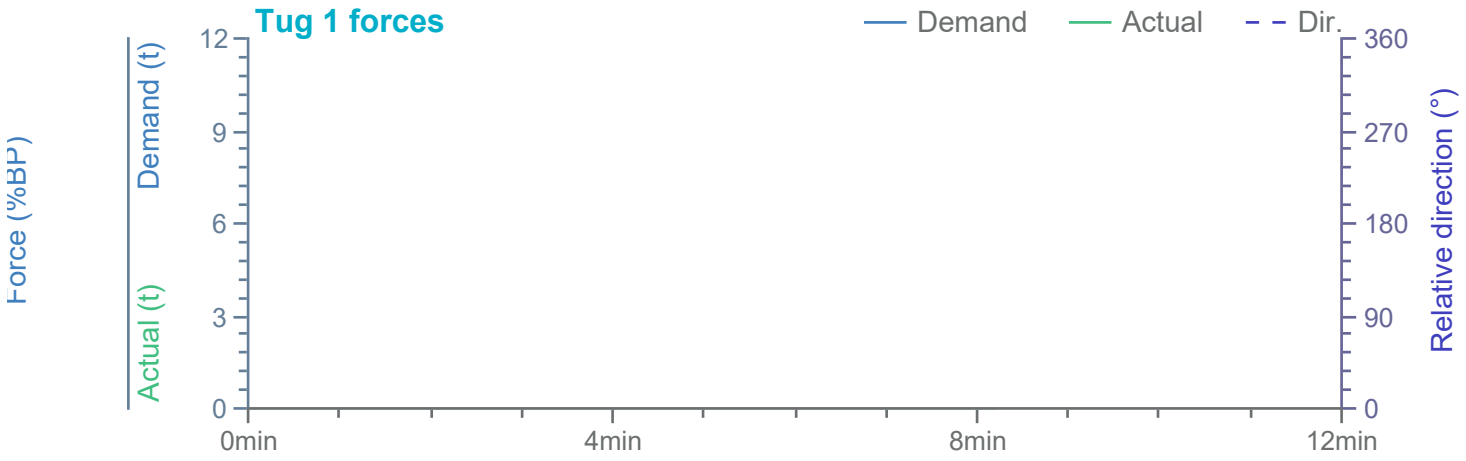

Ship speed
Ground long.
Water long.
Ground lat.
Water lat.
Longitudinal speed (knots)
Lateral speed (knots)
10.0
5.0
0.0
-5.0
-10.0
1.0
0.5
0.0
-0.5
-1.0
-1.5
0min
5min
10min

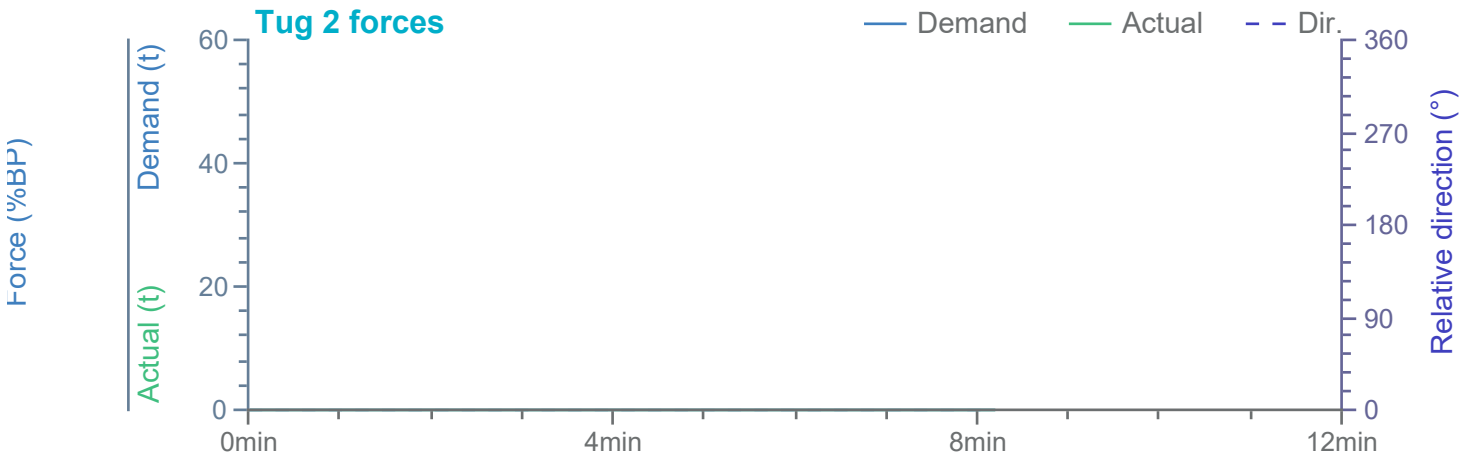

UKC and speed over ground
Bow UKC
Stern UKC
SoG
Underkeel clearance (m)
Speed over ground (knots)
20.0
15.0
10.0
5.0
0.0
3.0
2.0
1.0
0.0
0min
5min
10min

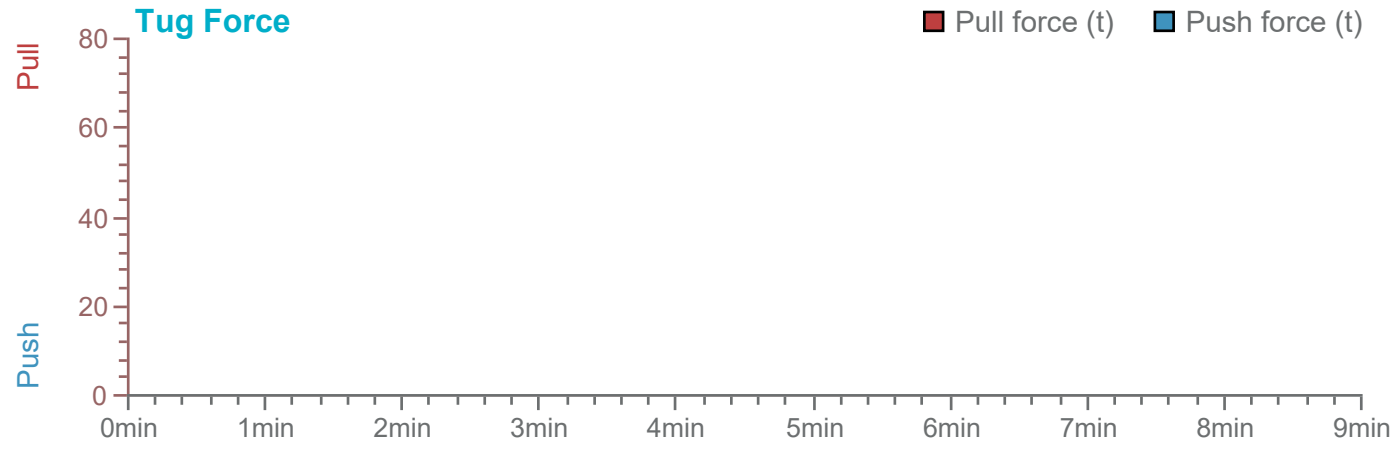

Propeller RPM
Port
Stbd
RPM
100
50
0
-50
-100
0min
5min
10min


Rudder angle
Port
Stbd
Rudder angle (°)
40
30
20
10
0
-10
-20
-30
-40
0min
5min
10min

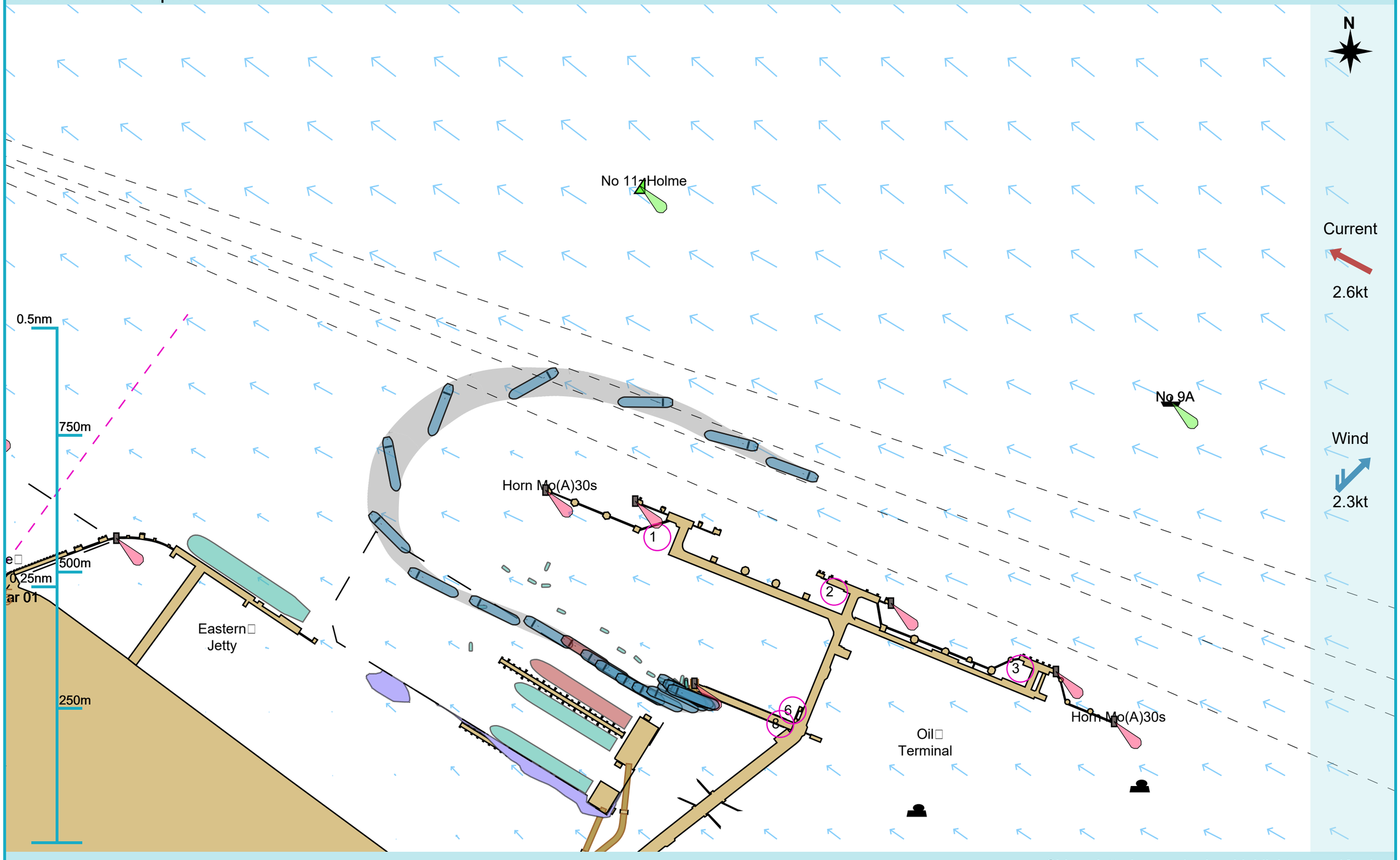

Bow Thruster
Power
100%
50%
0%
-50%
-100%
0min
5min
10min


Tug 1 forces
Demand
Actual
Dir.
Force (%BP)
Demand (t)
Actual (t)
Relative direction (°)
12
9
6
3
0
360
270
180
90
0
0min
4min
8min
12min

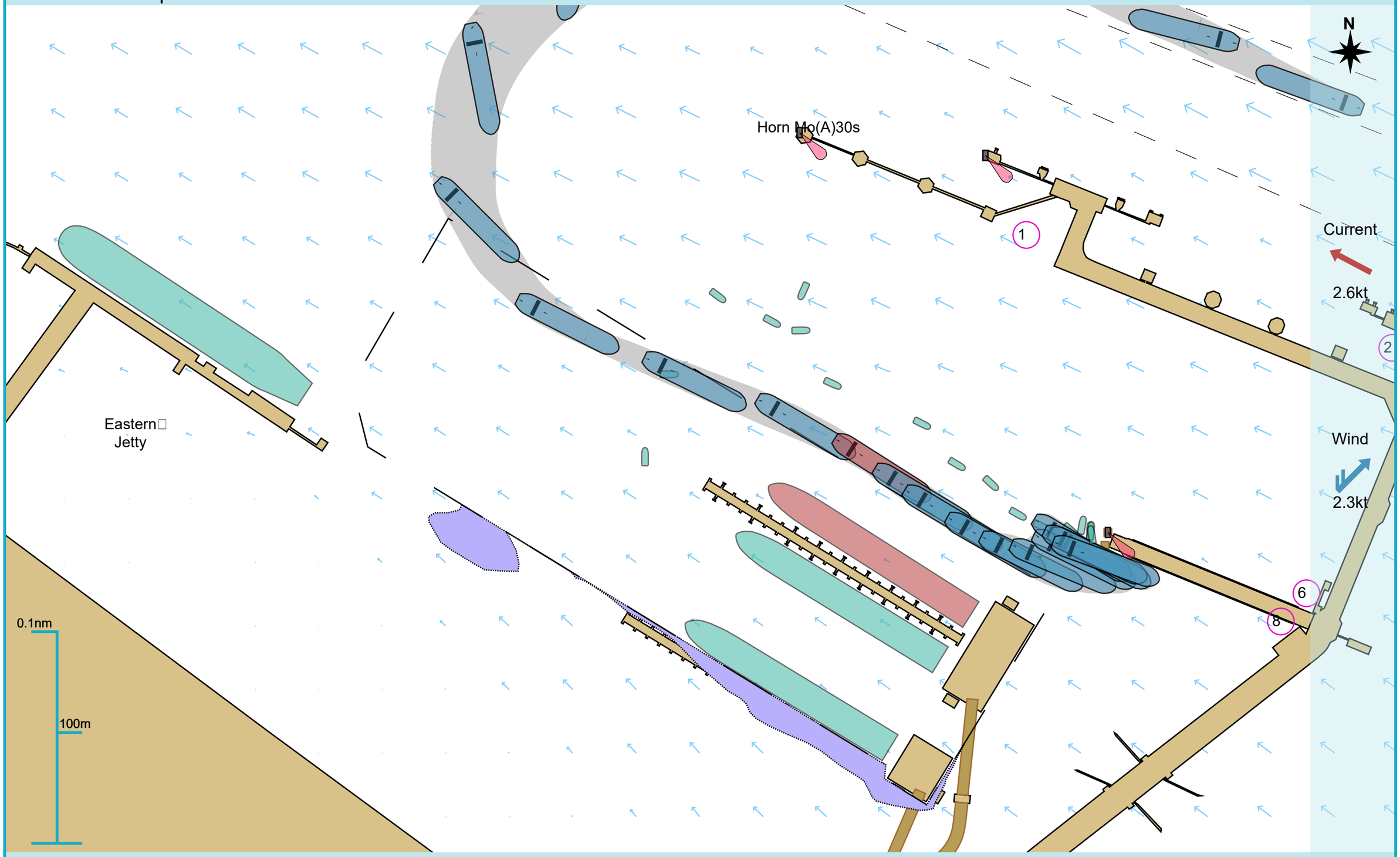

Tug 2 forces
Demand
Actual
Dir.
Force (%BP)
Demand (t)
Actual (t)
Relative direction (°)
60
40
20
0
360
270
180
90
0
0min
4min
8min
12min


Tug Force
Pull force (t)
Push force (t)
Pull
Push
80
60
40
20
0
0min
1min
2min
3min
4min
5min
6min
7min
8min
9min

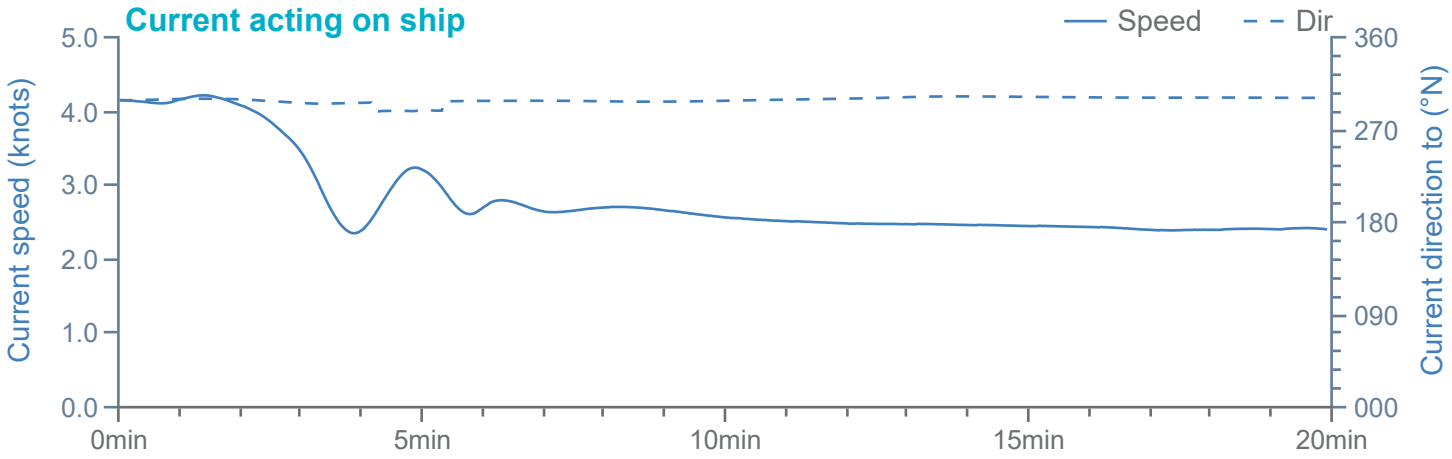
Manoeuvre track plot

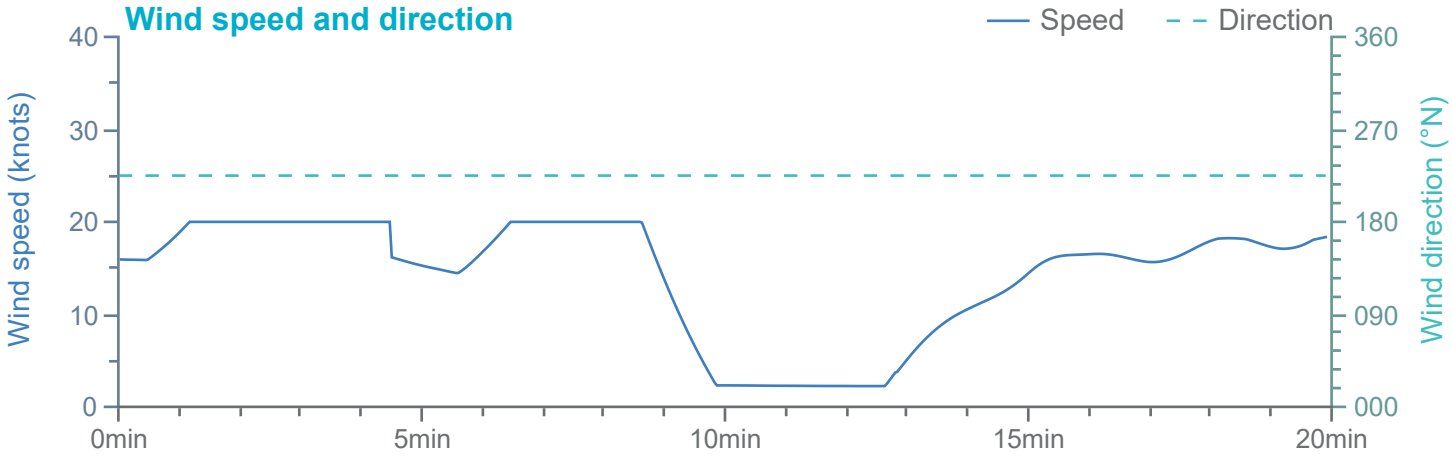


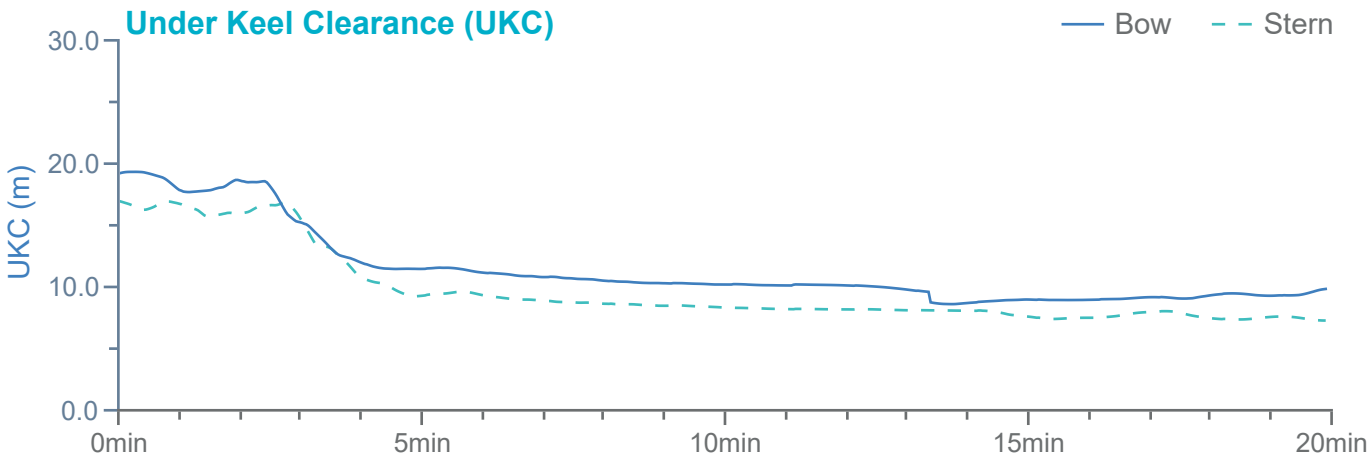
Manoeuvre track plot

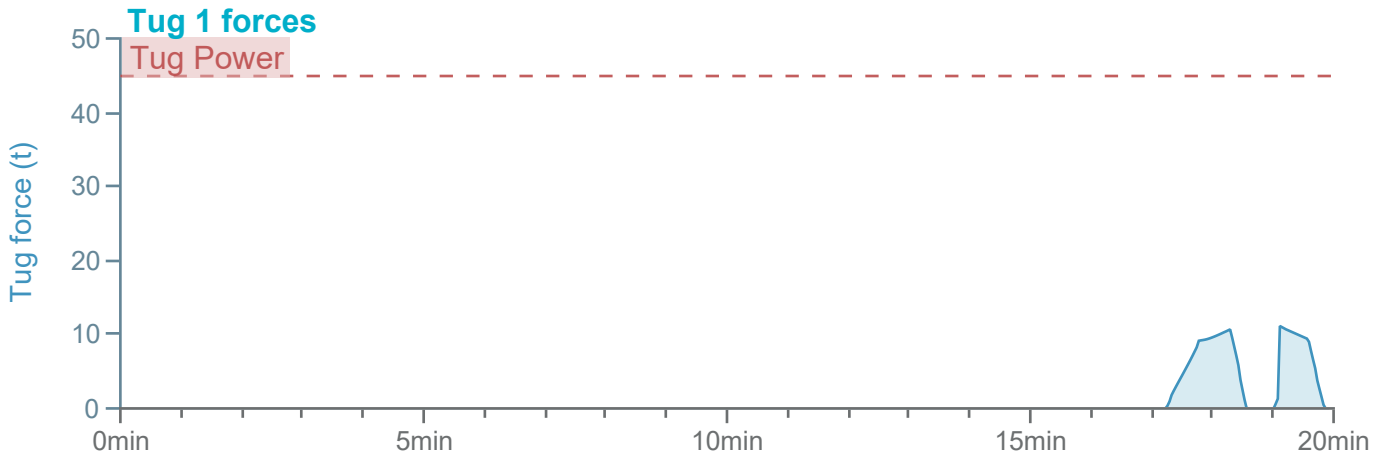


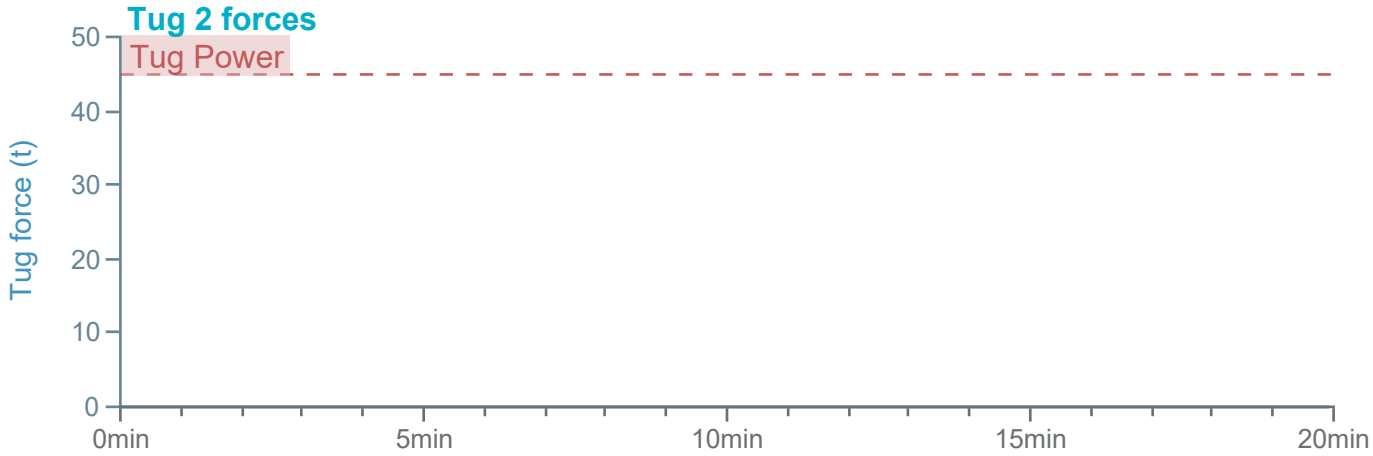
Ships plotted every 1 mins, highlight every 10 mins

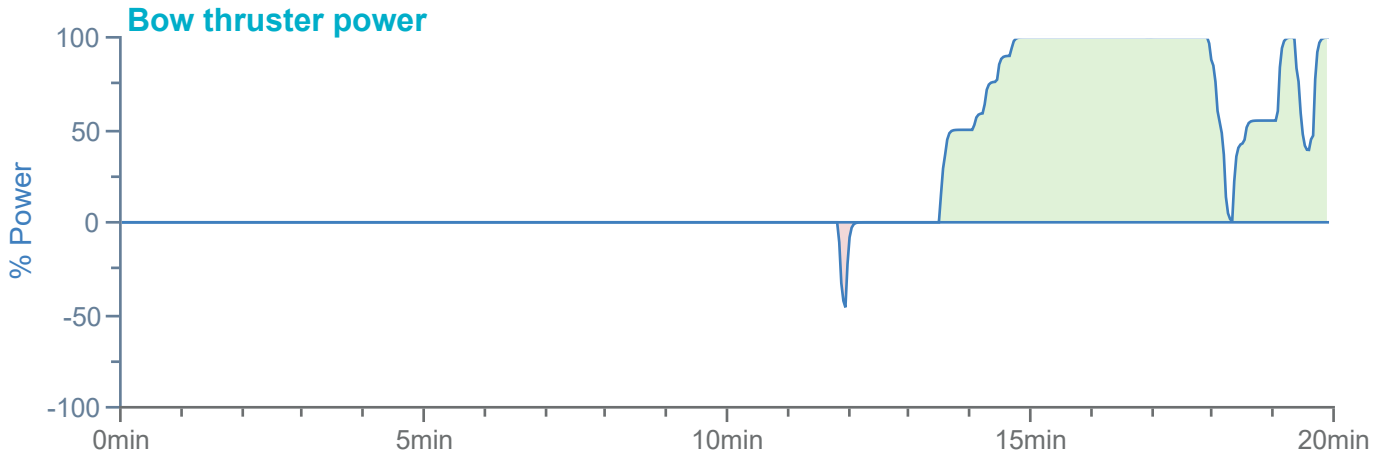

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min

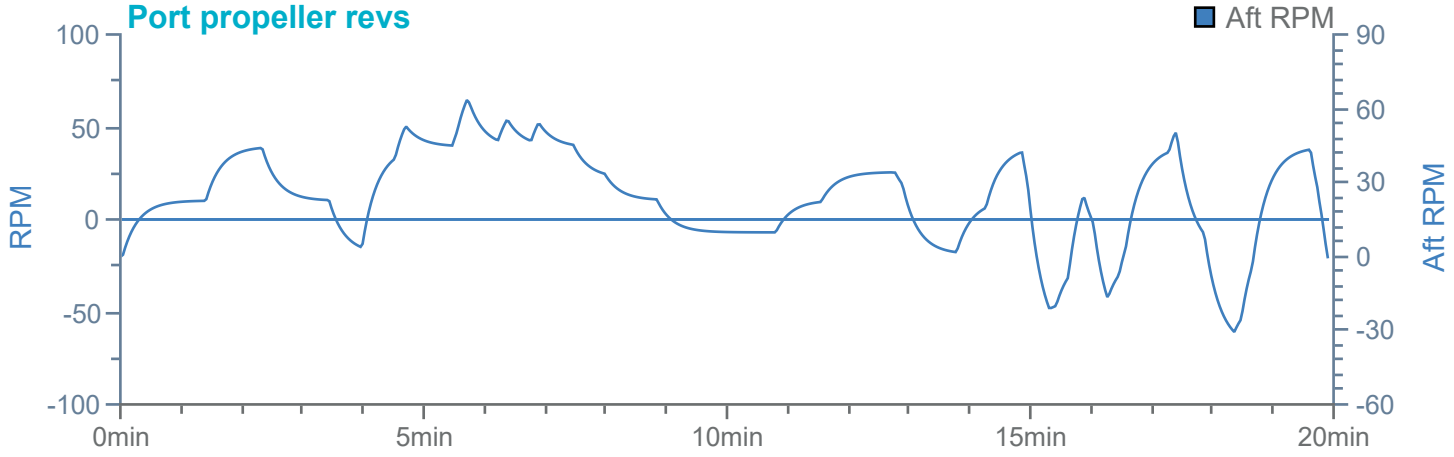

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min

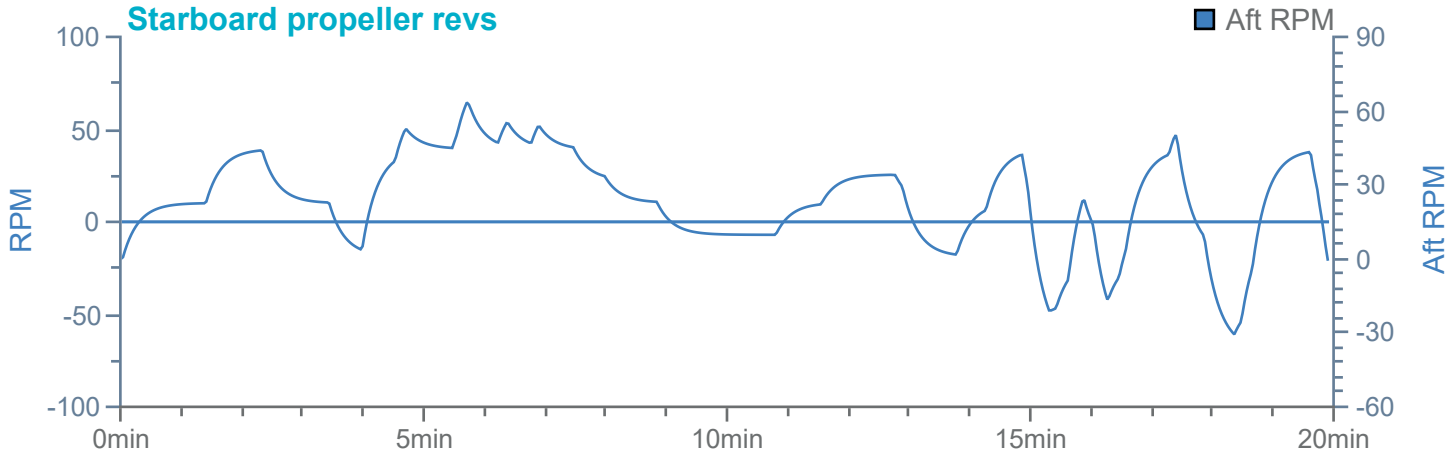

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min

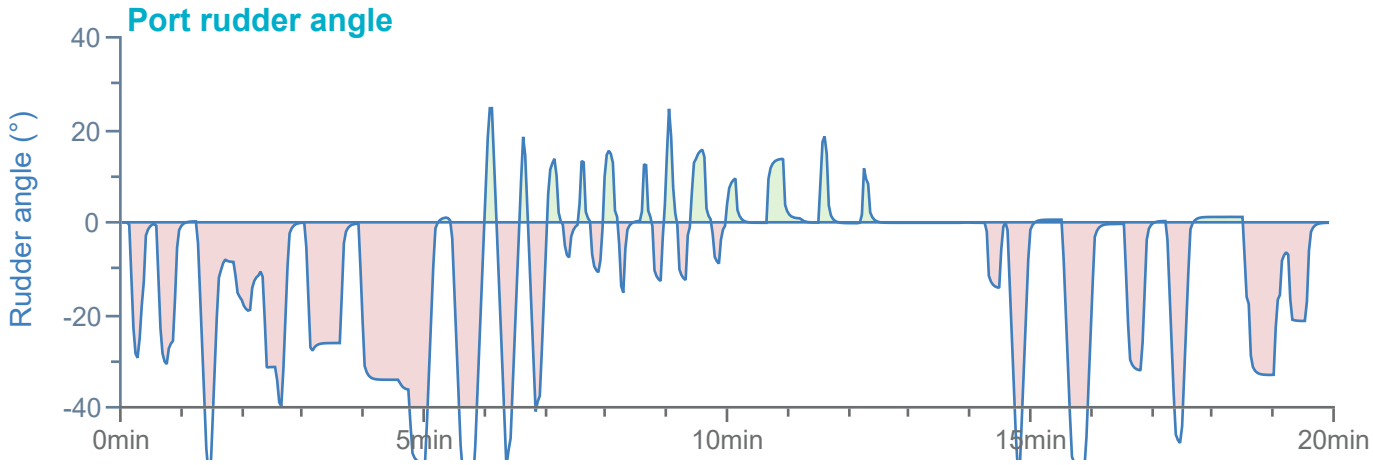
Port propeller revs



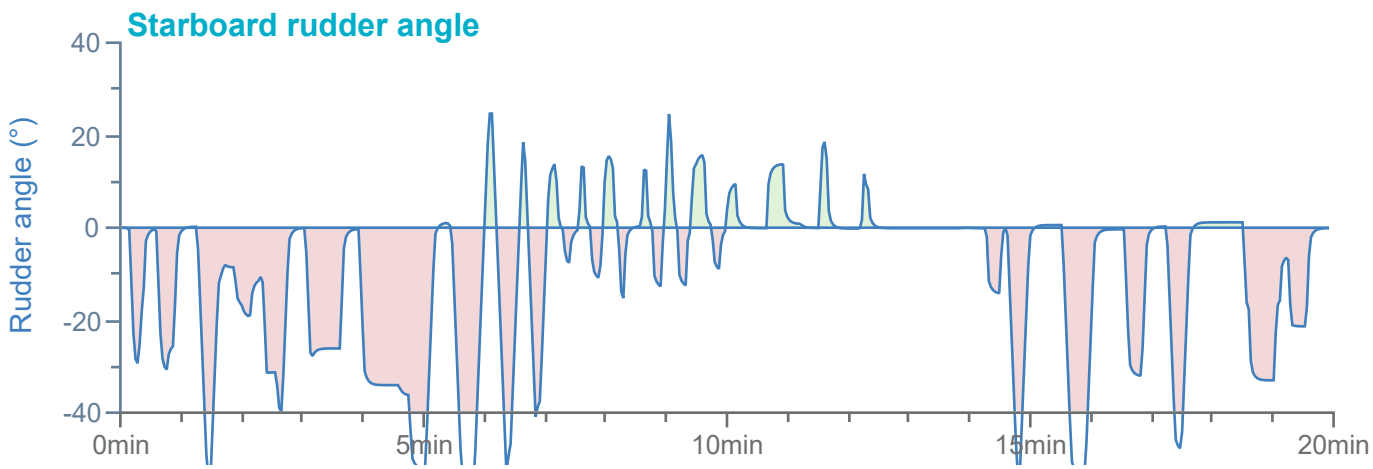
Starboard propeller revs

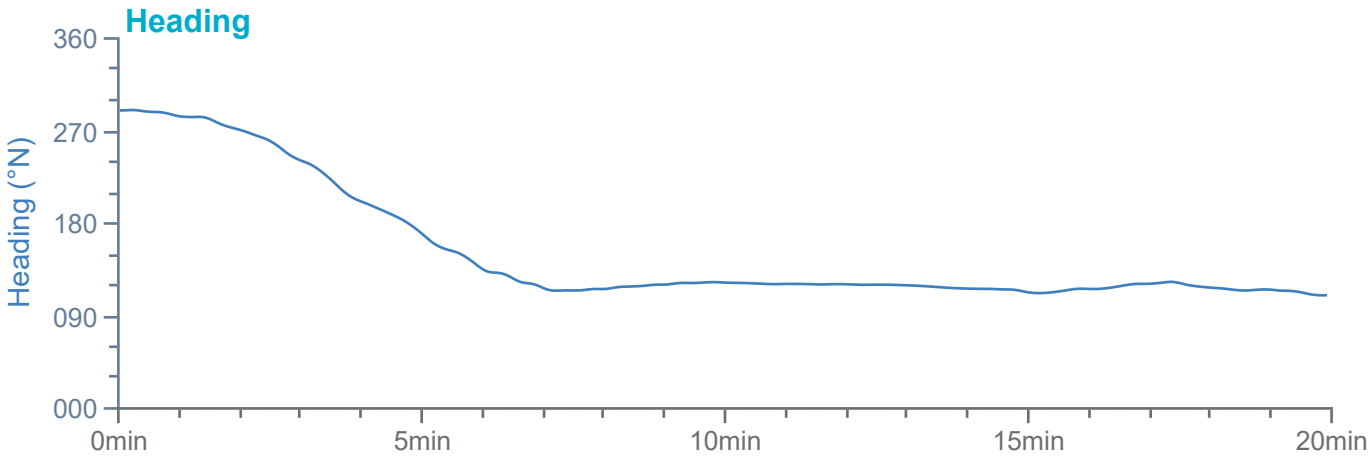


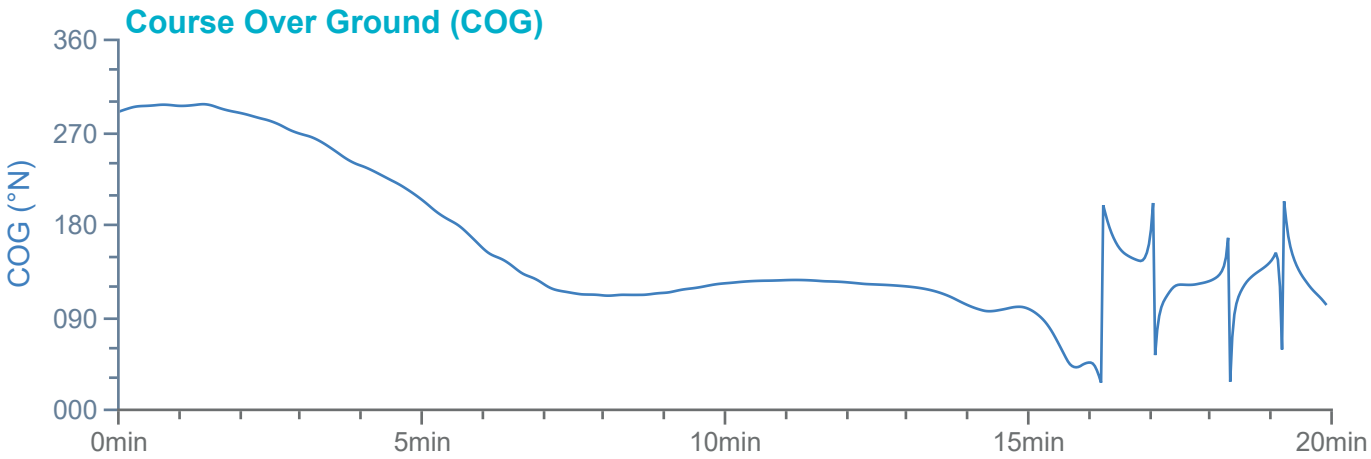
Port rudder angle

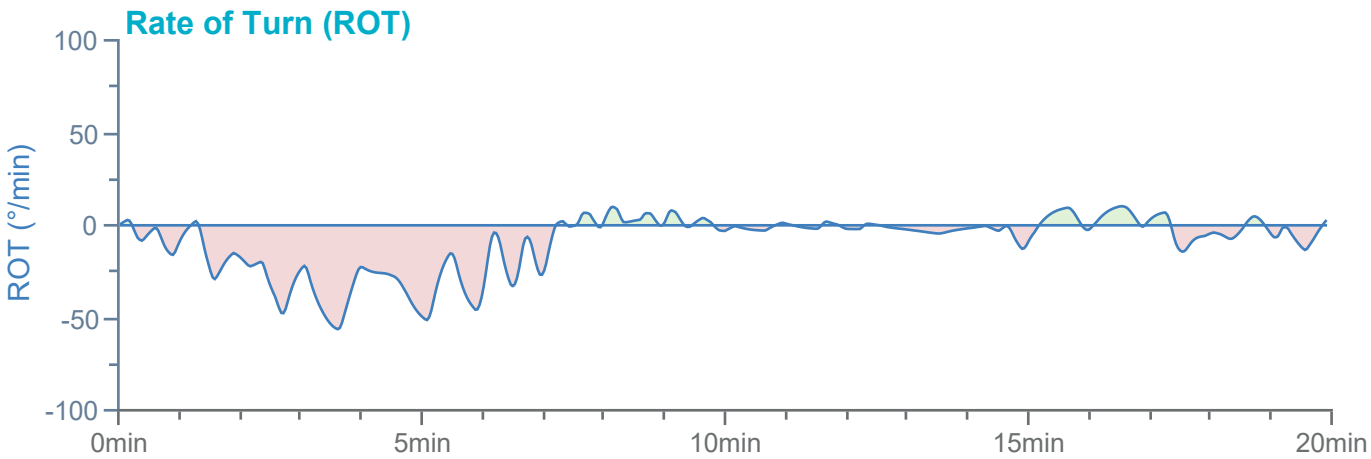


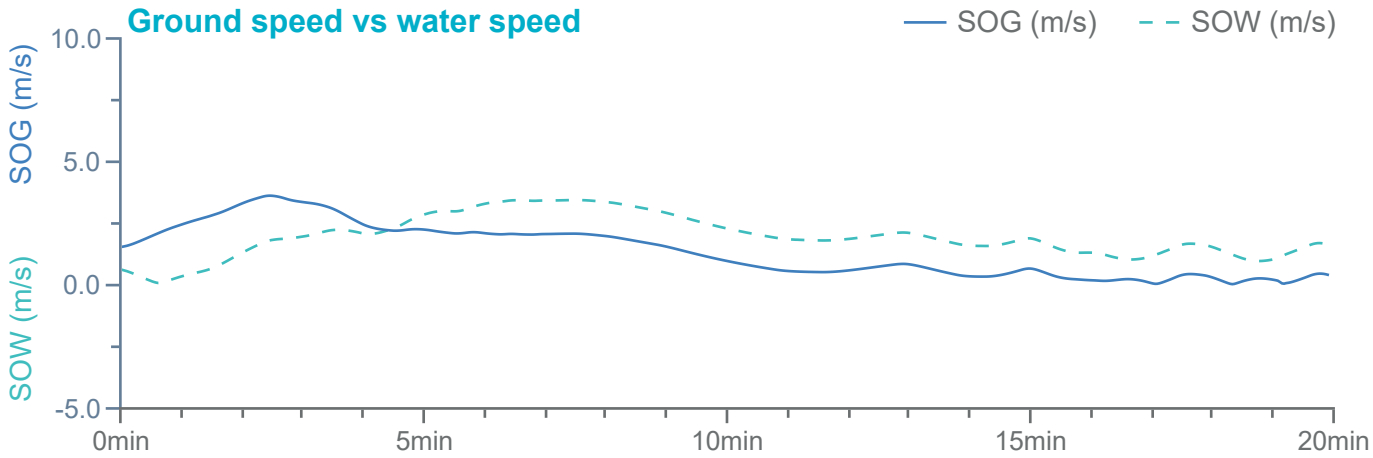
Starboard rudder angle

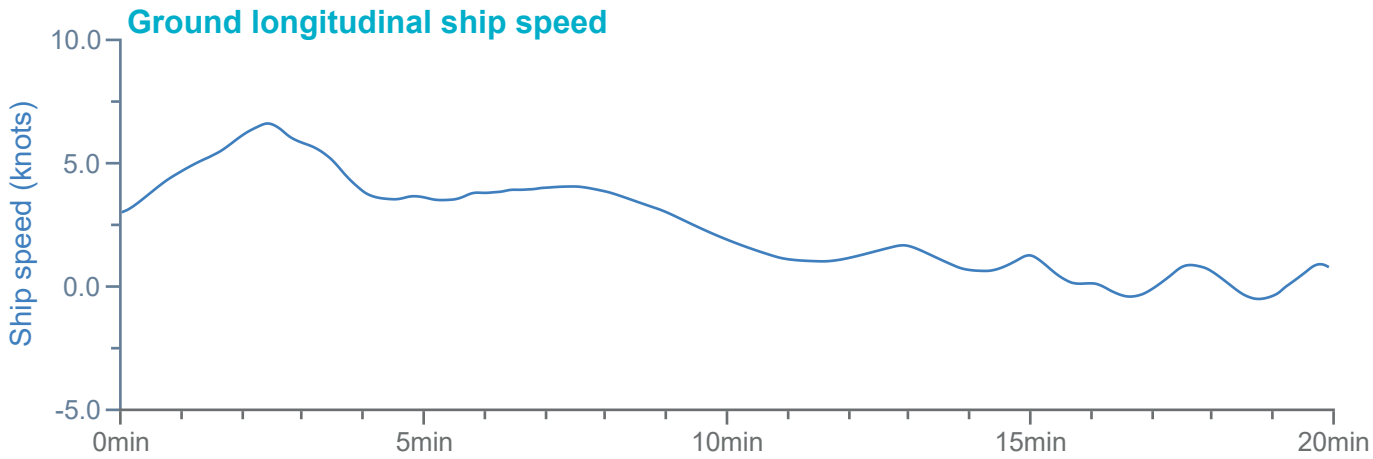


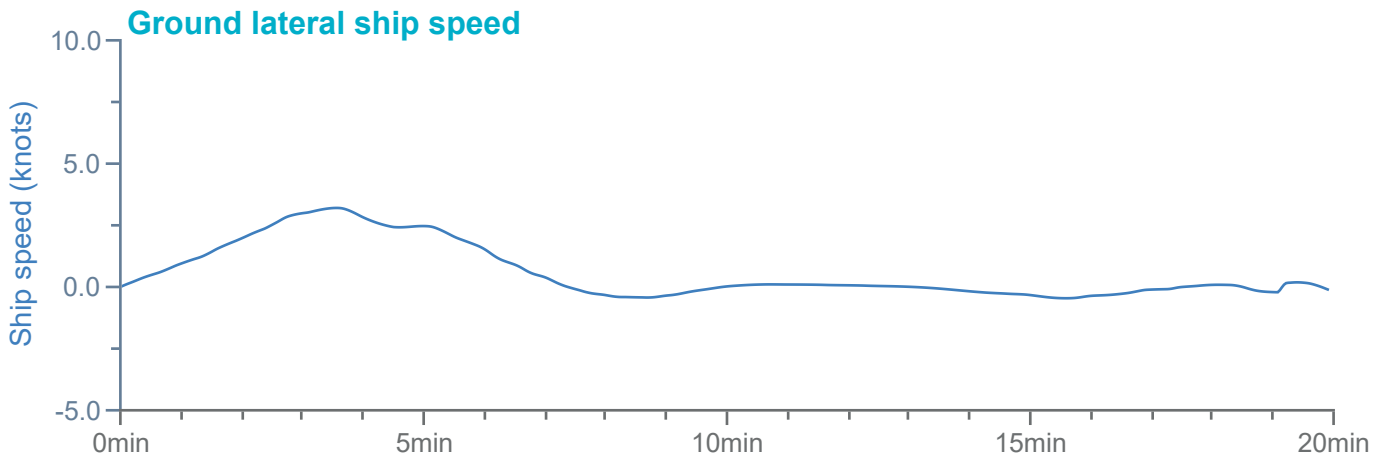

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min

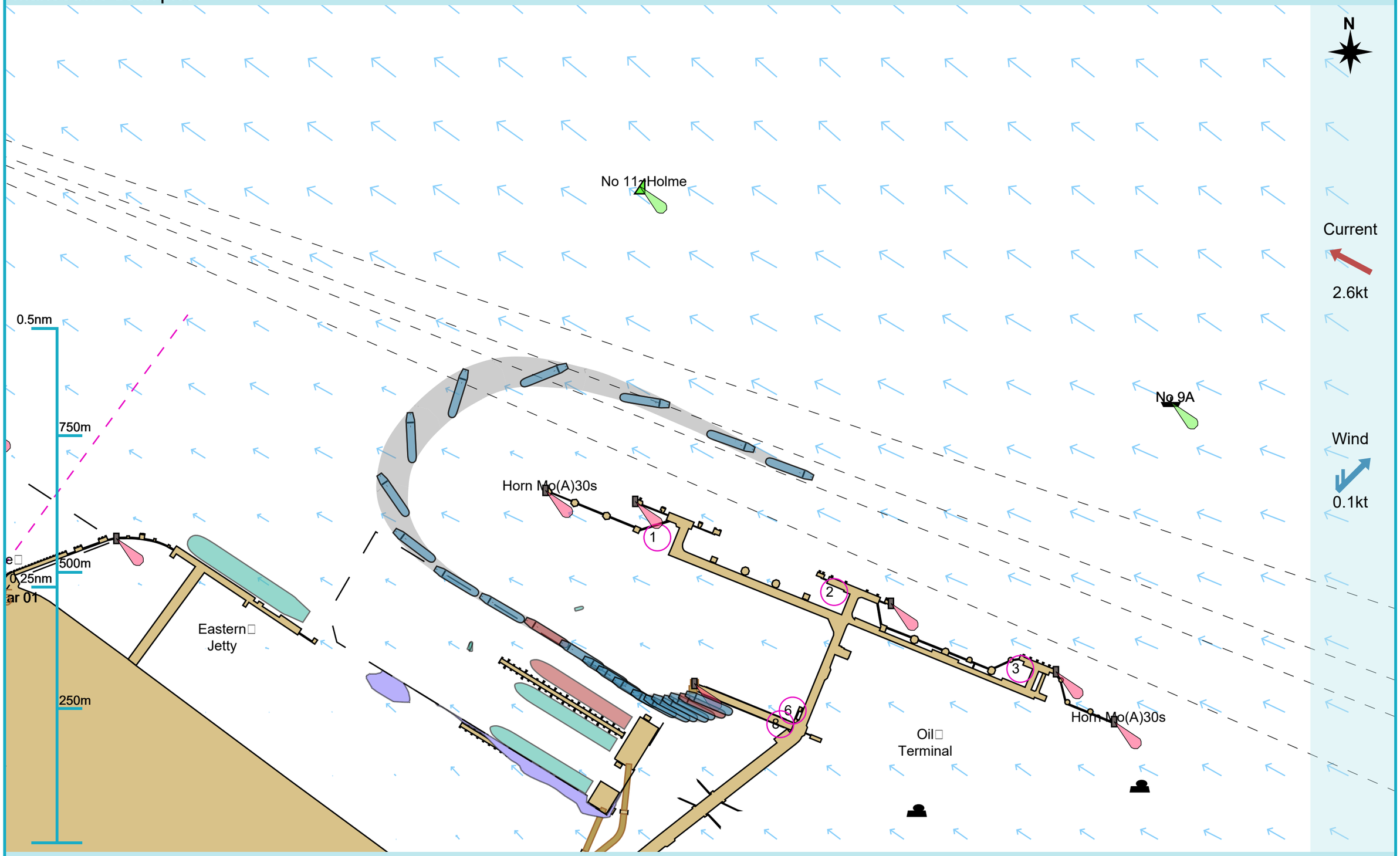

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

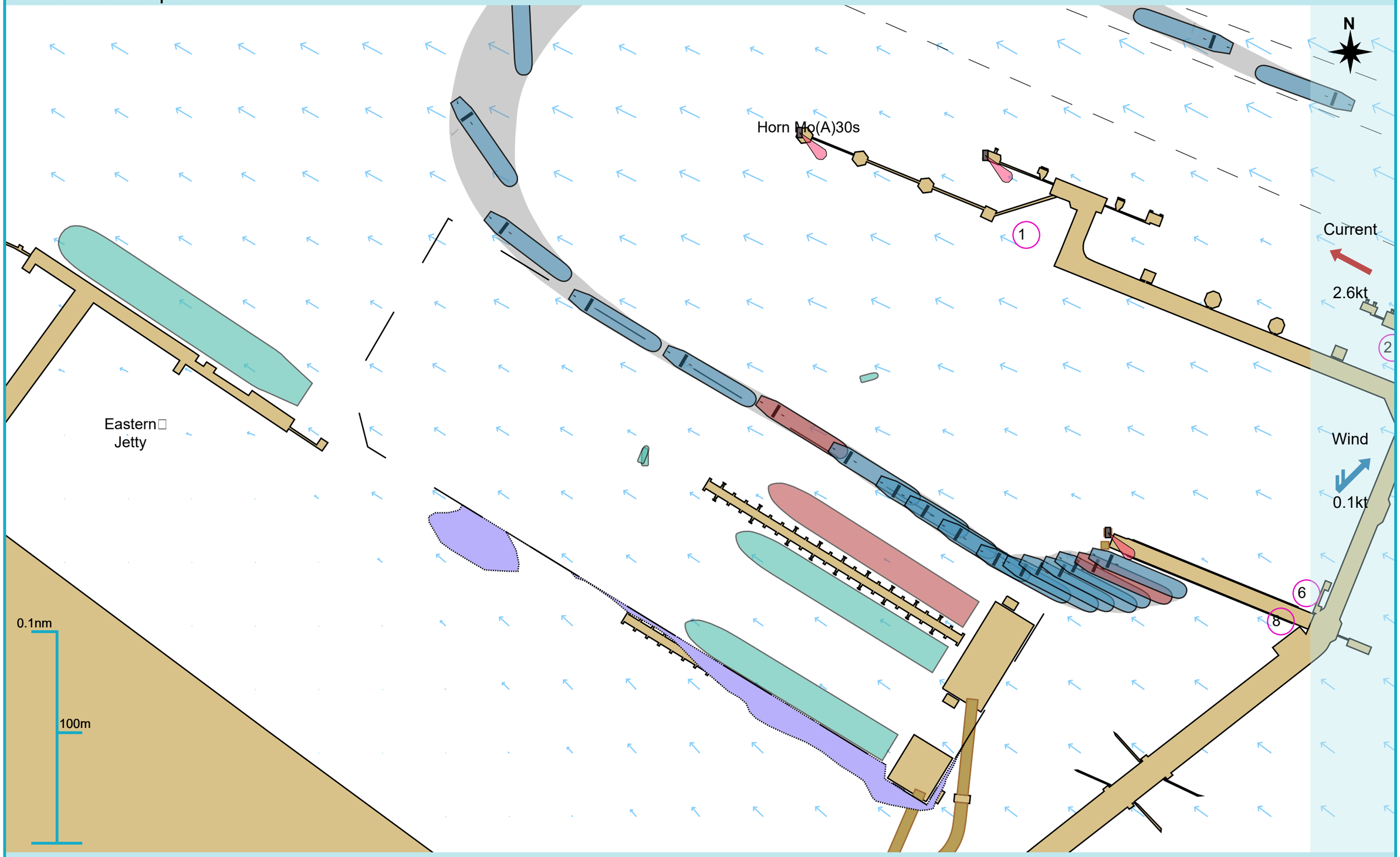

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

Manoeuvre track plot

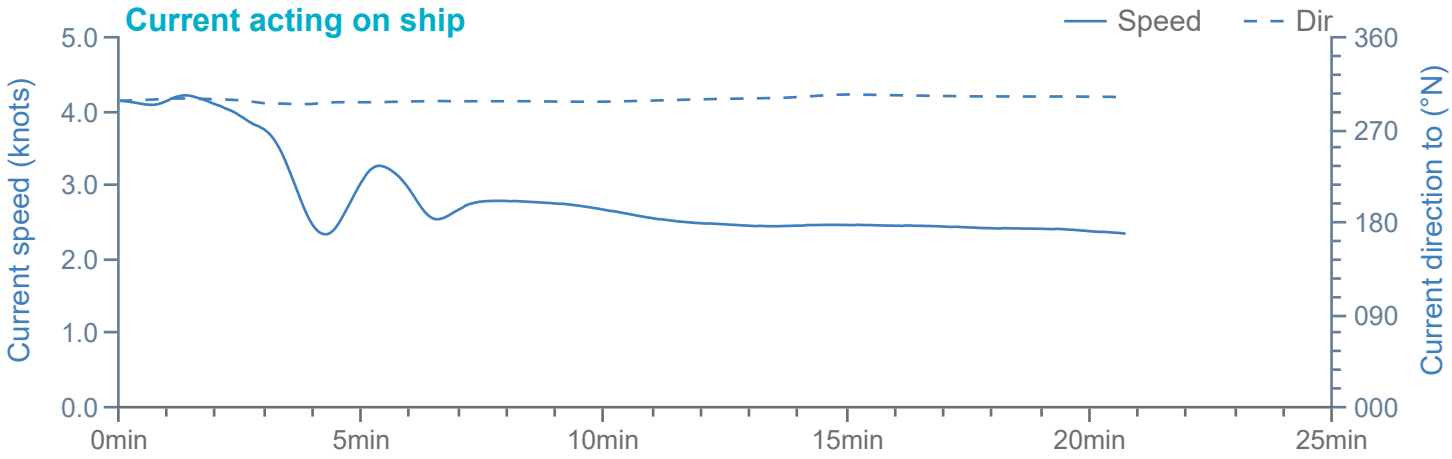


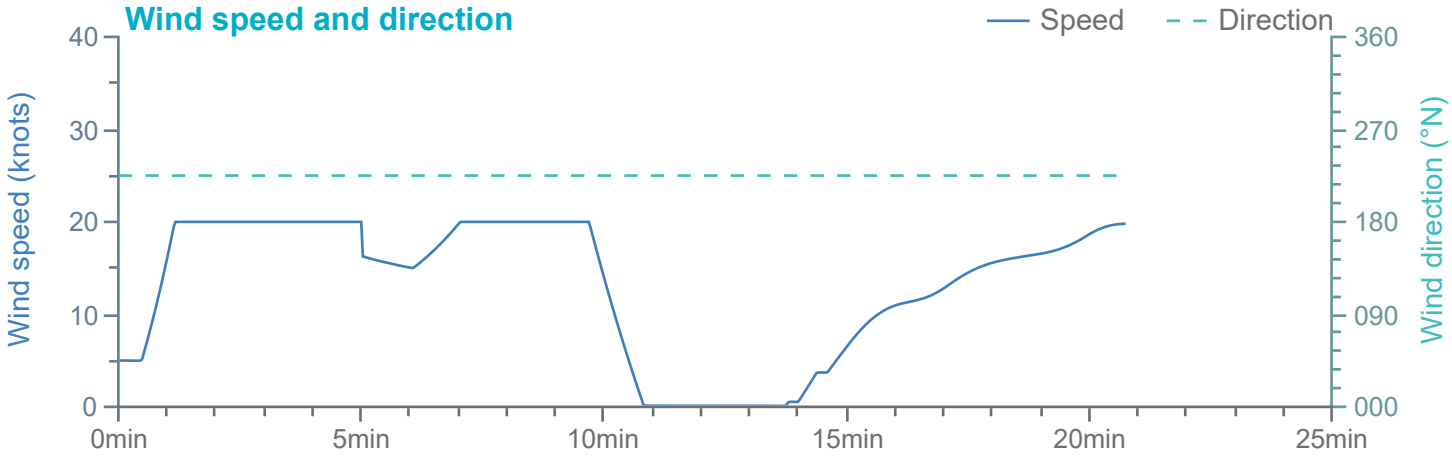
Ships plotted every 1 mins, highlight every 10 mins

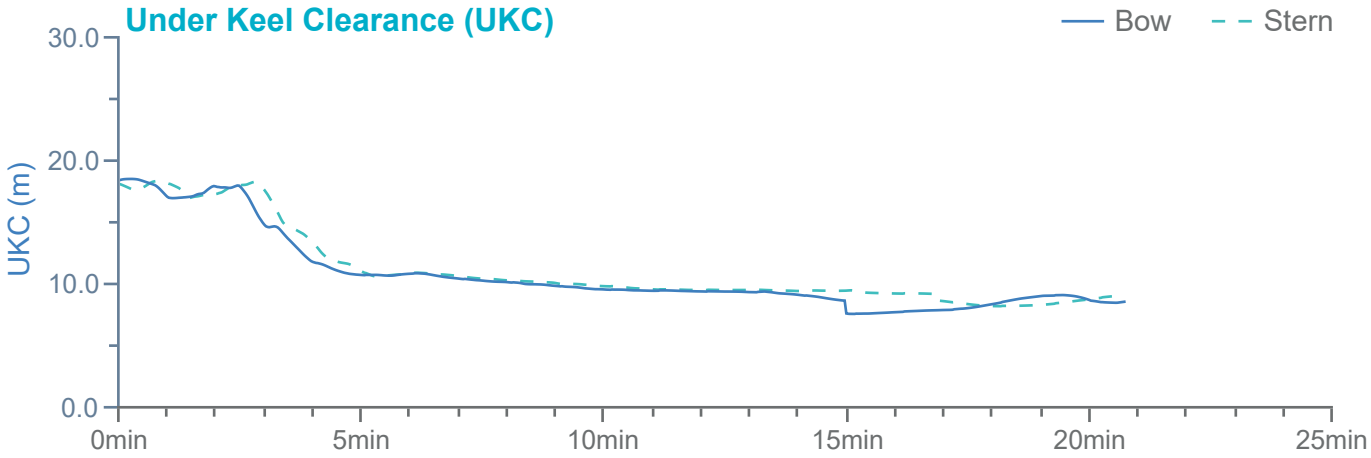
Manoeuvre track plot

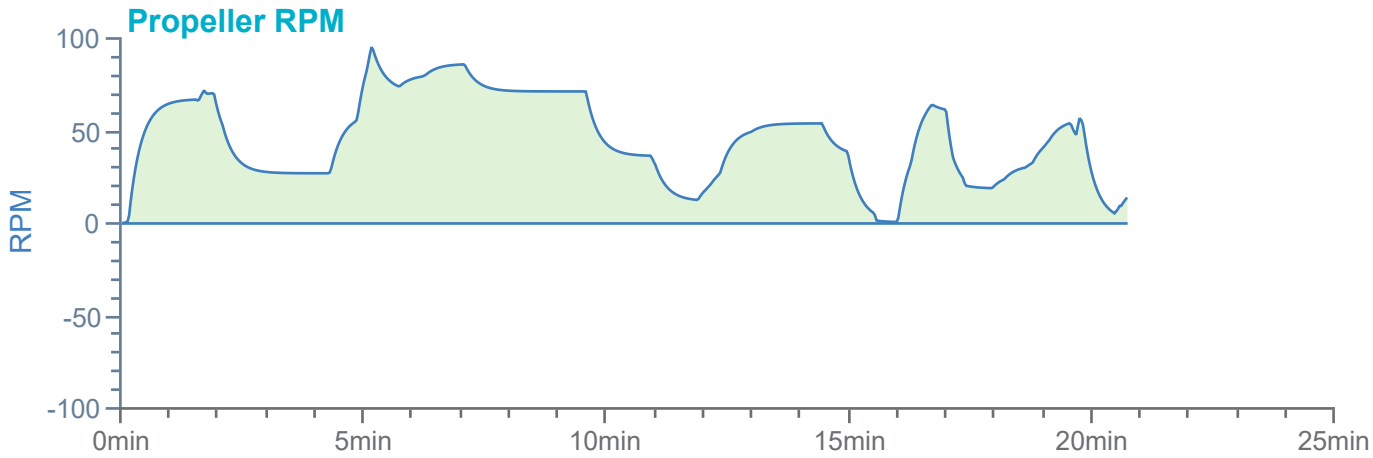


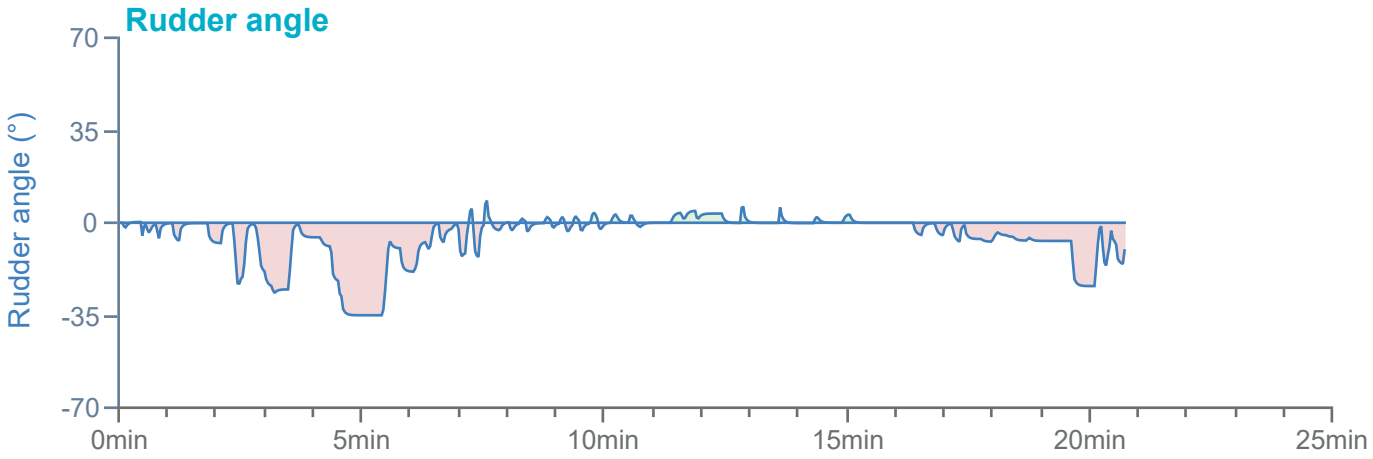
Ships plotted every 1 mins, highlight every 10 mins

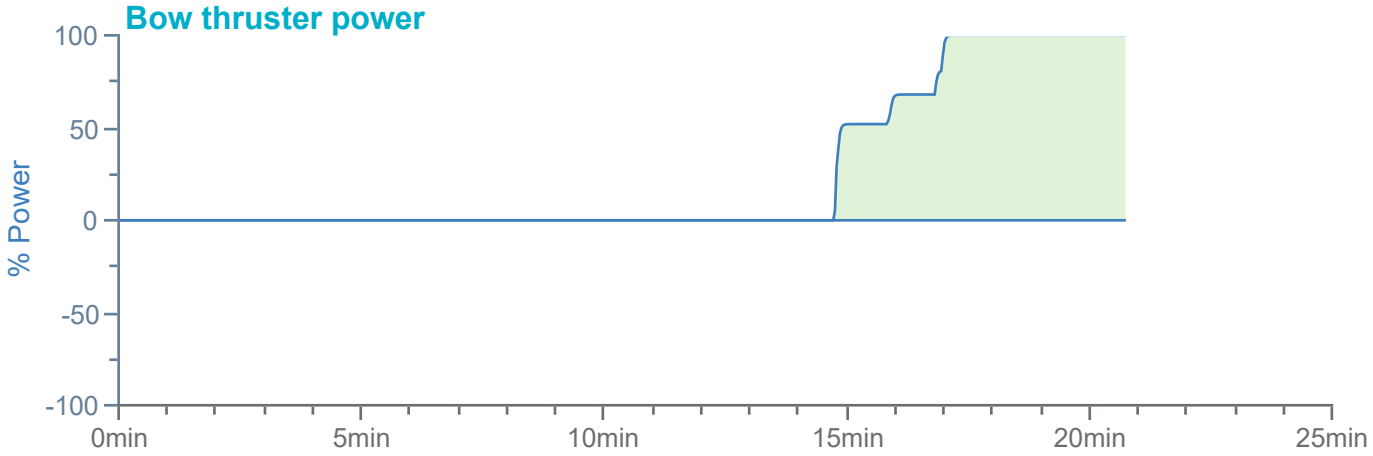

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

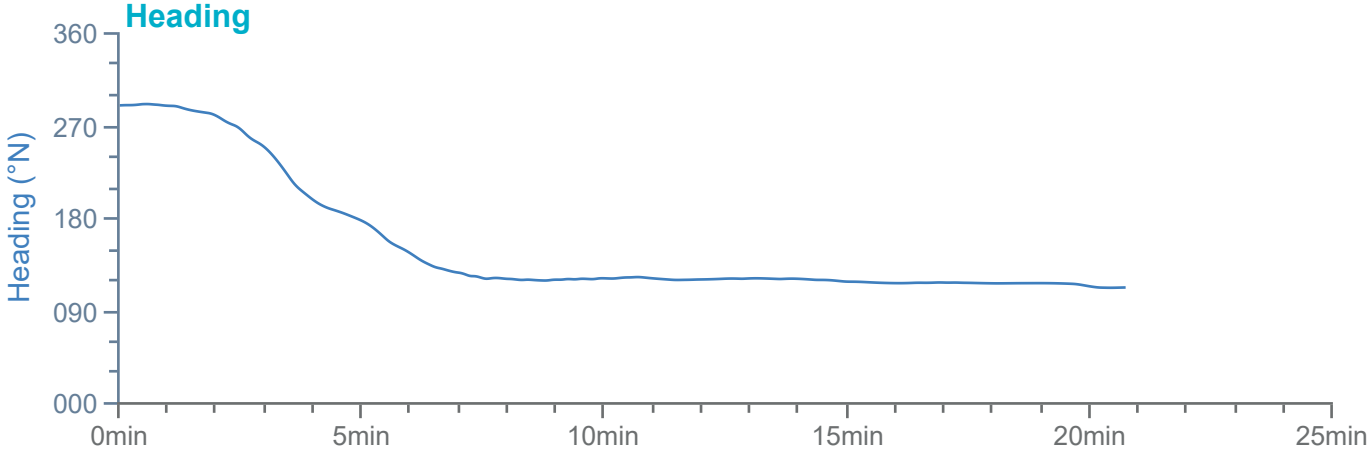

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min


Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min

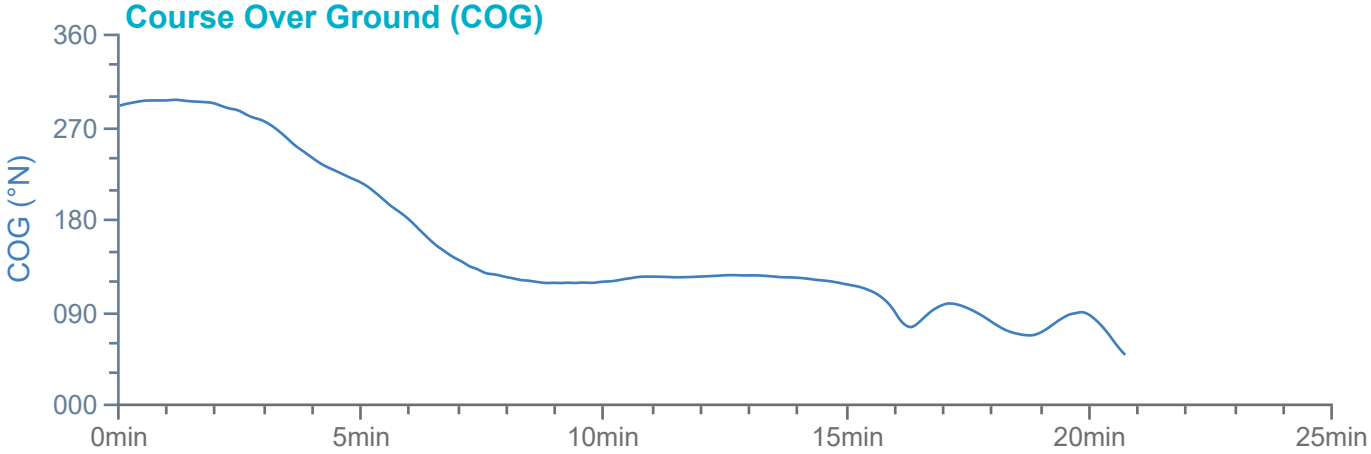

Rudder angle
Rudder angle (°)
70
35
0
-35
-70
0min
5min
10min
15min
20min
25min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min

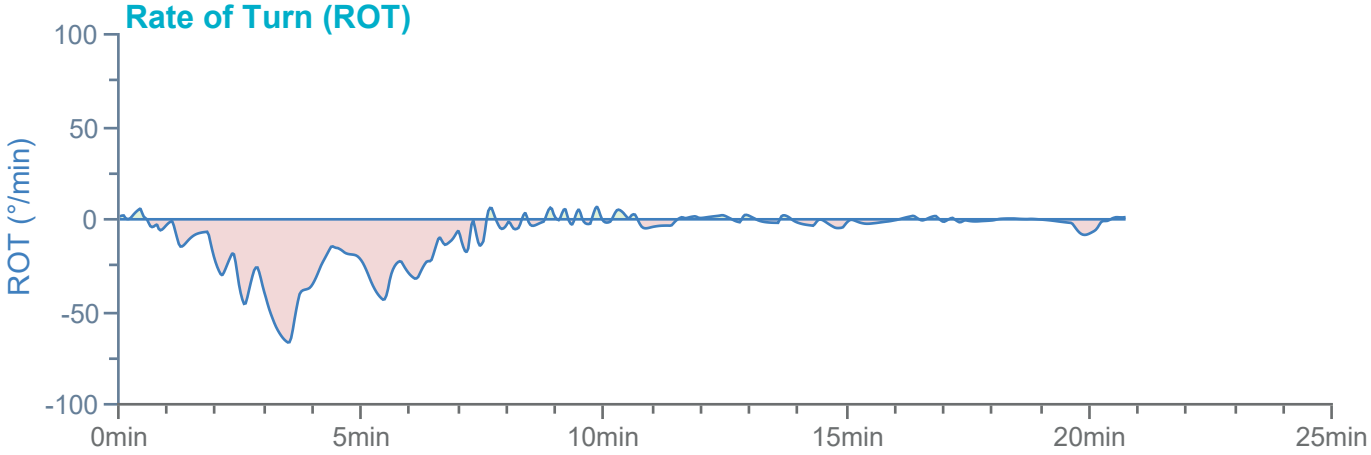
Heading

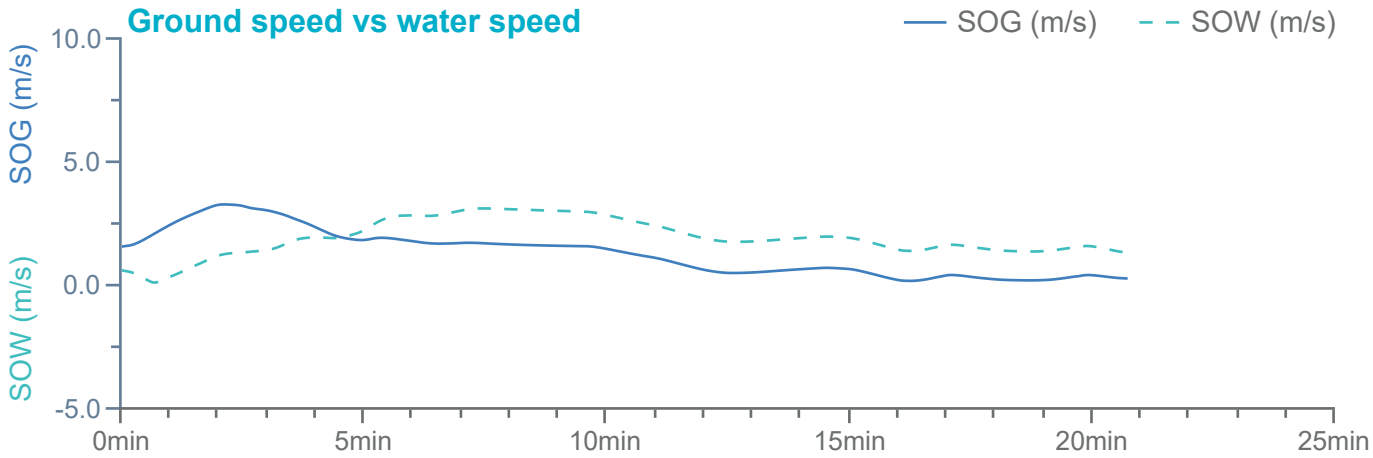


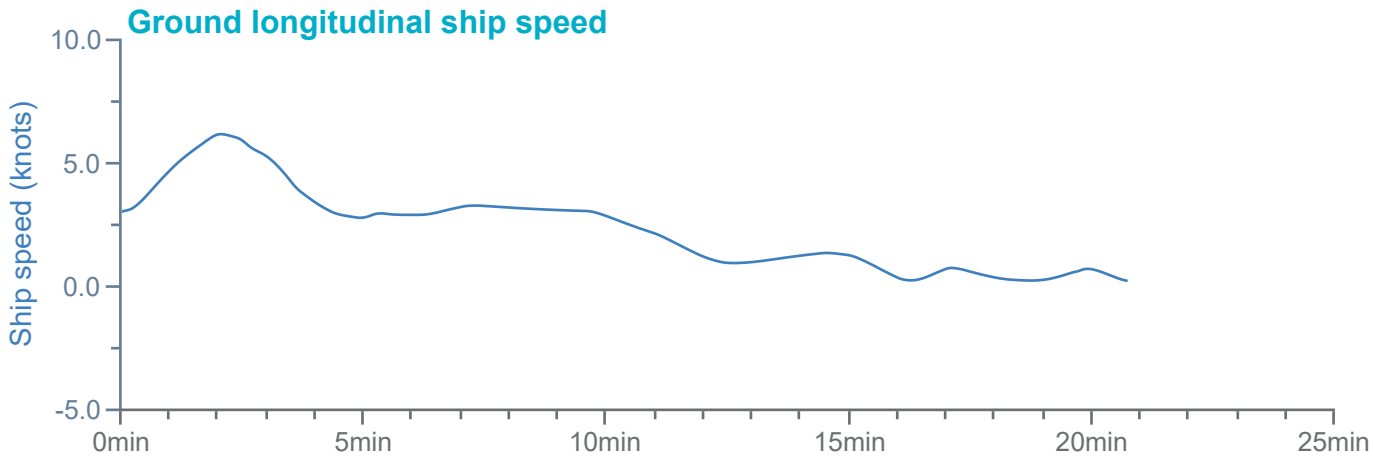
Course Over Ground (COG)

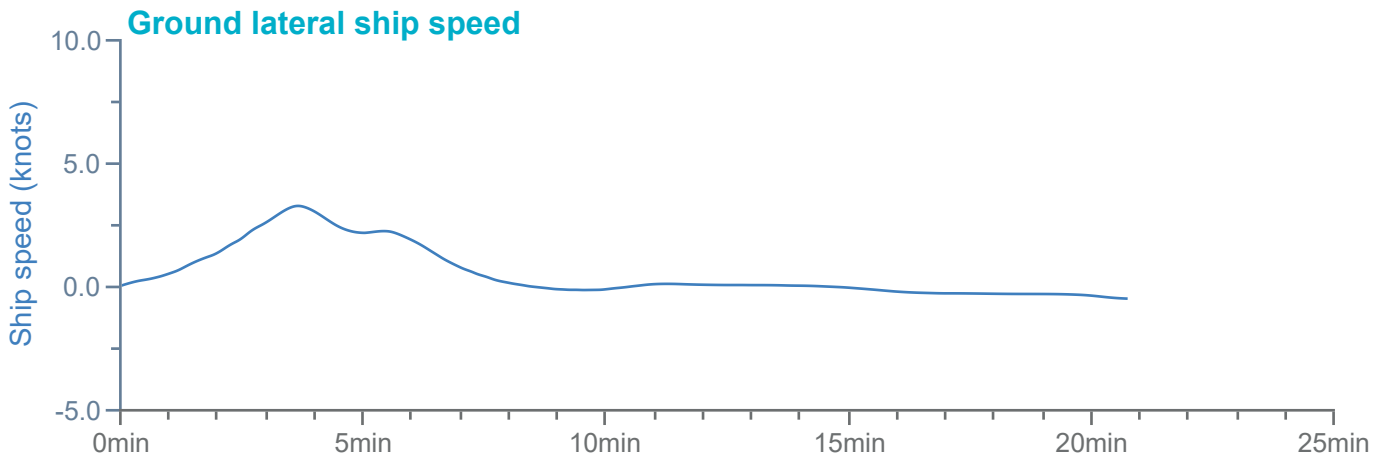


Rate of Turn (ROT)

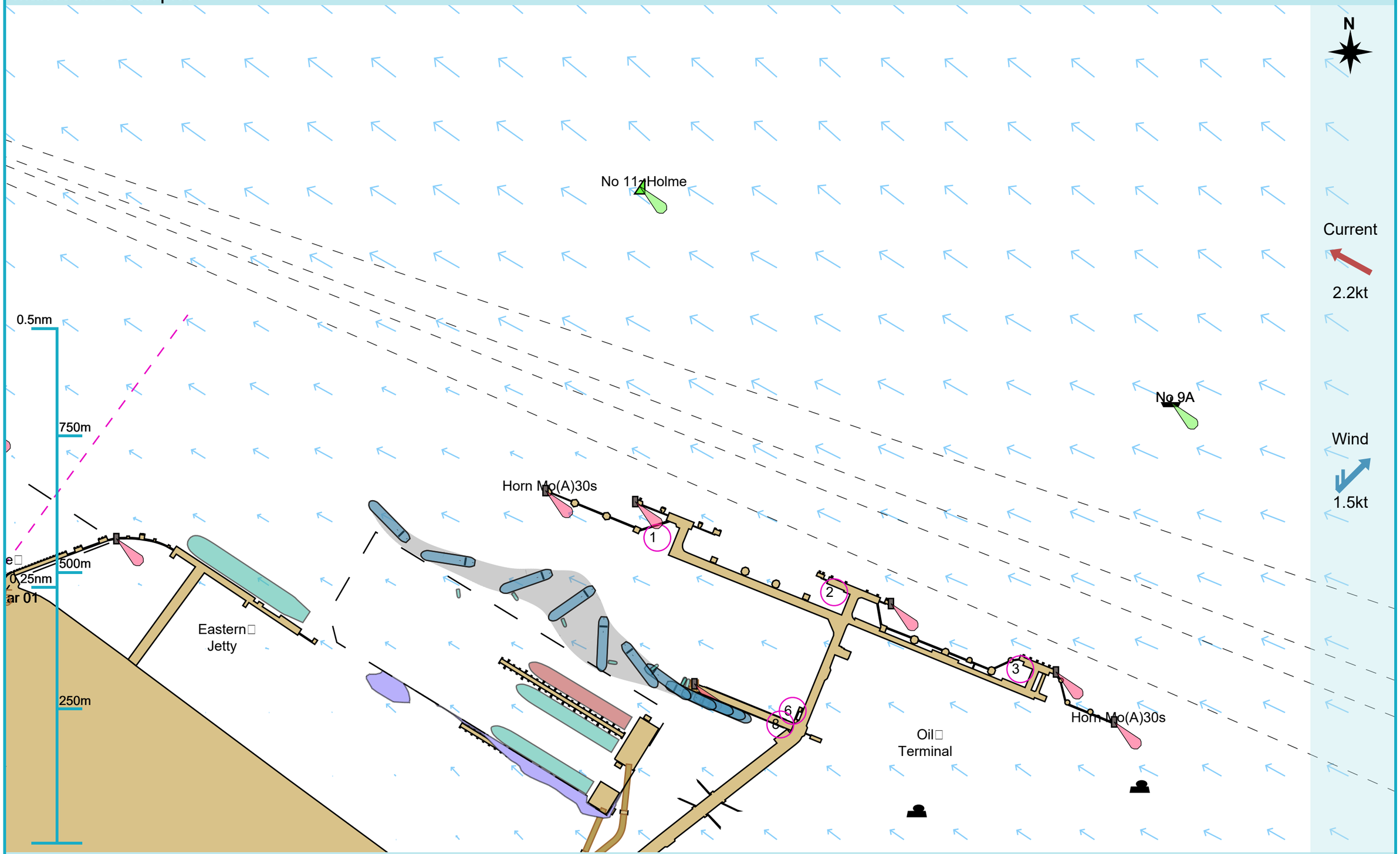



Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

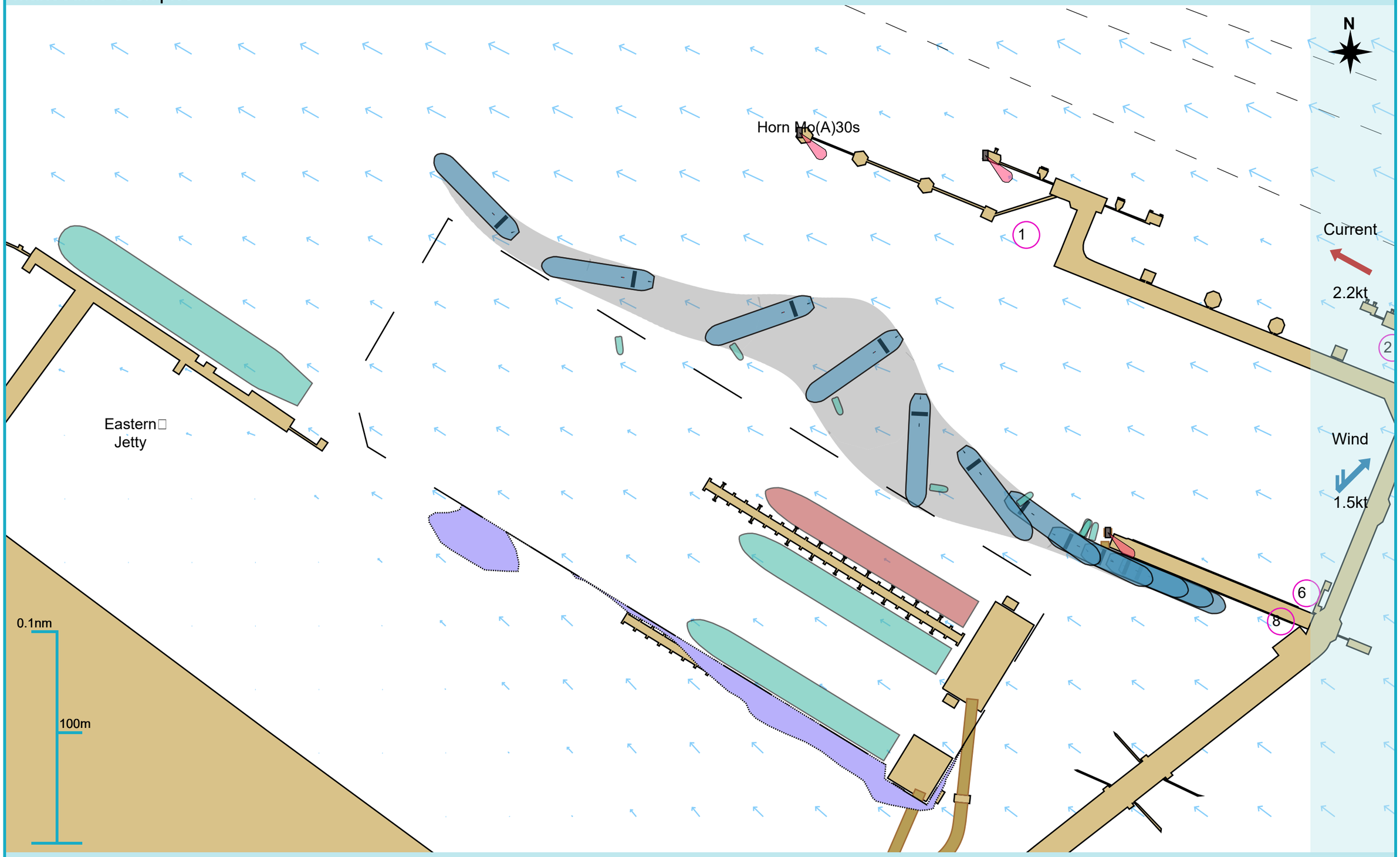

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

Manoeuvre track plot

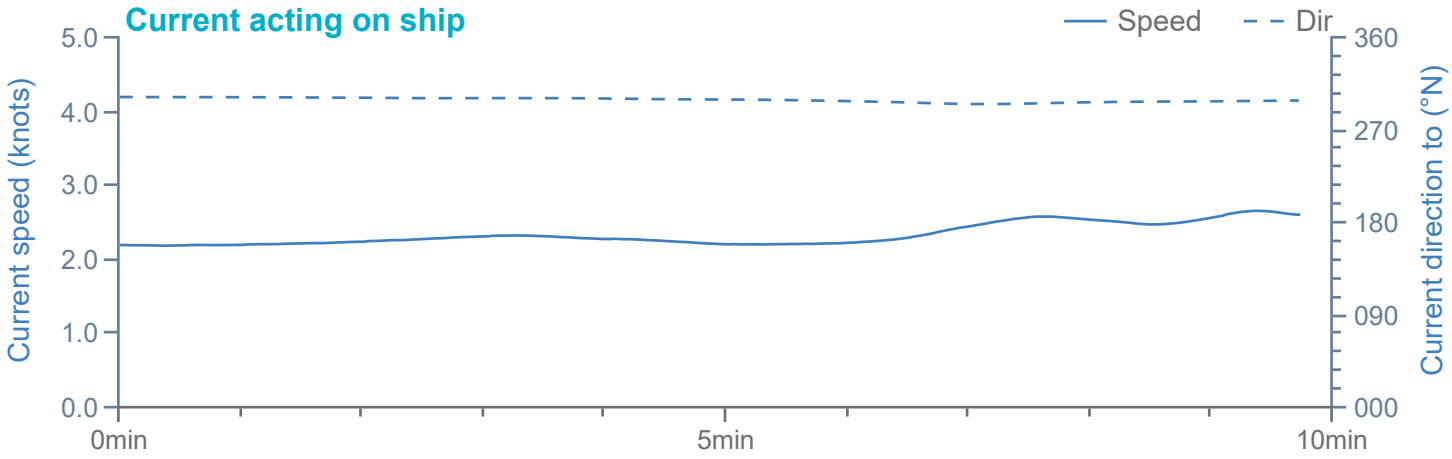


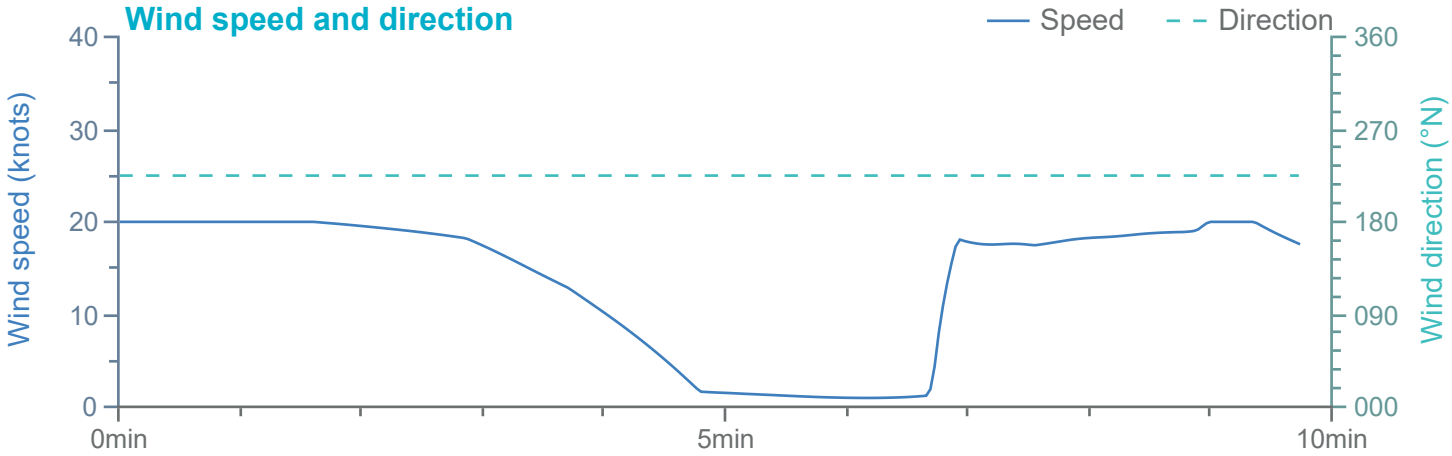
Ships plotted every 1 mins, highlight every 10 mins

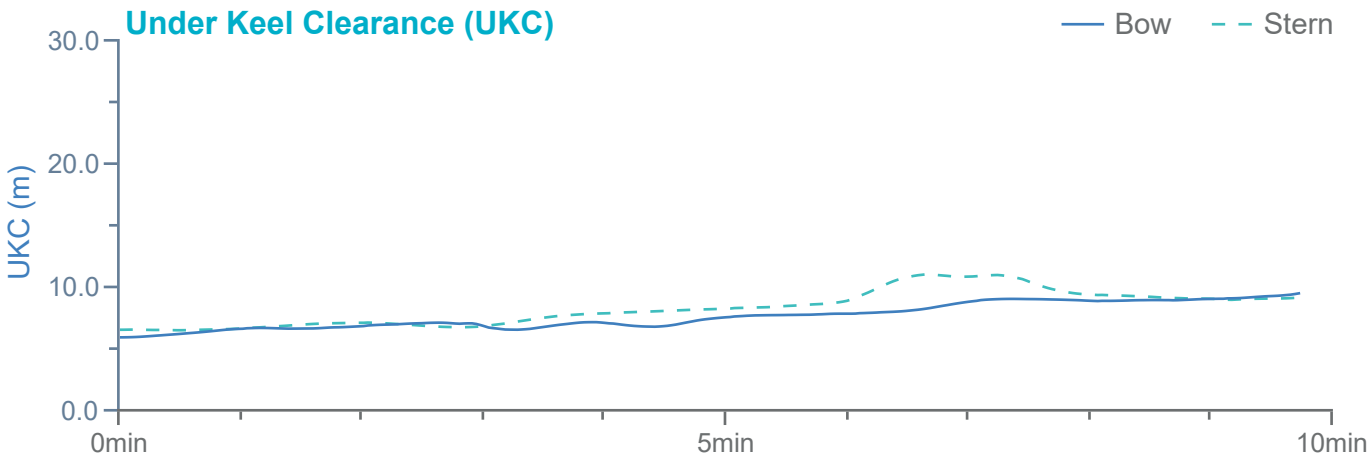
Manoeuvre track plot



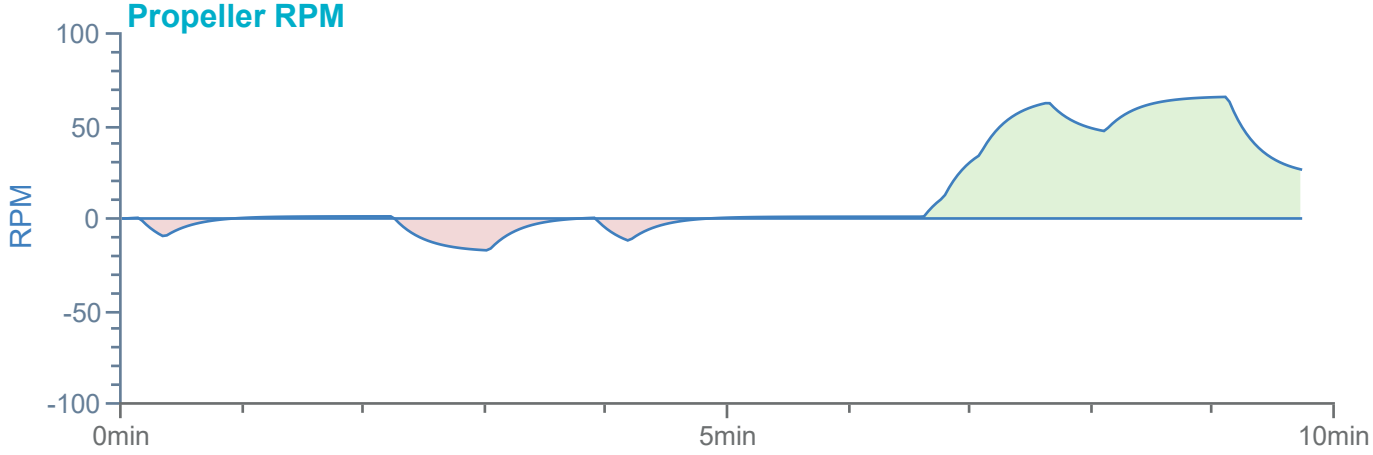
Ships plotted every 1 mins, highlight every 10 mins


Current acting on ship
Speed
Dir
Current speed (knots)
5.0
4.0
3.0
2.0
1.0
0.0
Current direction to (°N)
360
270
180
090
000
0min
5min
10min

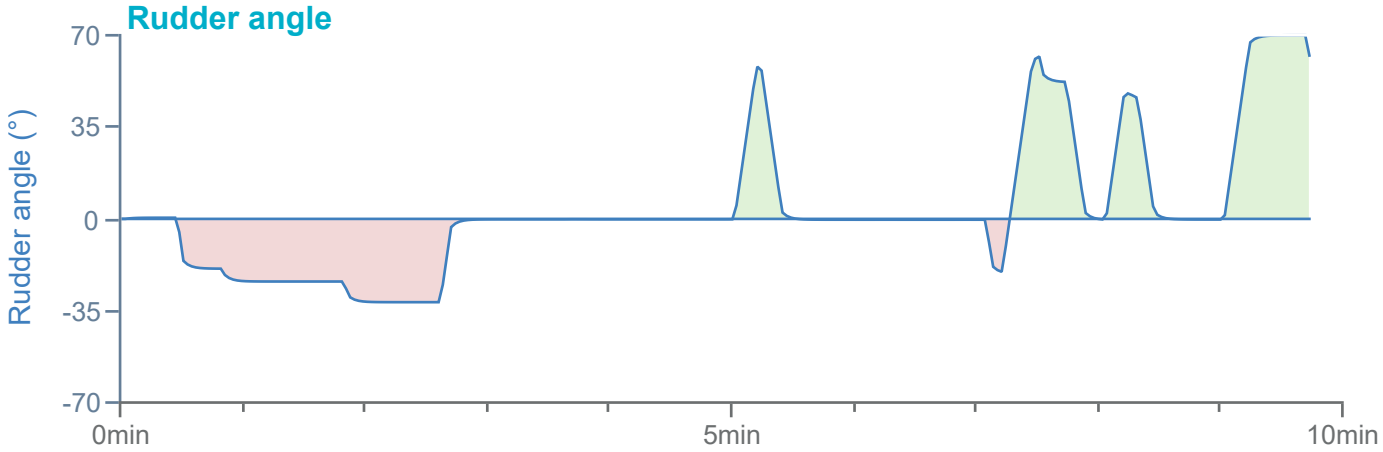

Wind speed and direction
Speed
Direction
Wind speed (knots)
40
30
20
10
0
Wind direction (°N)
360
270
180
090
000
0min
5min
10min


Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

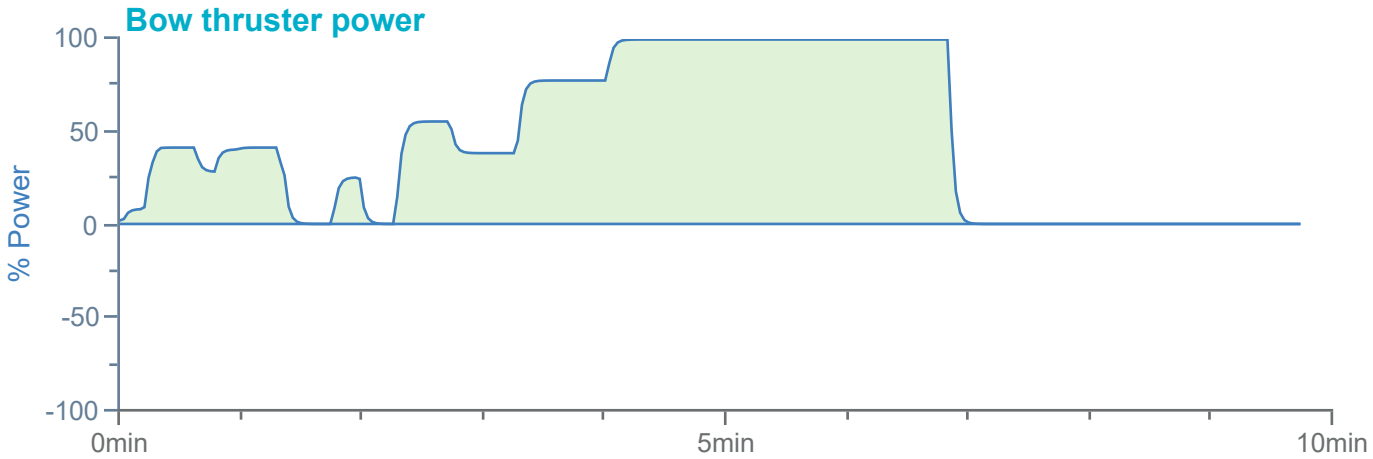
Propeller RPM



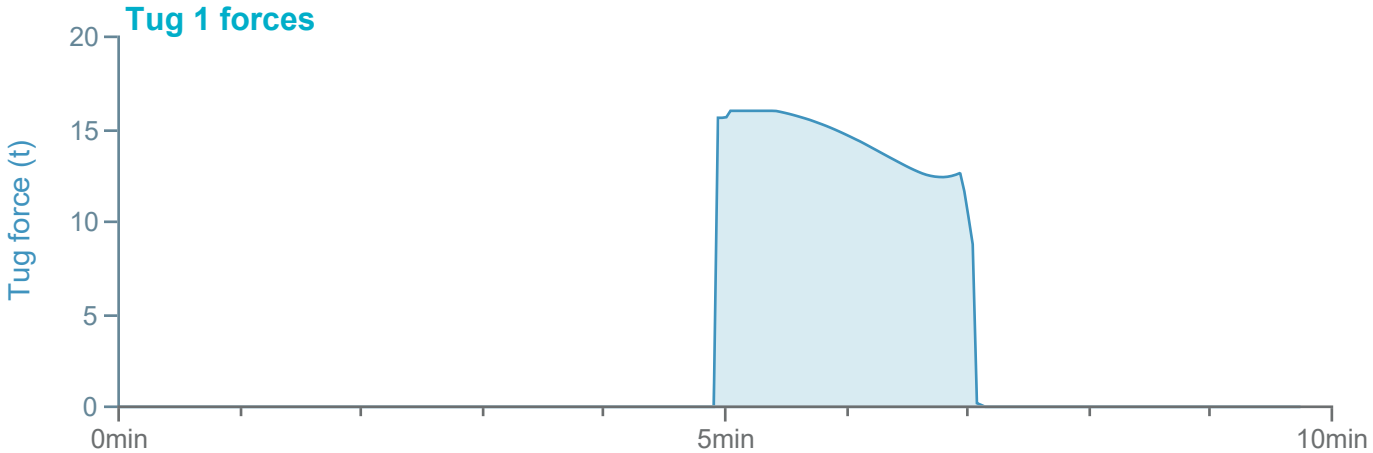
Rudder angle



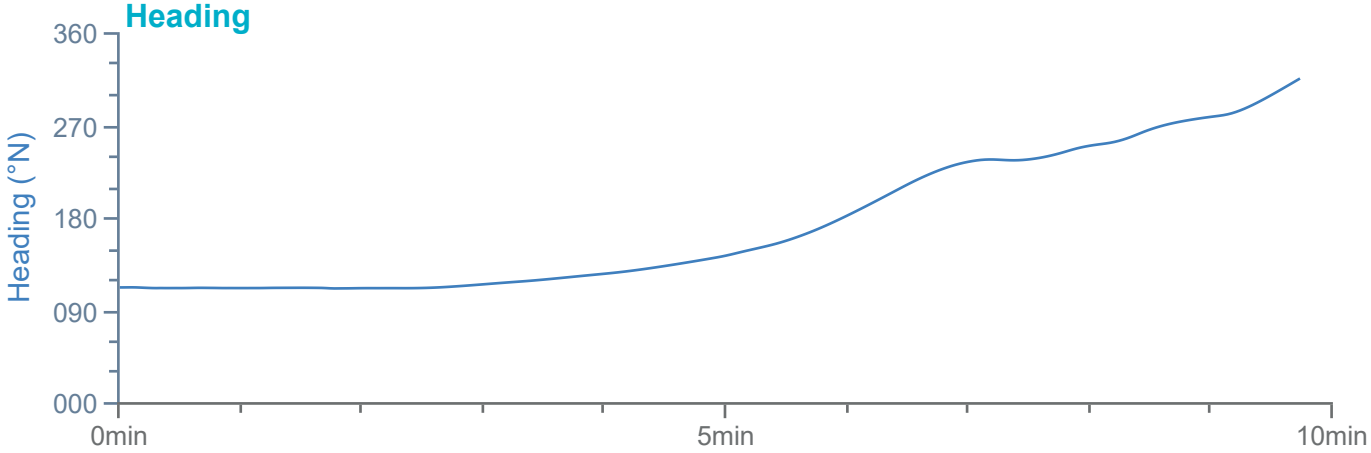
Bow thruster power



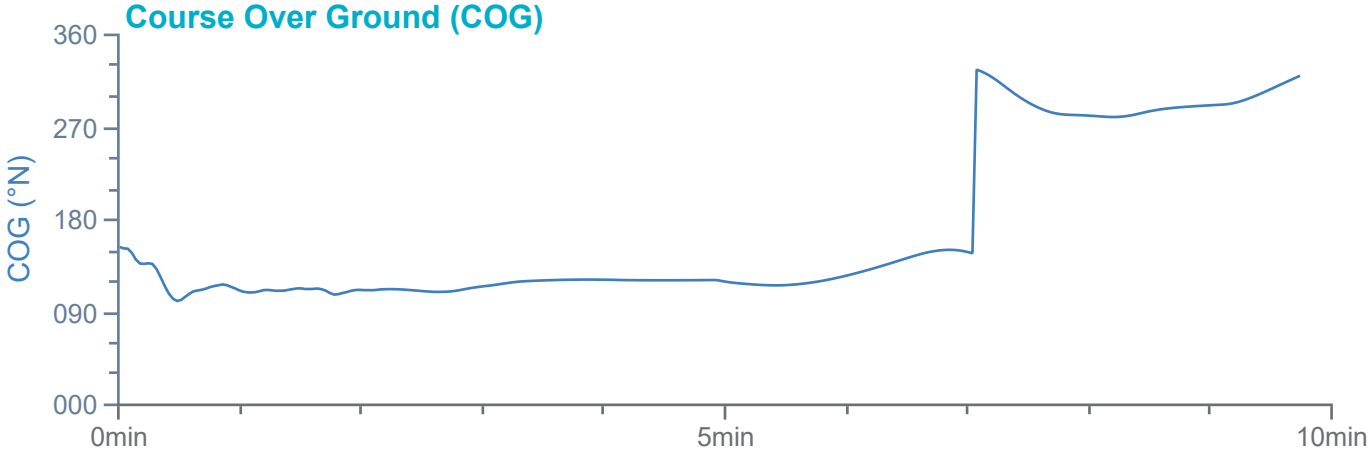
Tug 1 forces



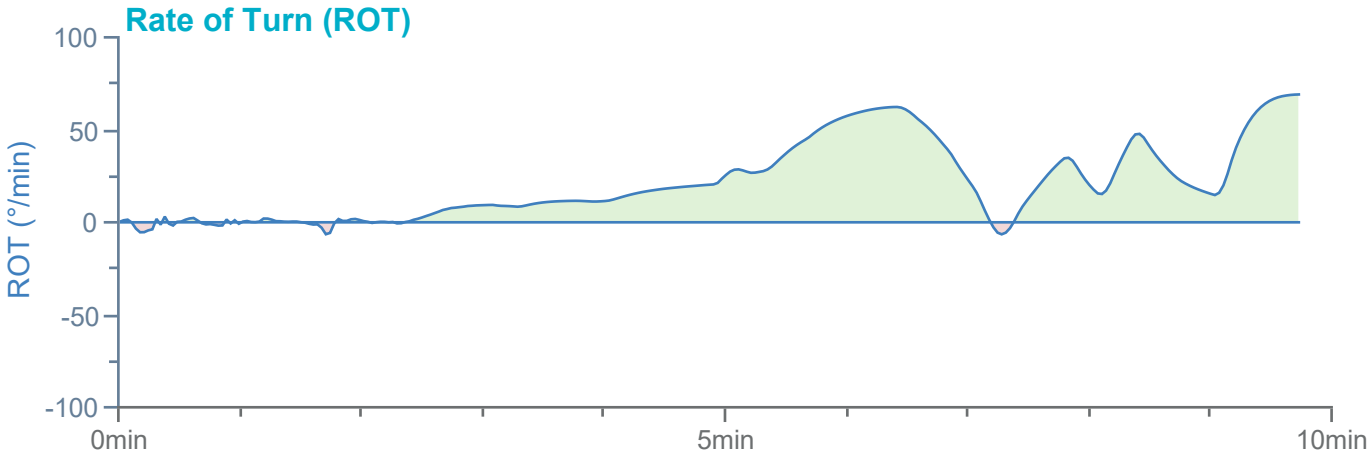
Heading

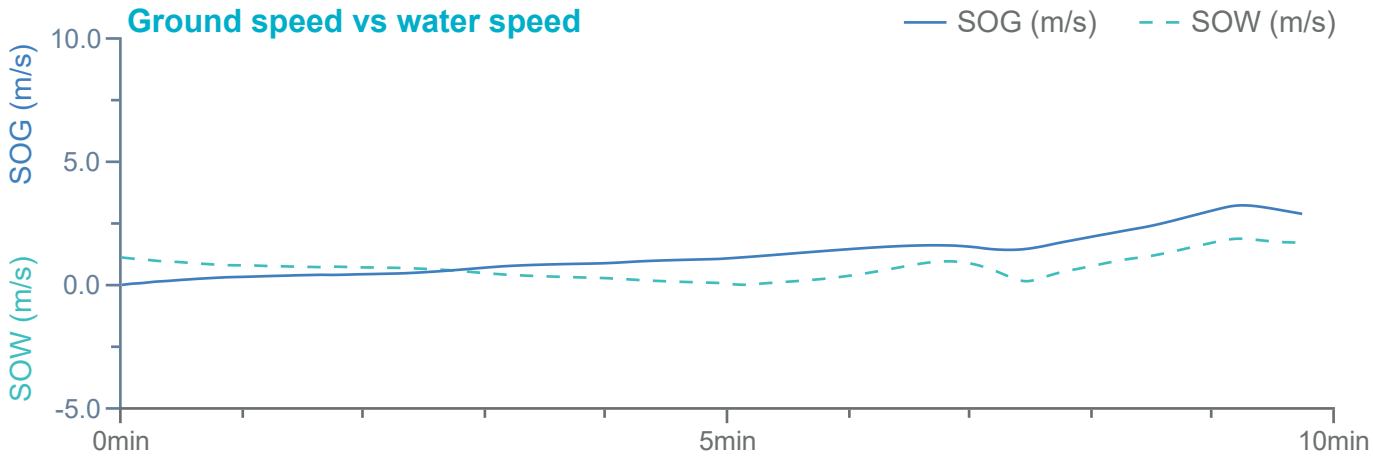


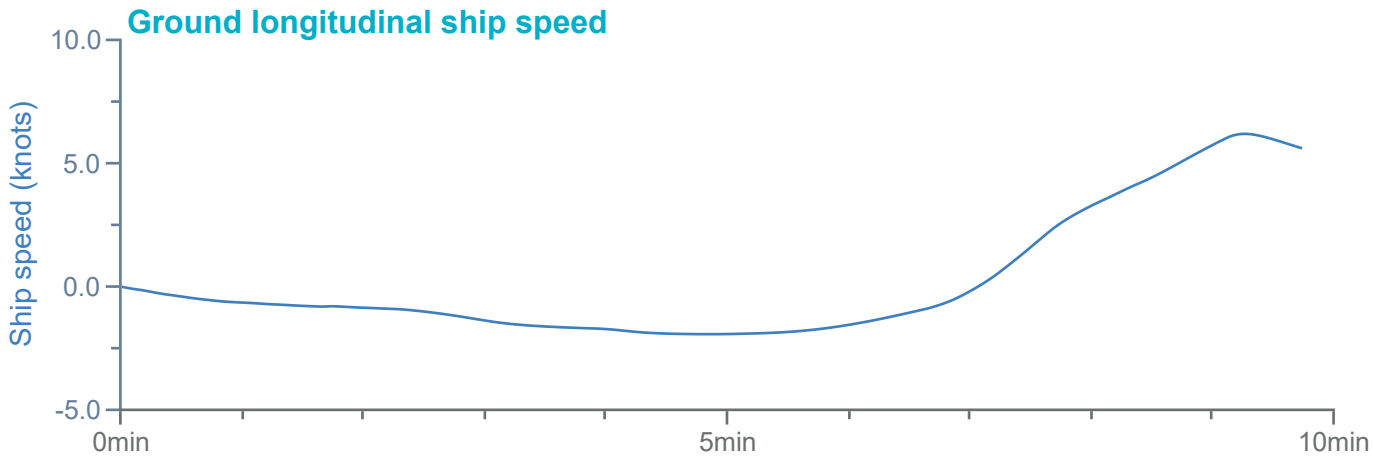
Course Over Ground (COG)

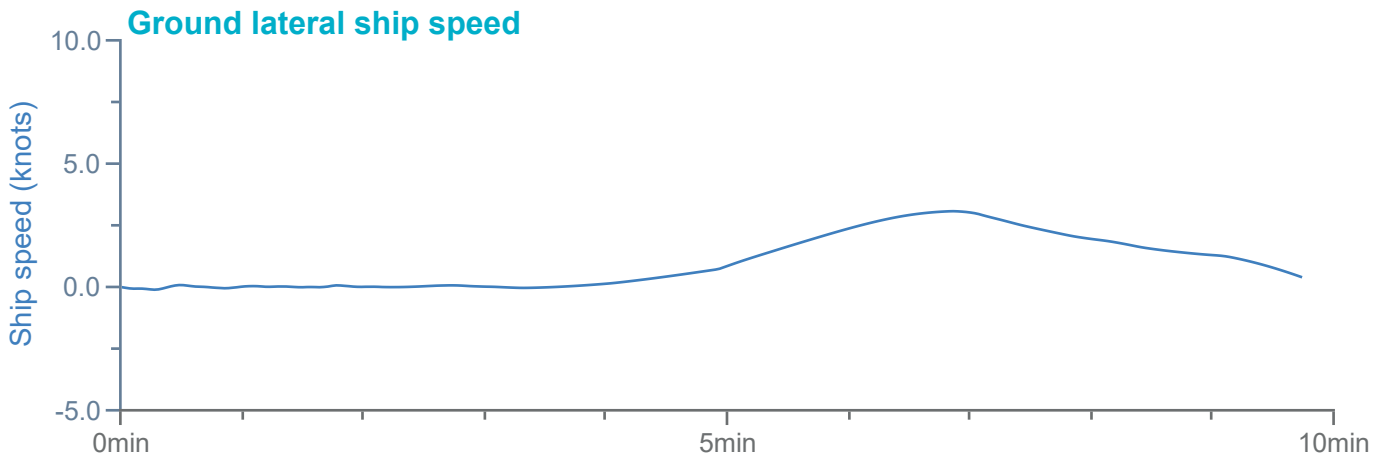


Rate of Turn (ROT)

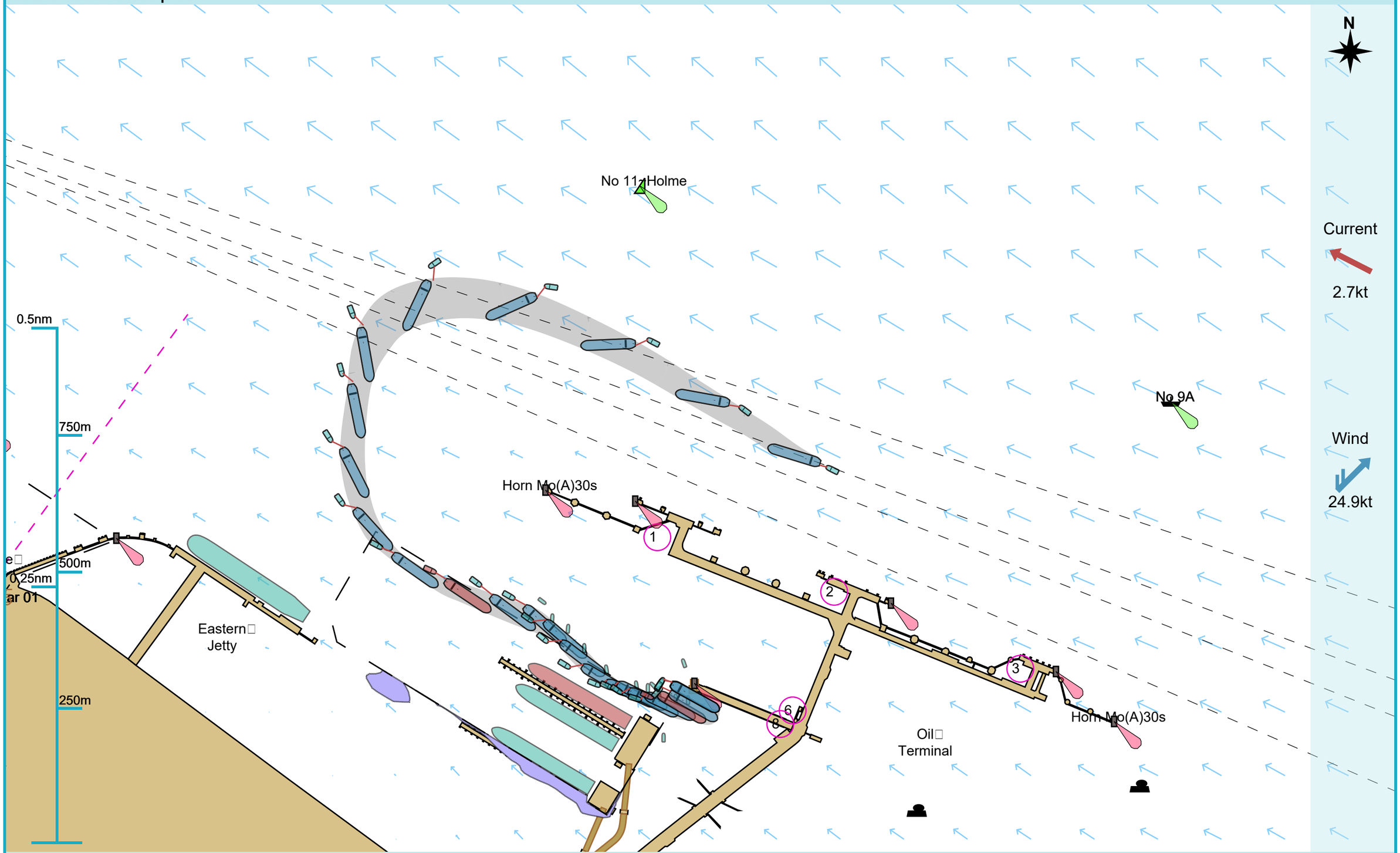



Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

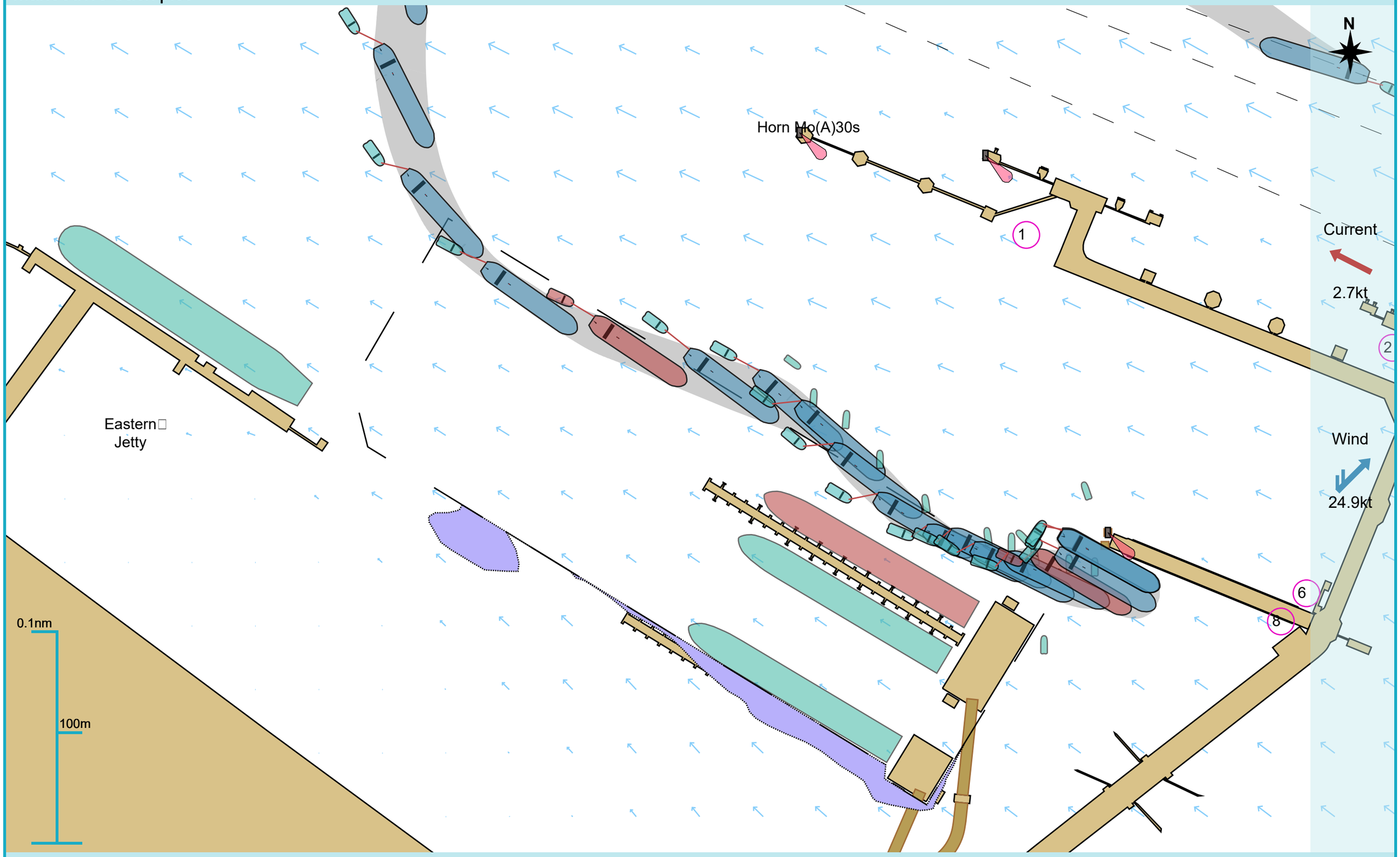

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

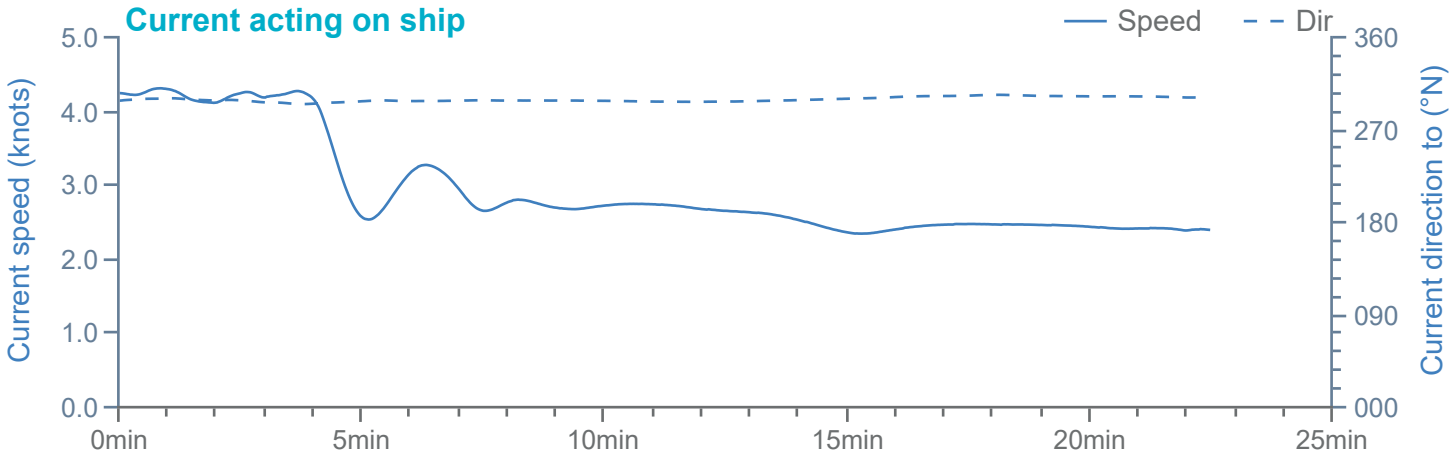


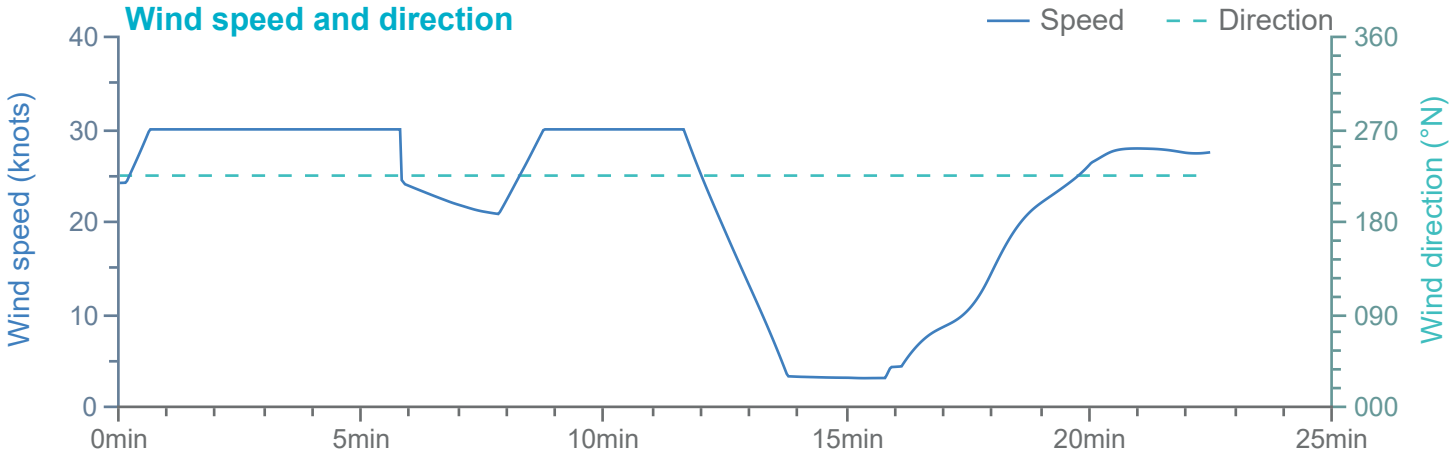
Ships plotted every 1 mins, highlight every 10 mins

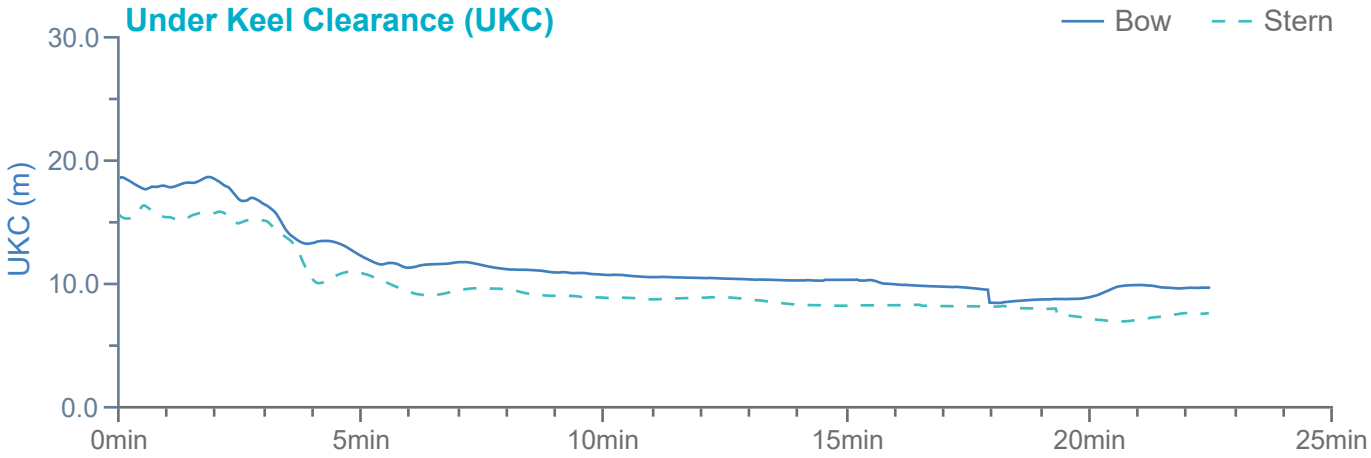
Manoeuvre track plot

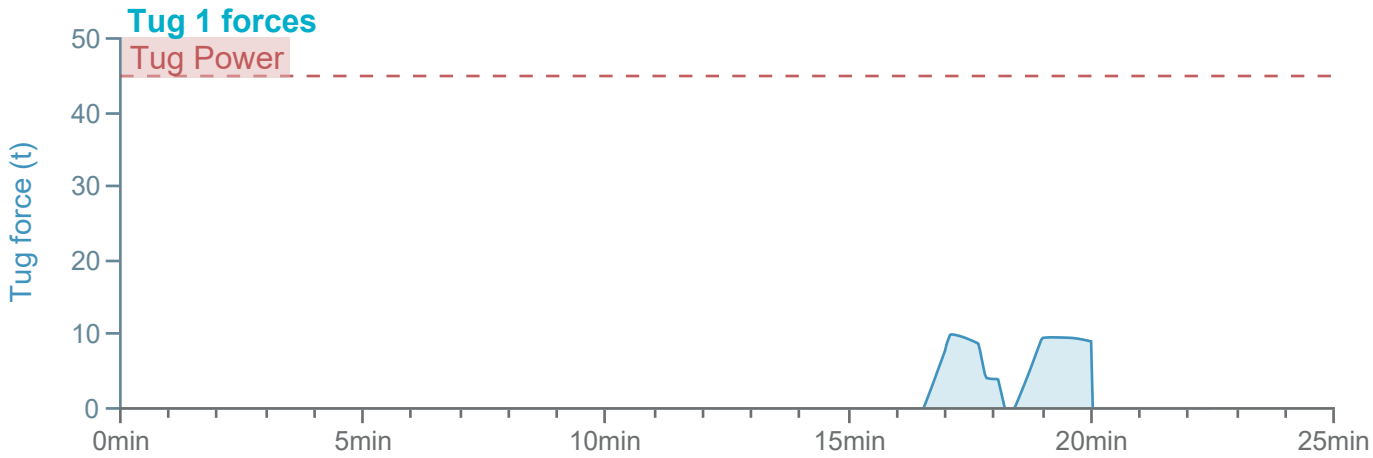


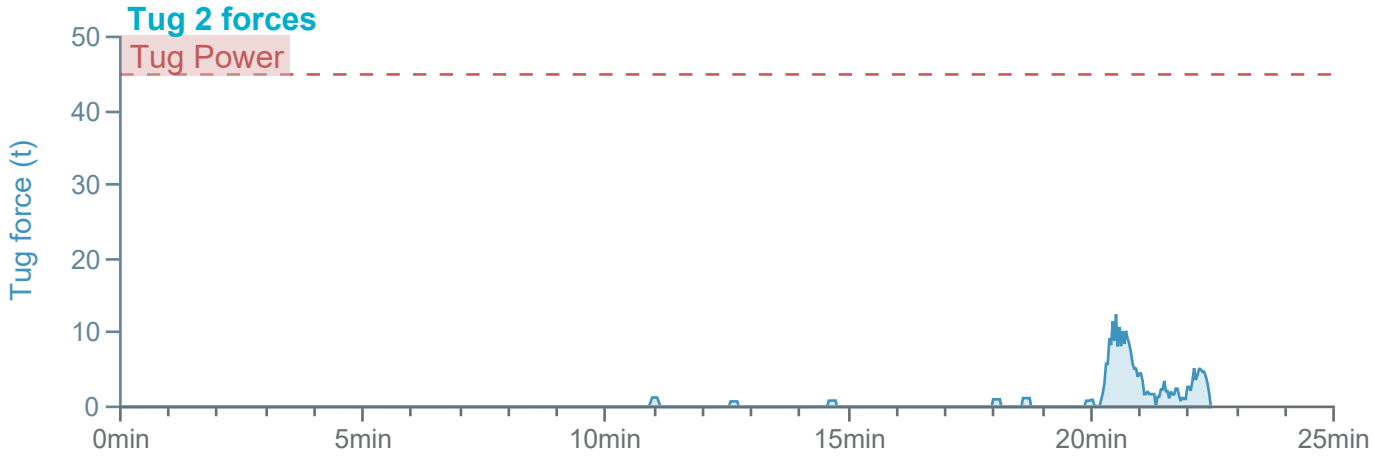
Ships plotted every 1 mins, highlight every 10 mins

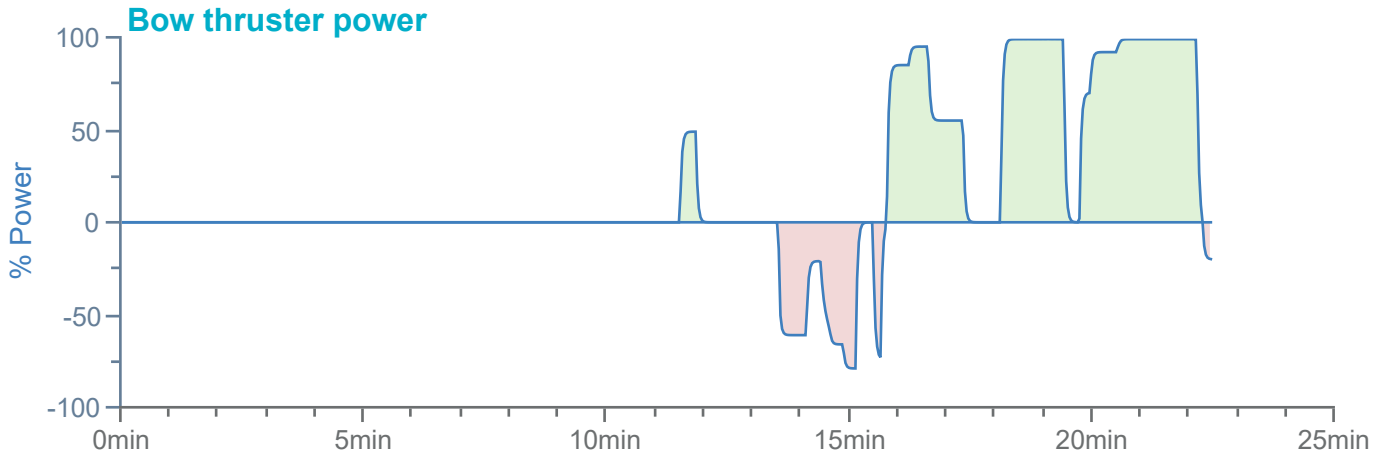

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

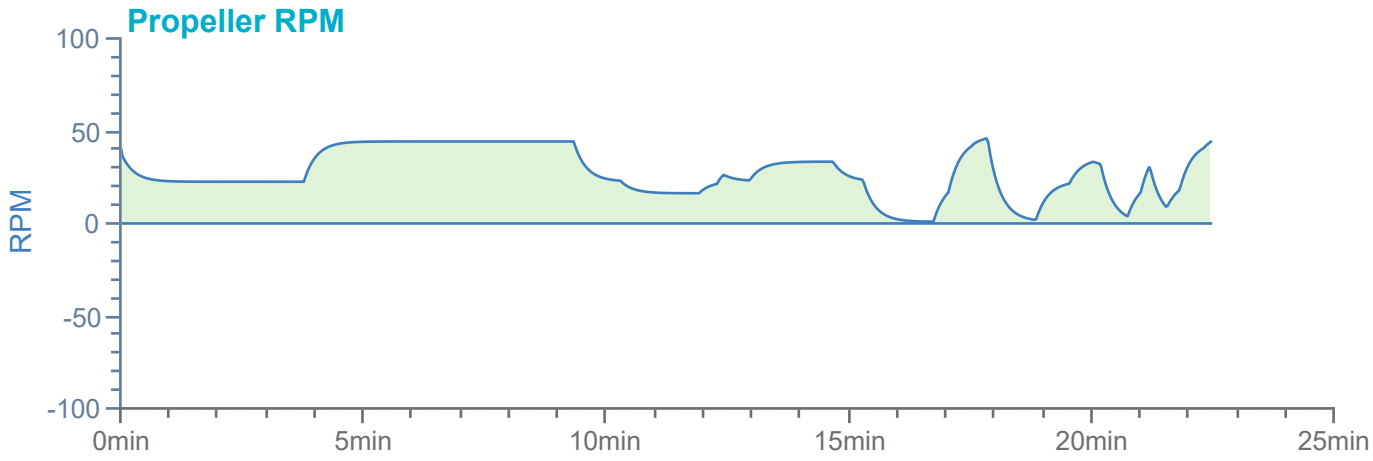

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

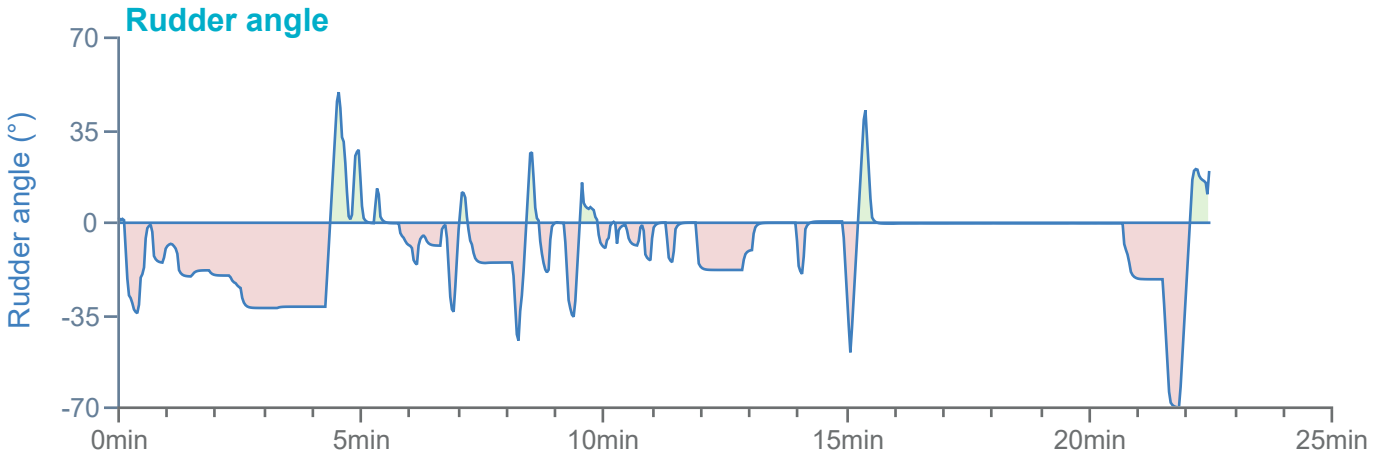

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min

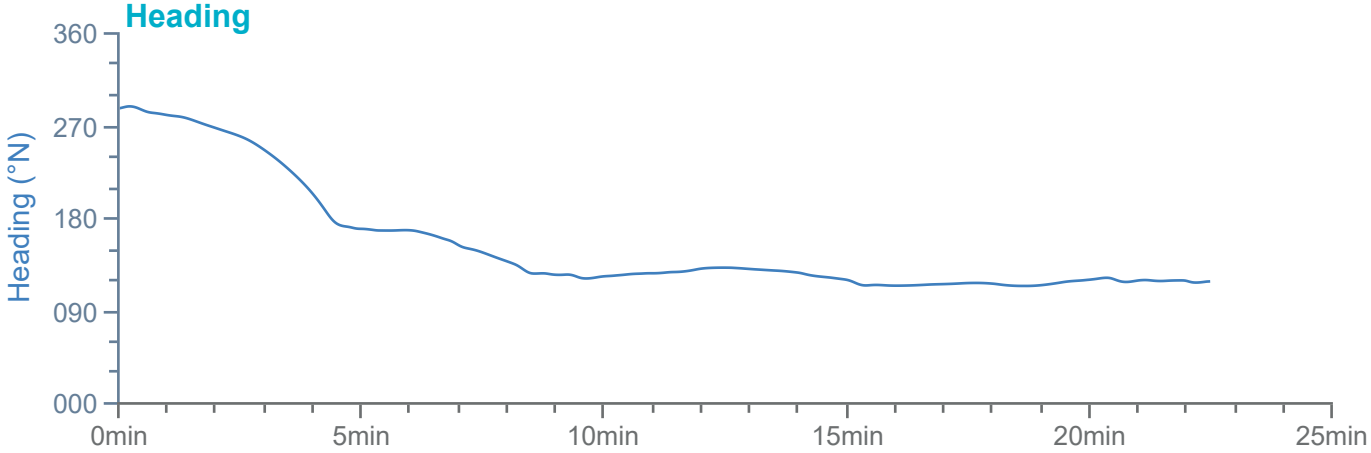

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min

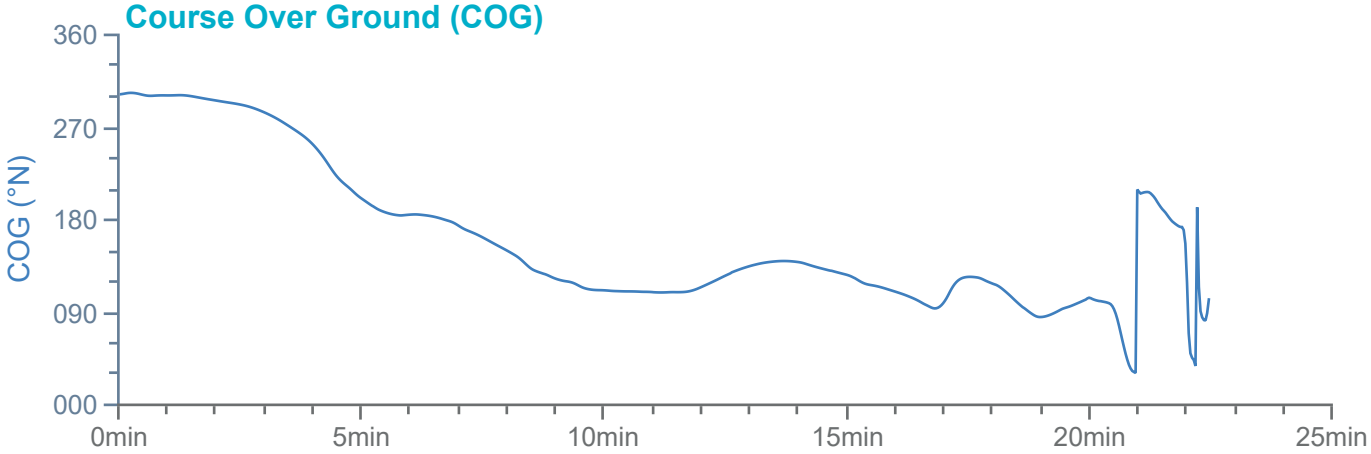

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min


Rudder angle
Rudder angle (°)
70
35
0
-35
-70
0min
5min
10min
15min
20min
25min

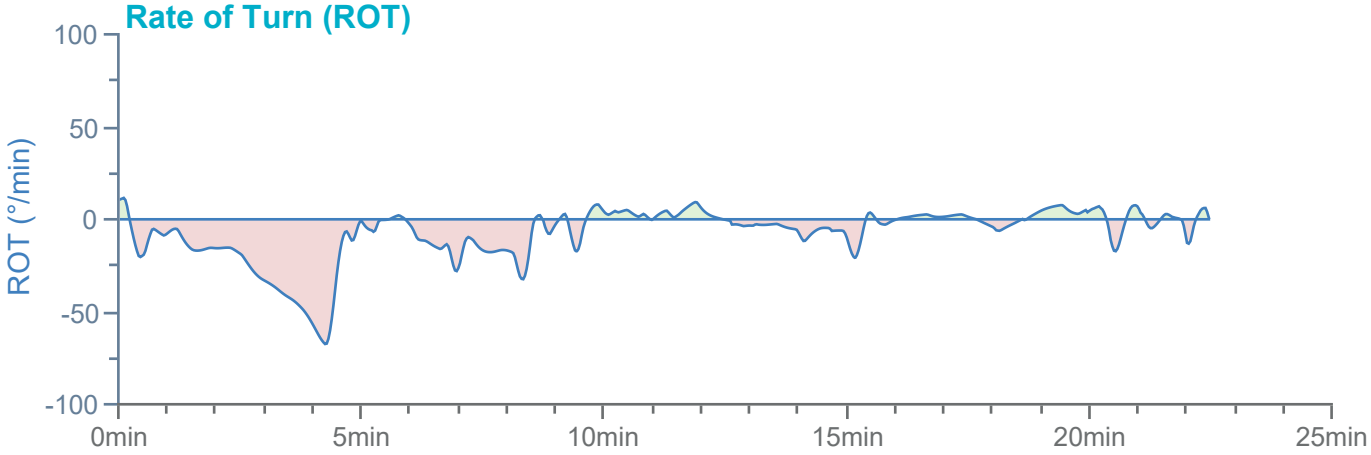
Heading

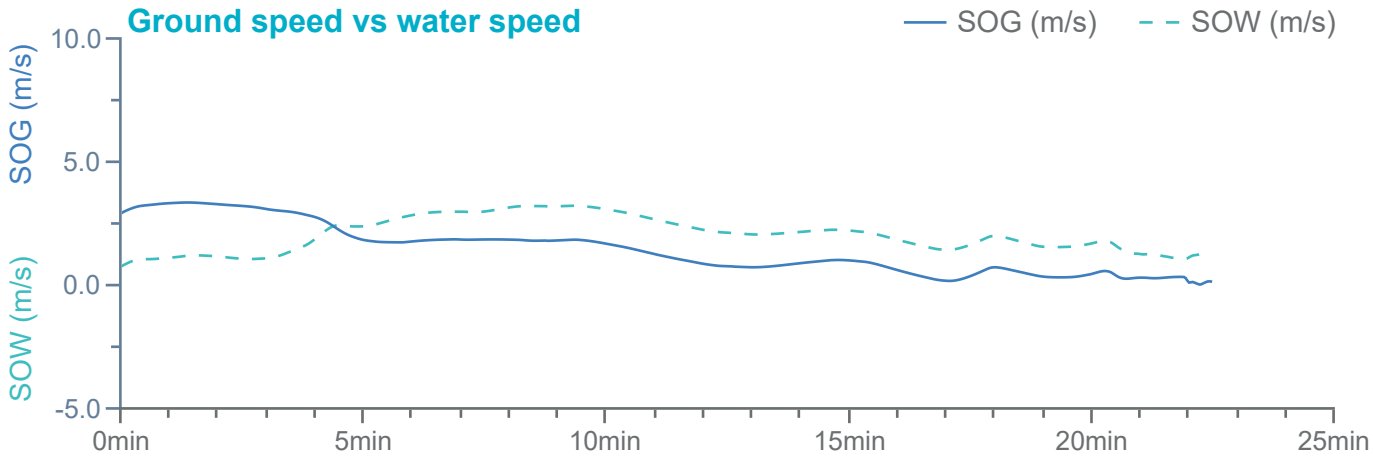


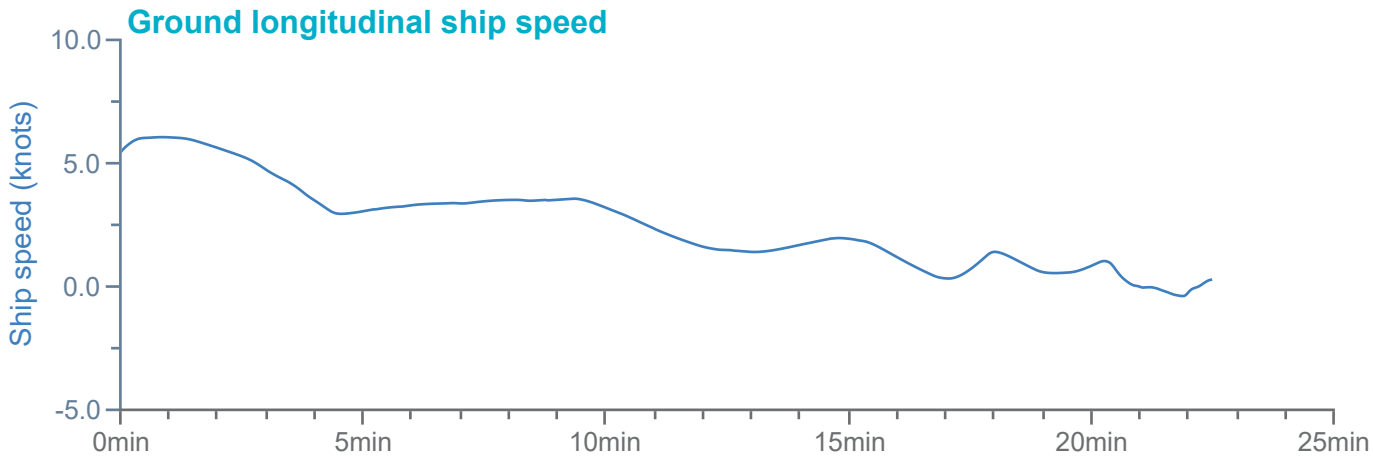
Course Over Ground (COG)

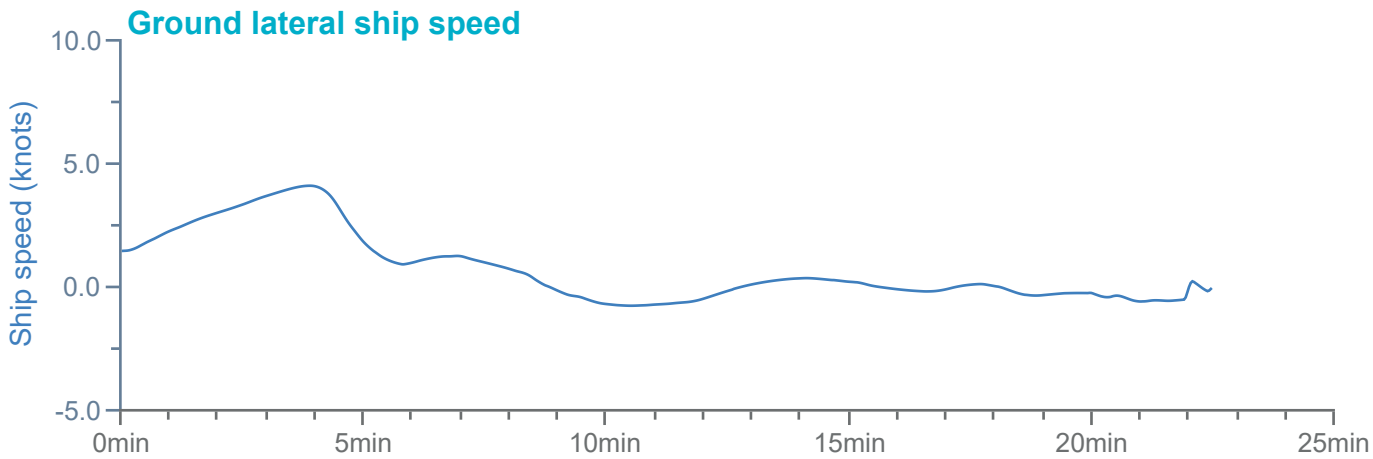


Rate of Turn (ROT)

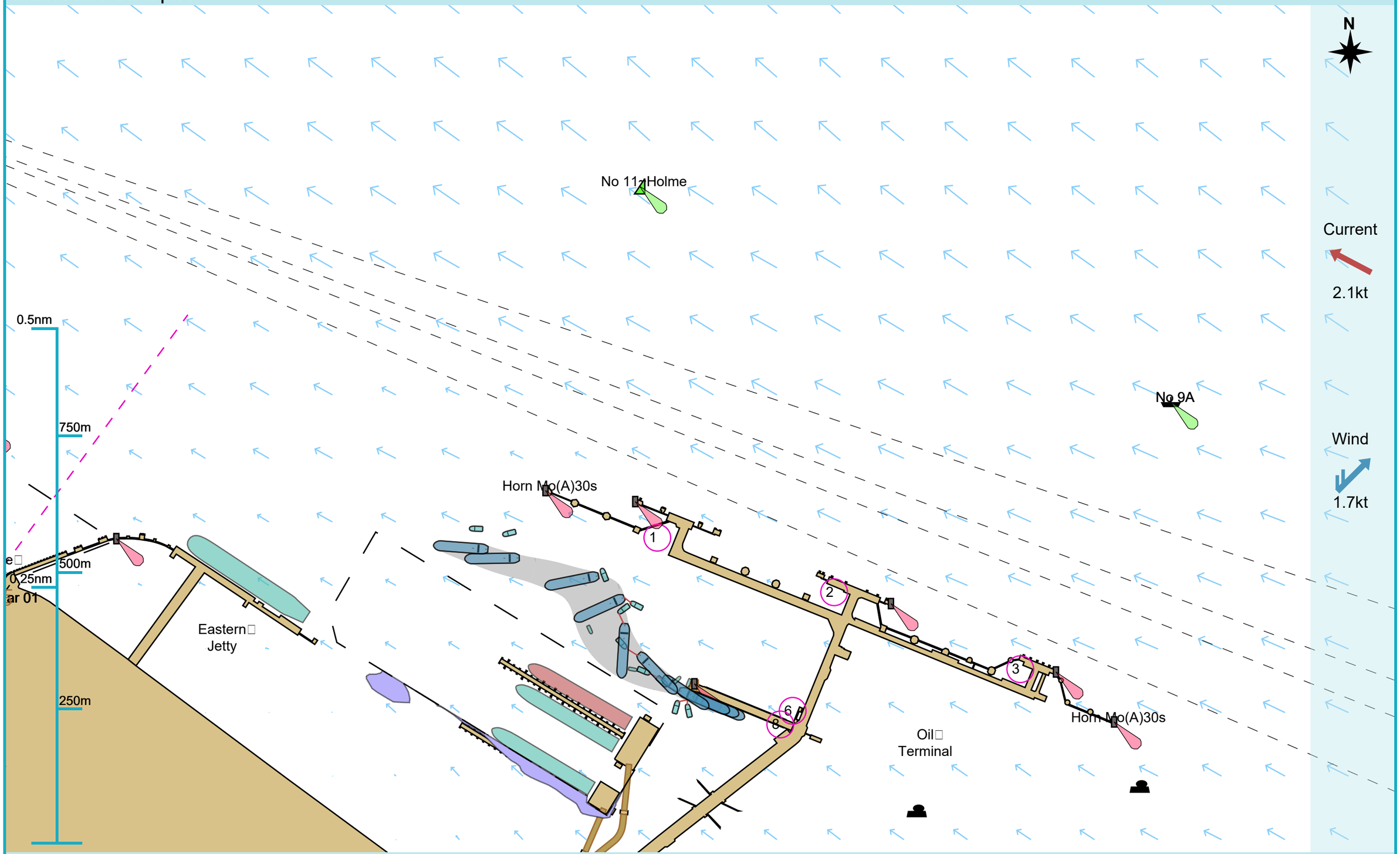



Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

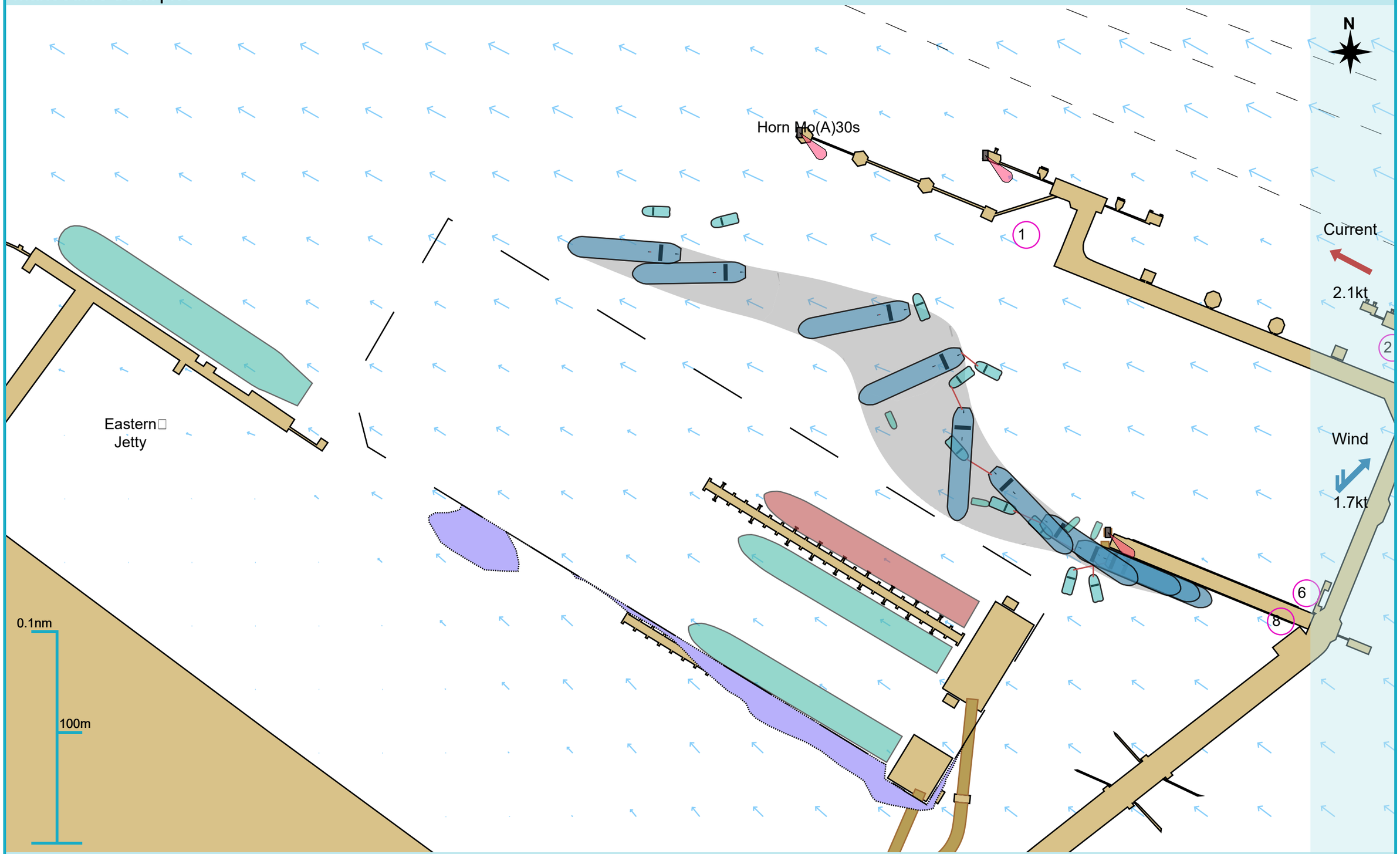

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

Manoeuvre track plot

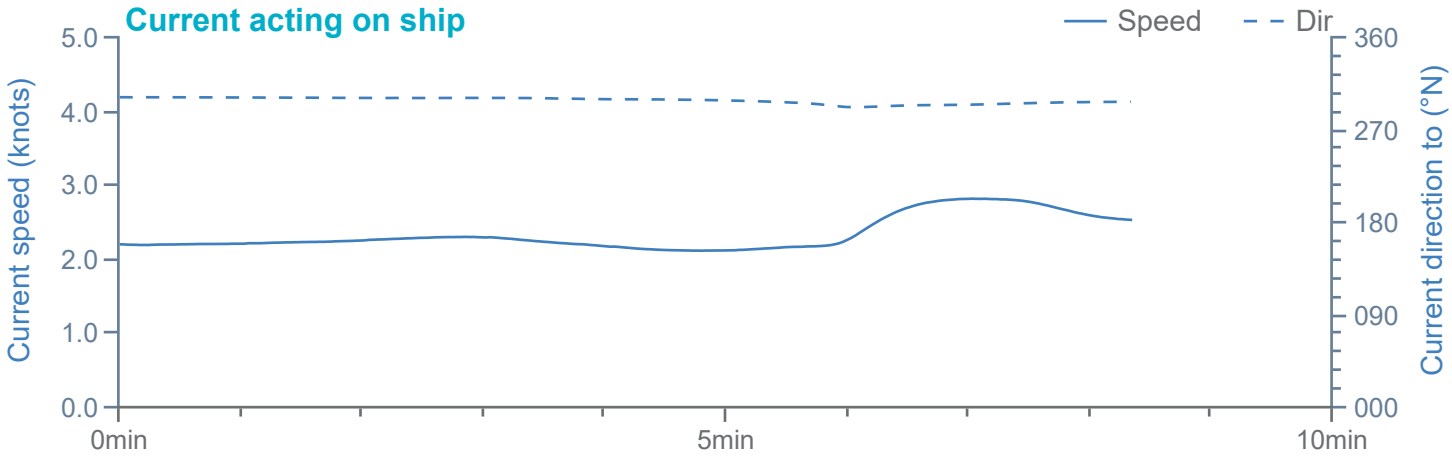


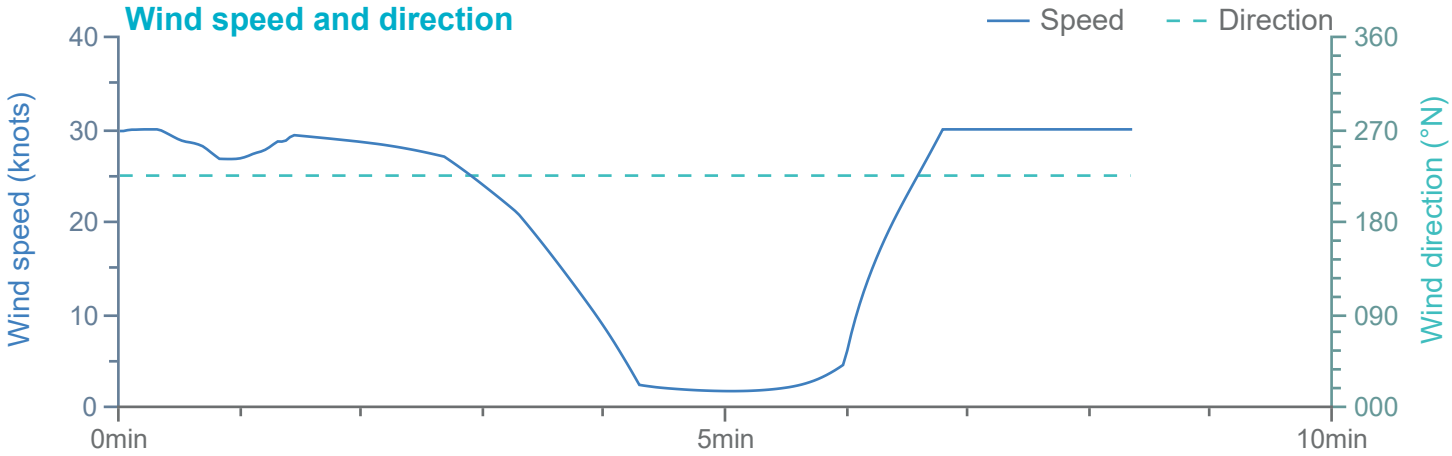
Ships plotted every 1 mins, highlight every 10 mins

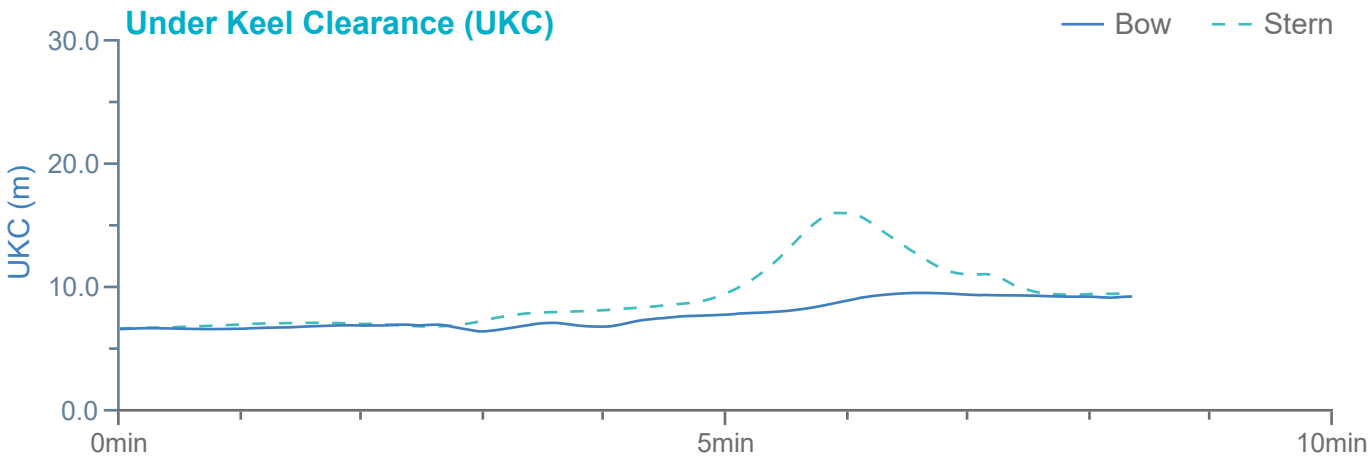
Manoeuvre track plot

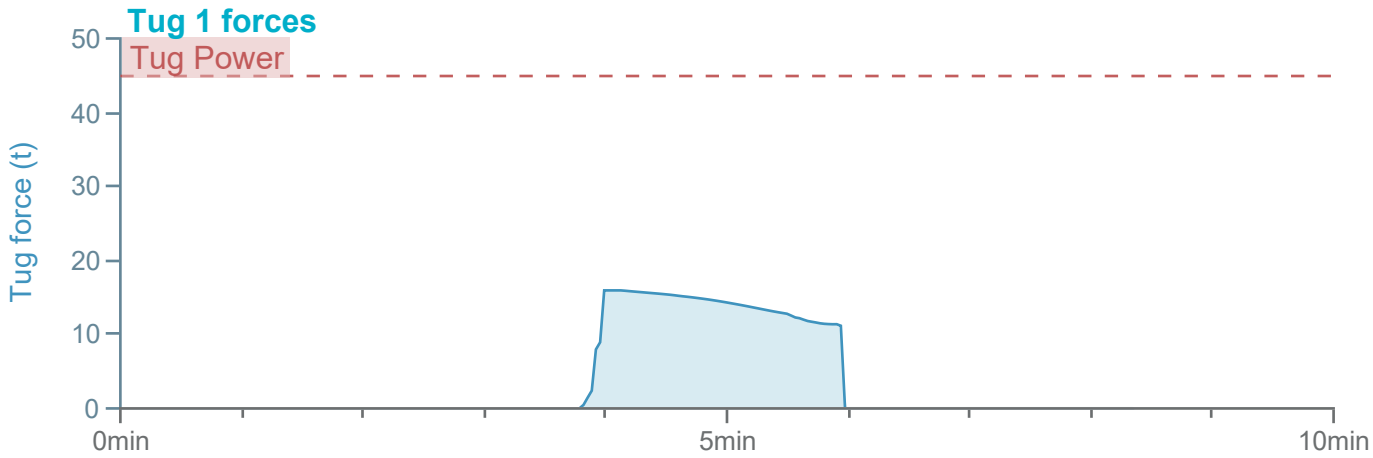


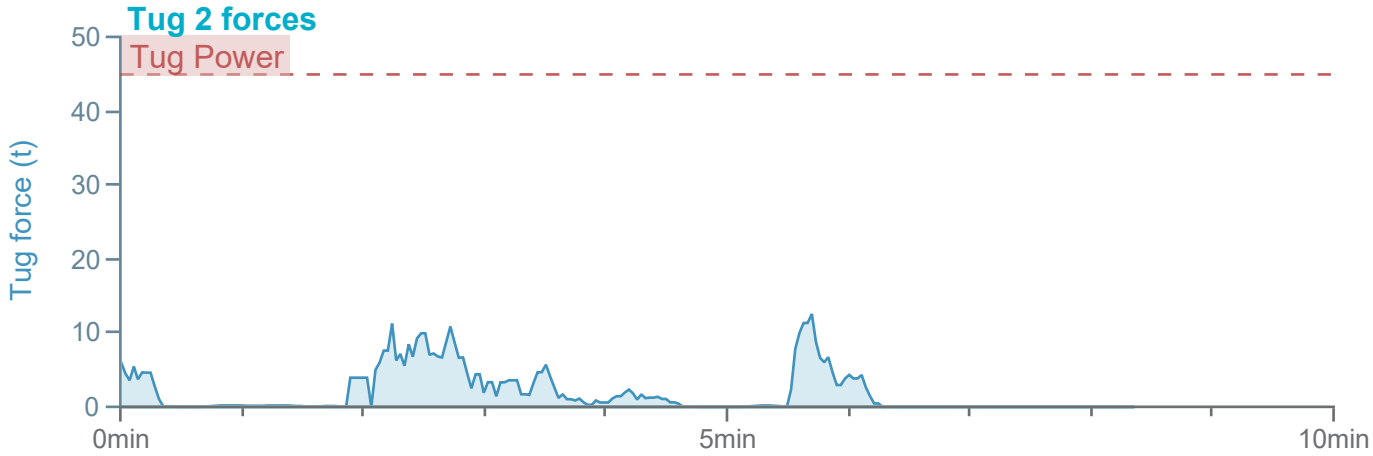
Ships plotted every 1 mins, highlight every 10 mins

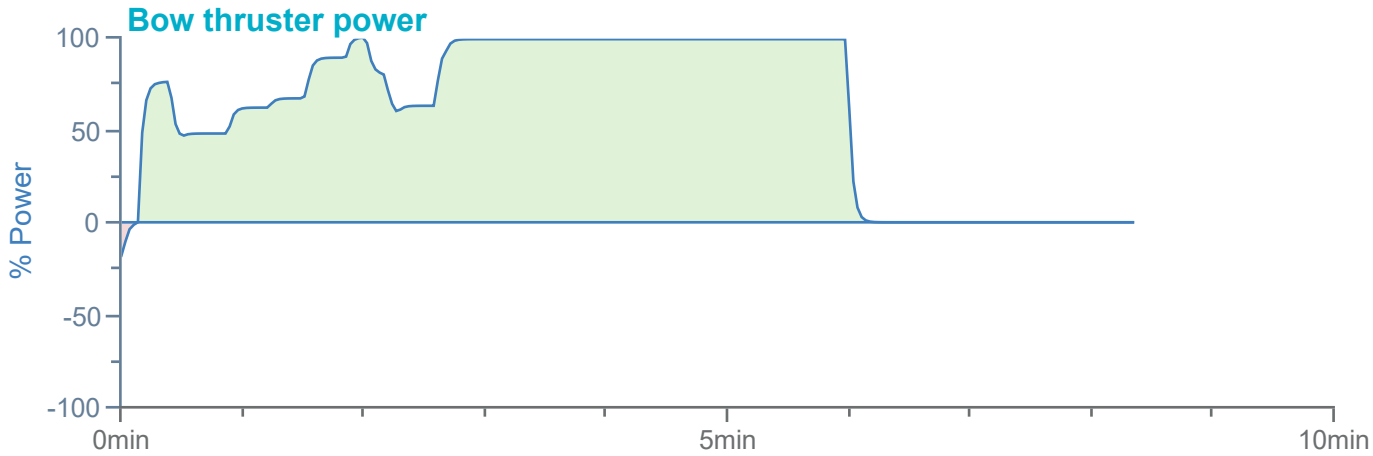

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min

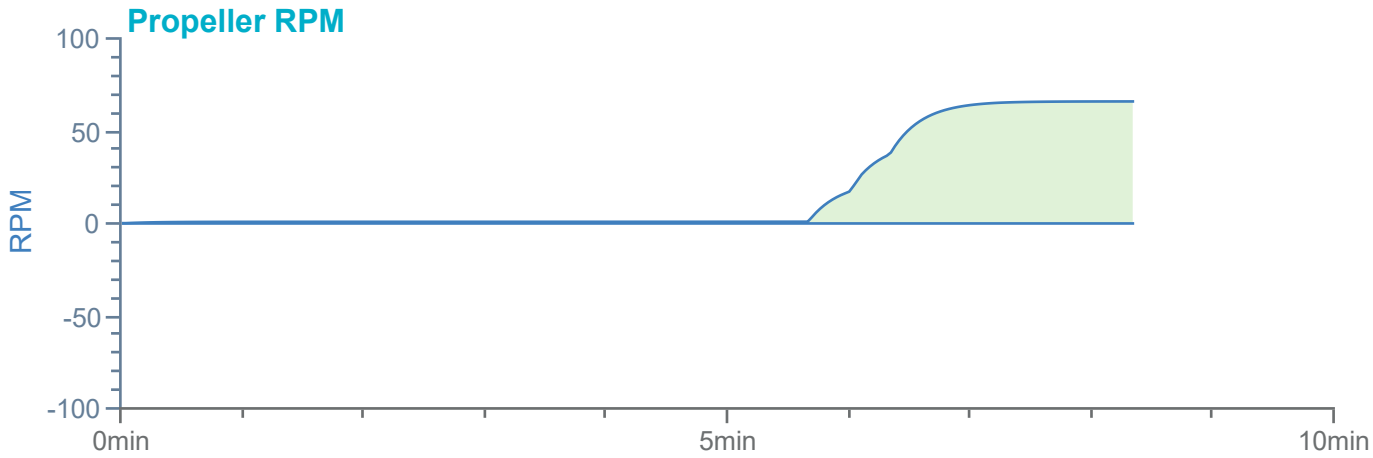

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min

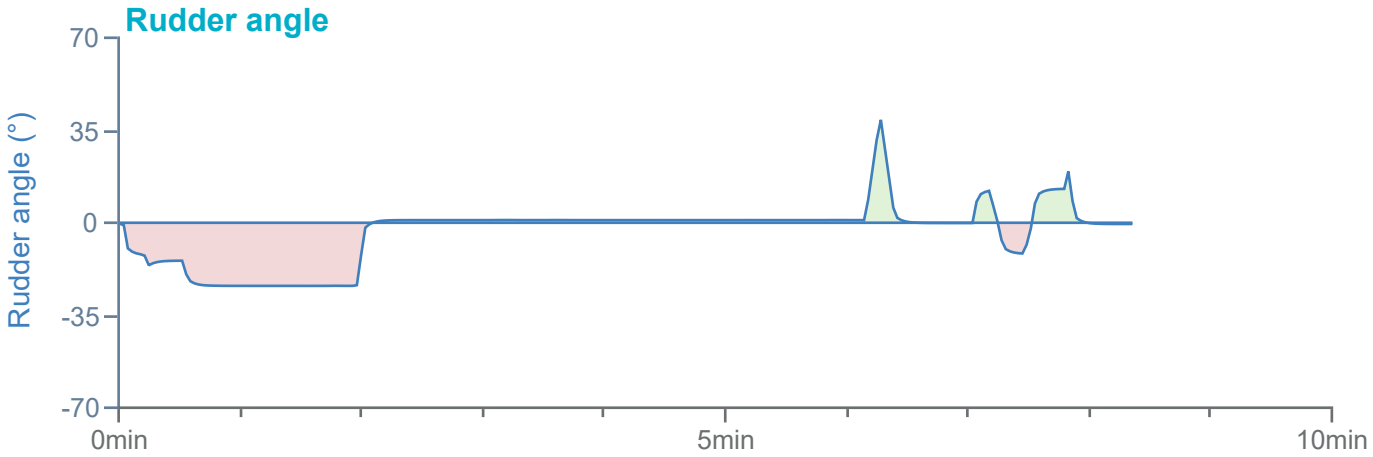

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min


Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min

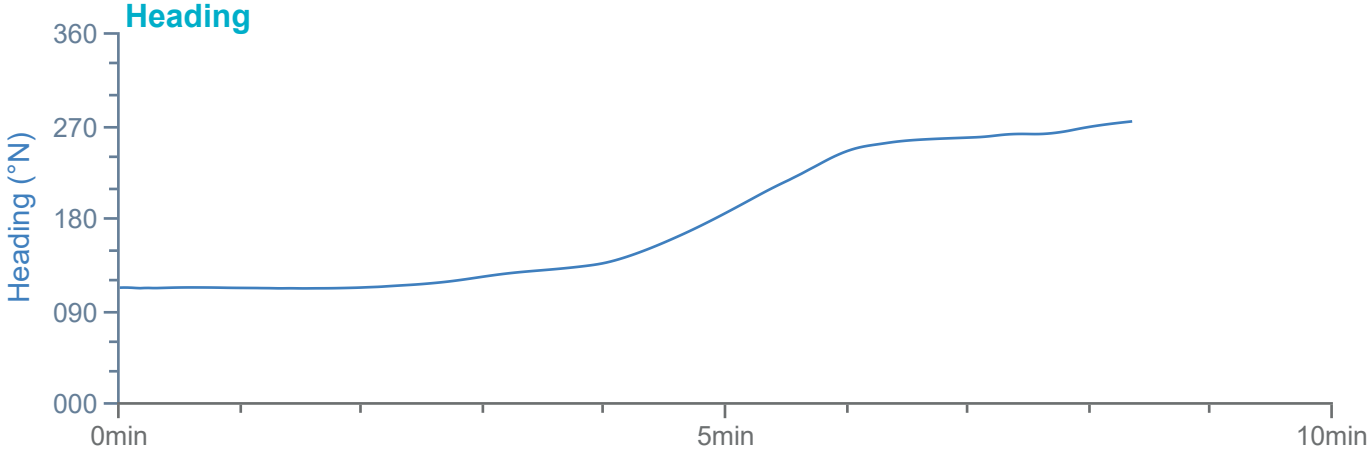

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min

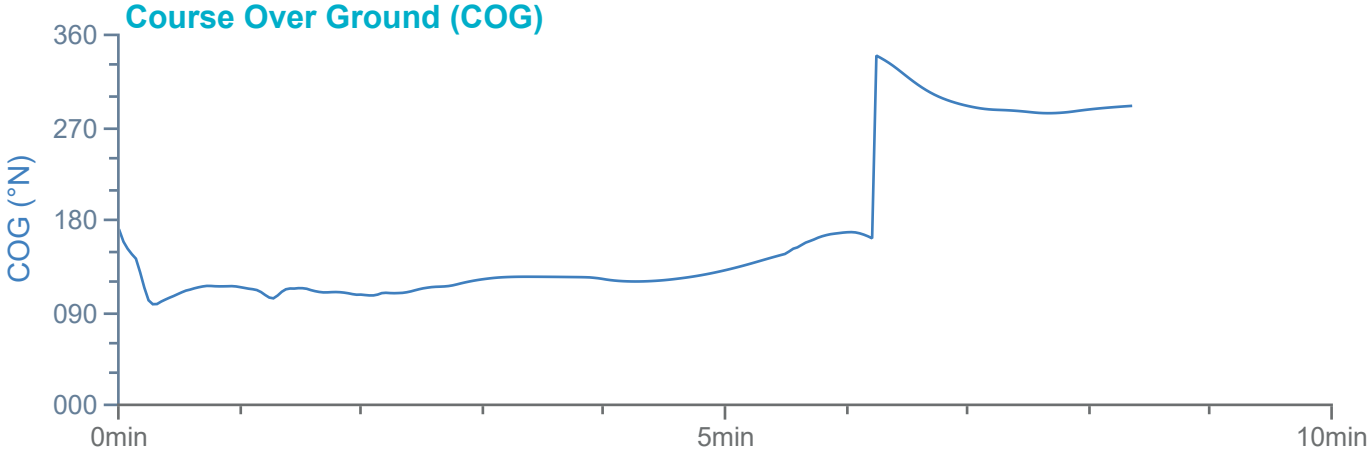

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min


Rudder angle
Rudder angle (°)
70
35
0
-35
-70
0min
5min
10min

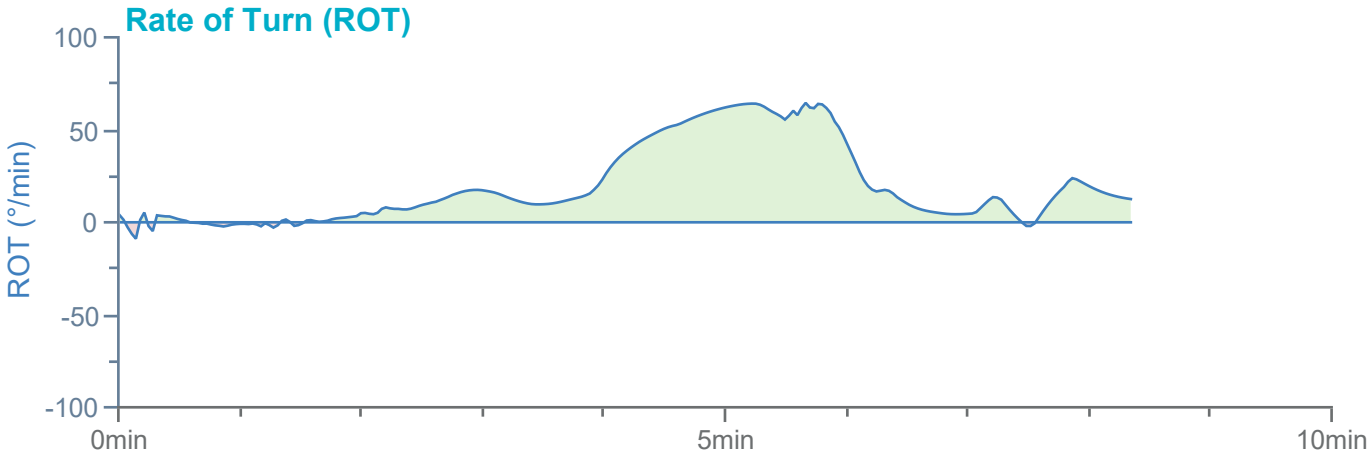
Heading



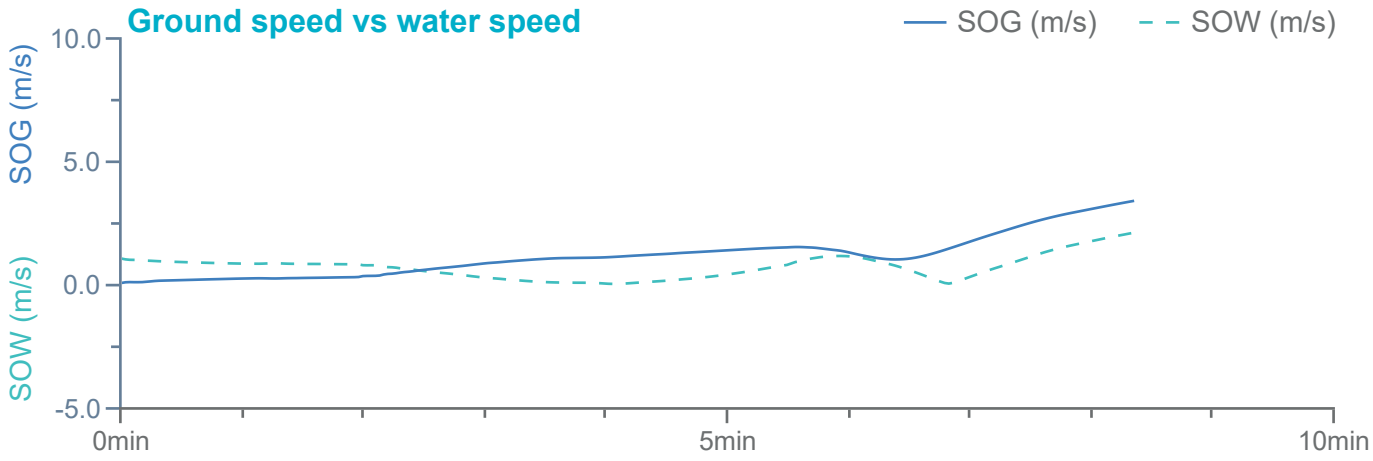
Course Over Ground (COG)



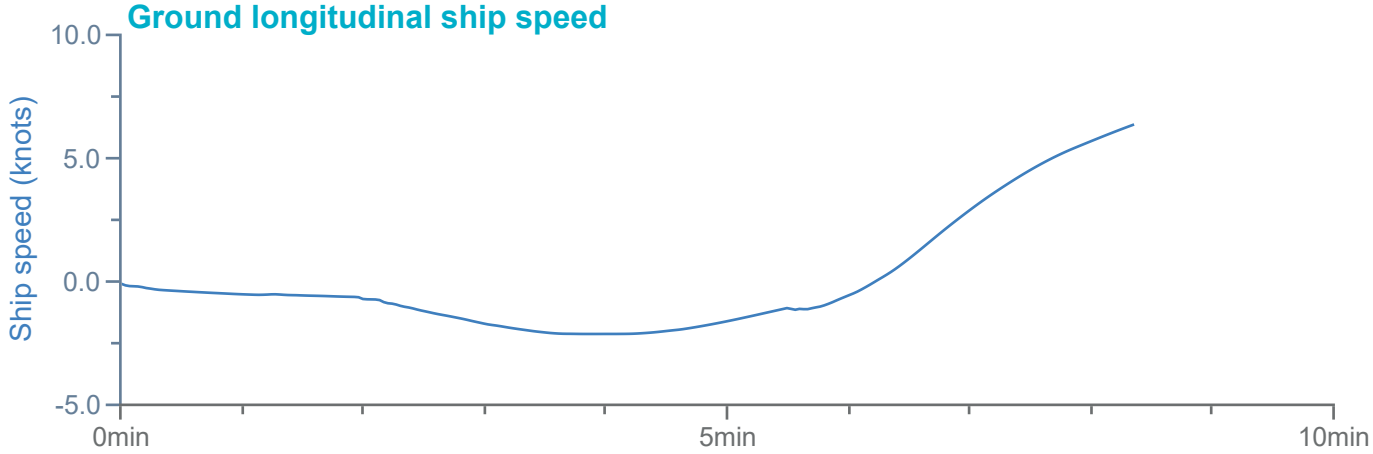
Rate of Turn (ROT)



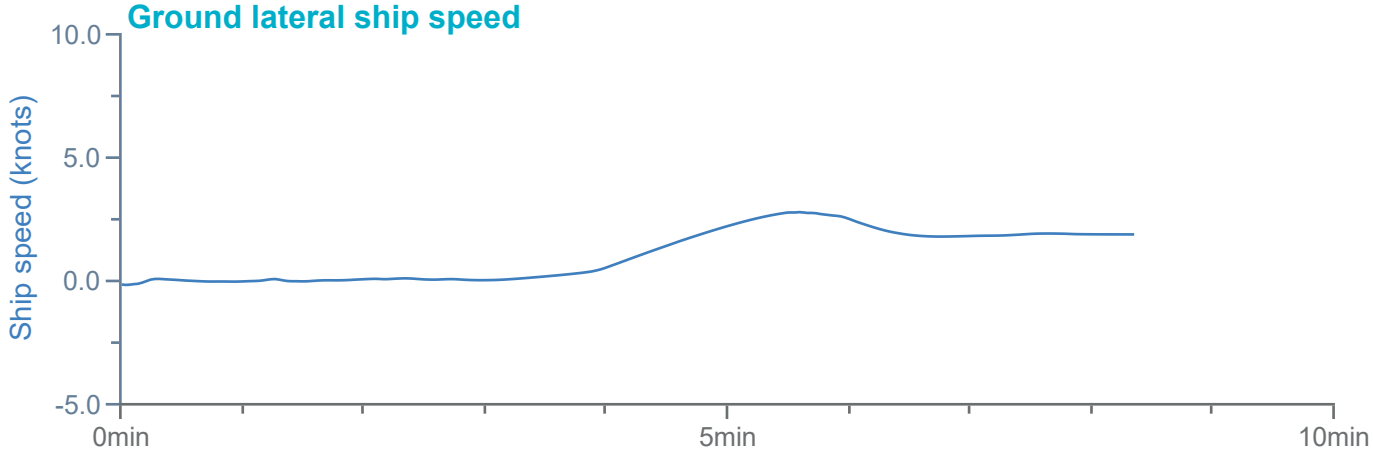
Ground speed vs water speed



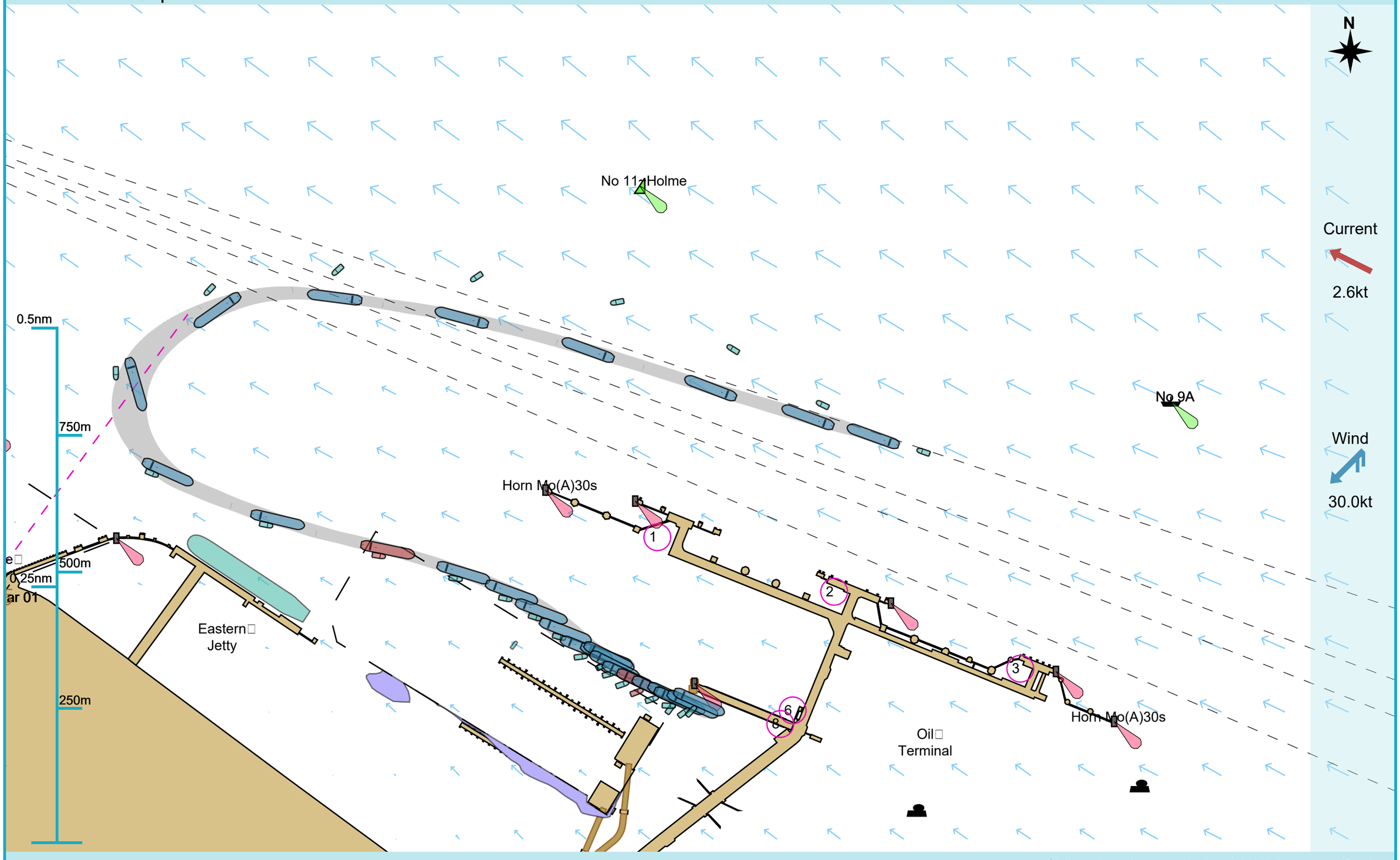
Ground longitudinal ship speed



Ground lateral ship speed

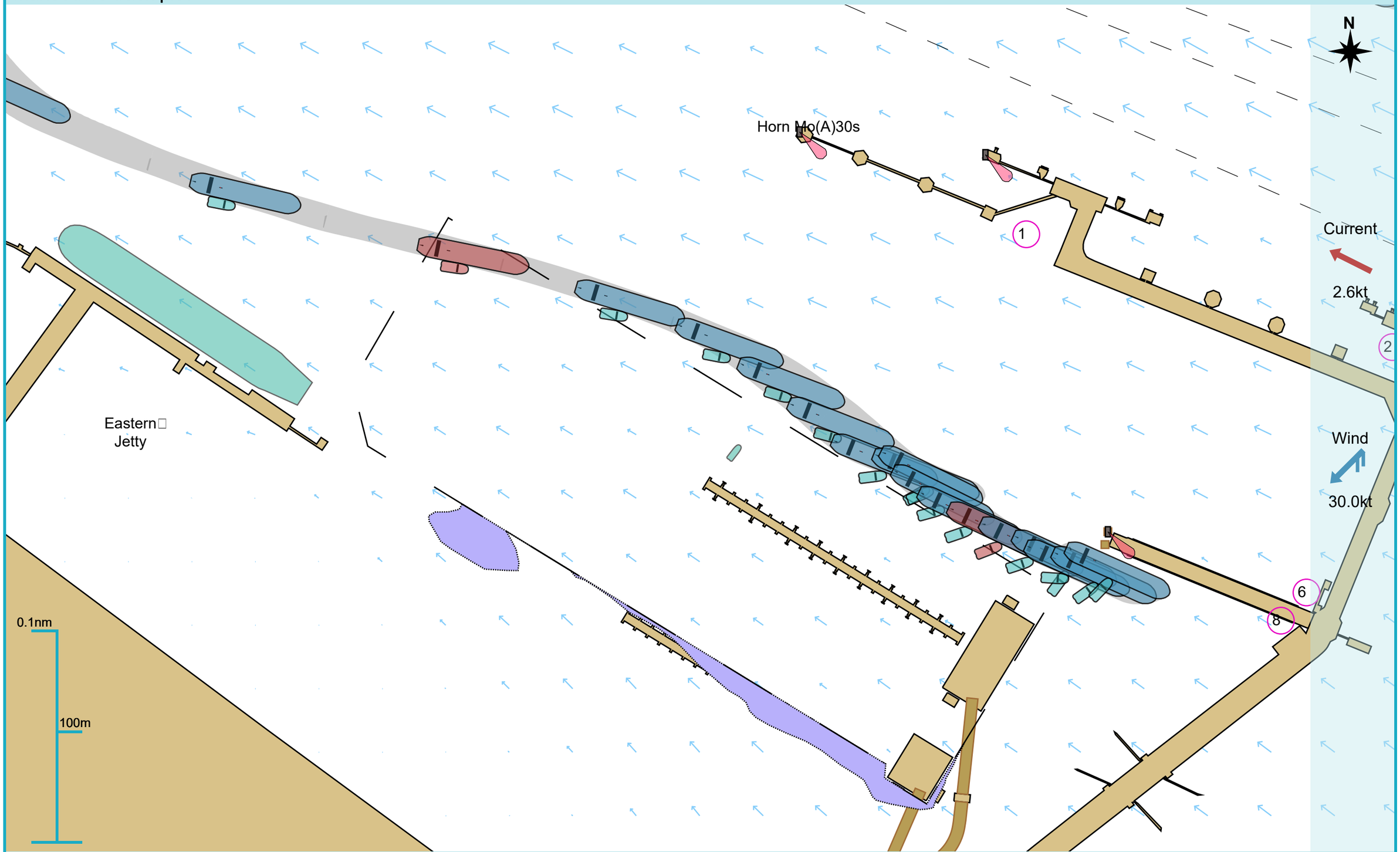


Manoeuvre track plot

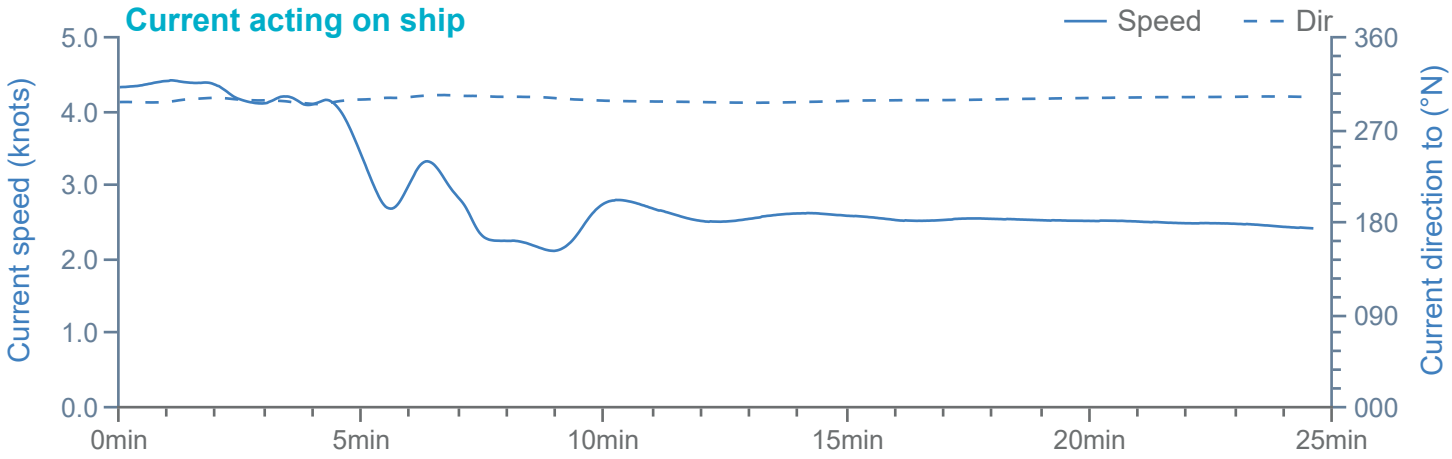


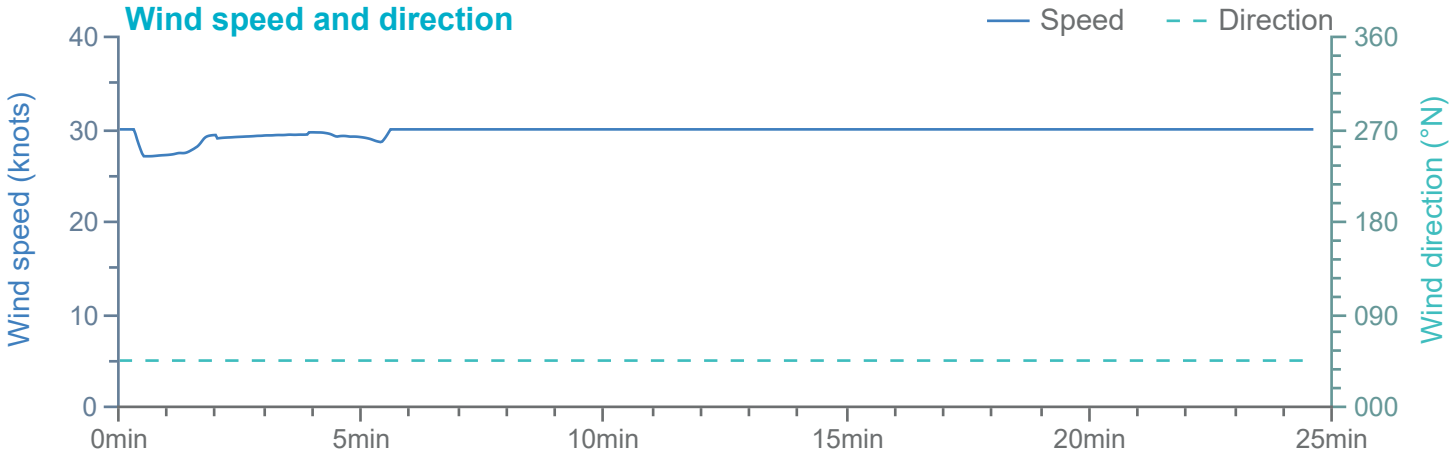
Ships plotted every 1 mins, highlight every 10 mins

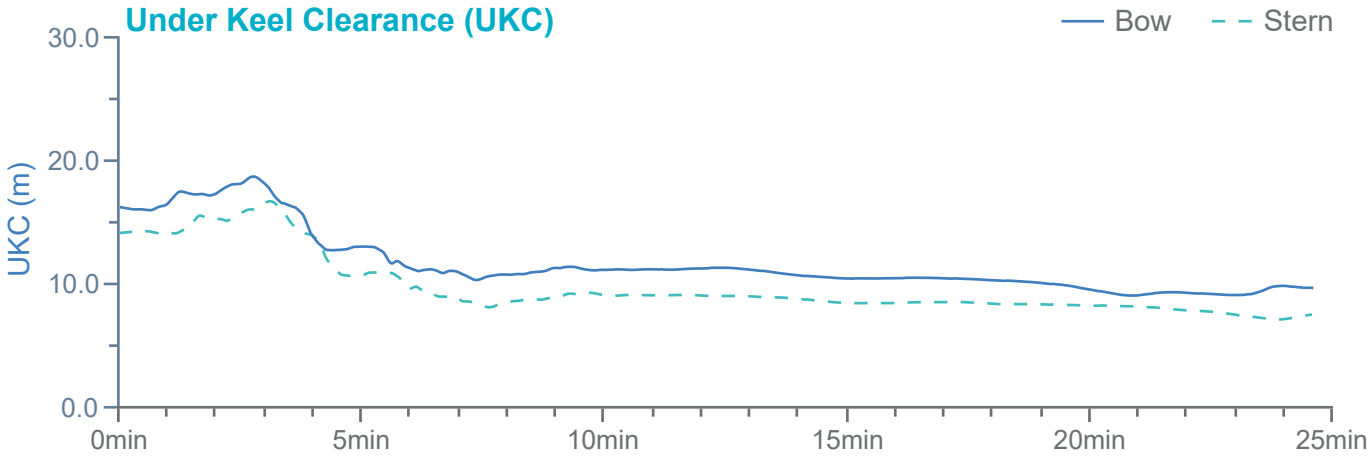
Manoeuvre track plot

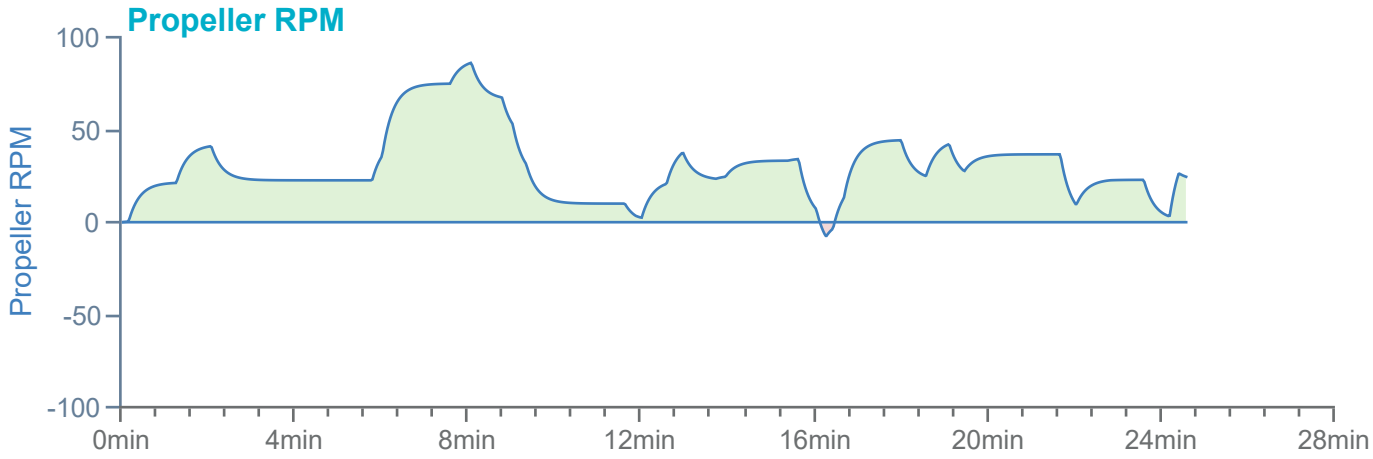


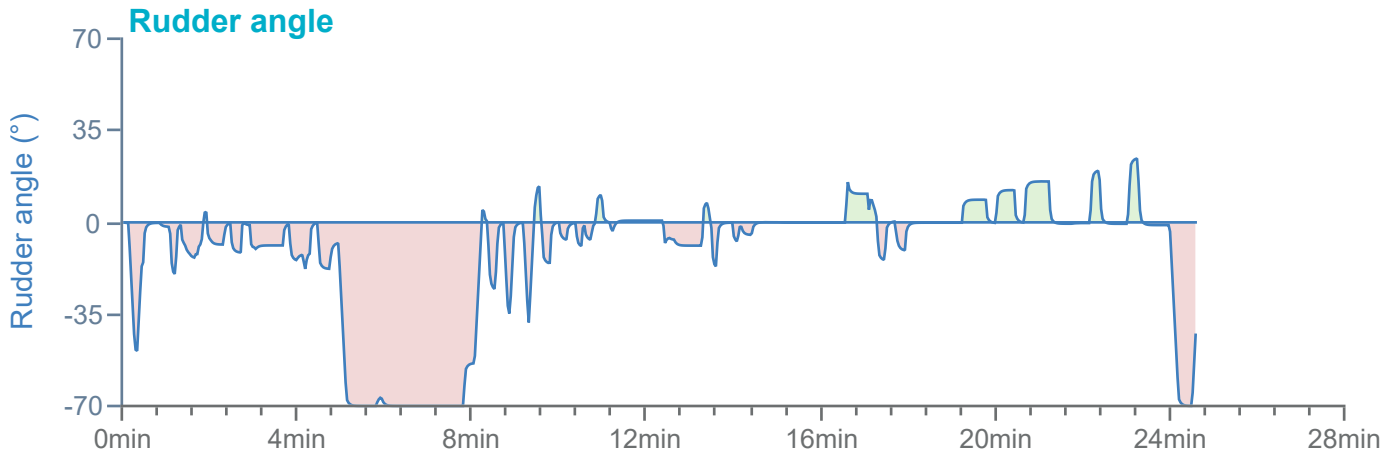
Ships plotted every 1 mins, highlight every 10 mins

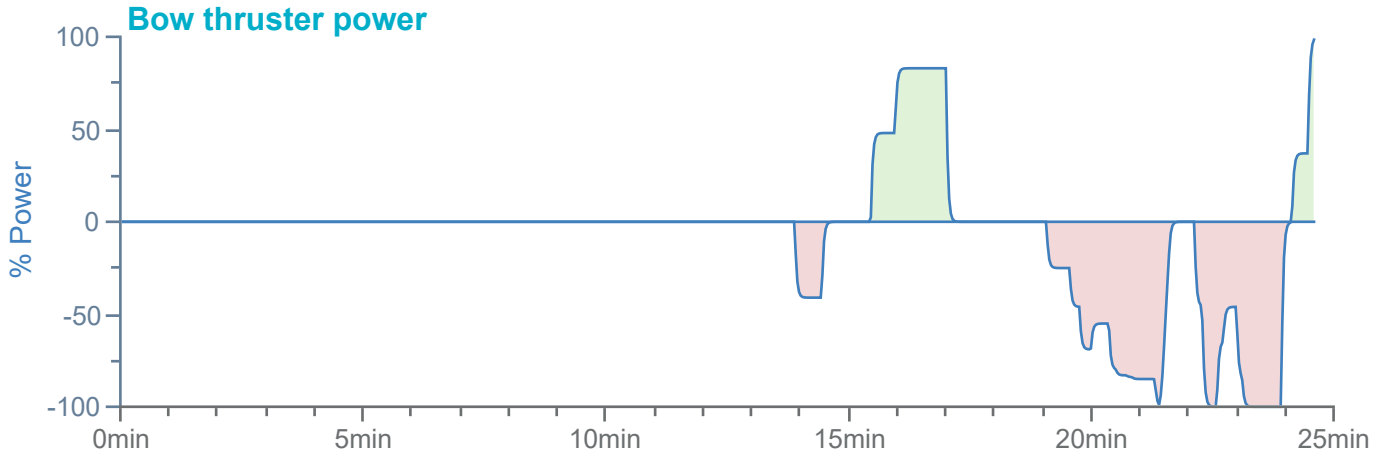

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min
25min

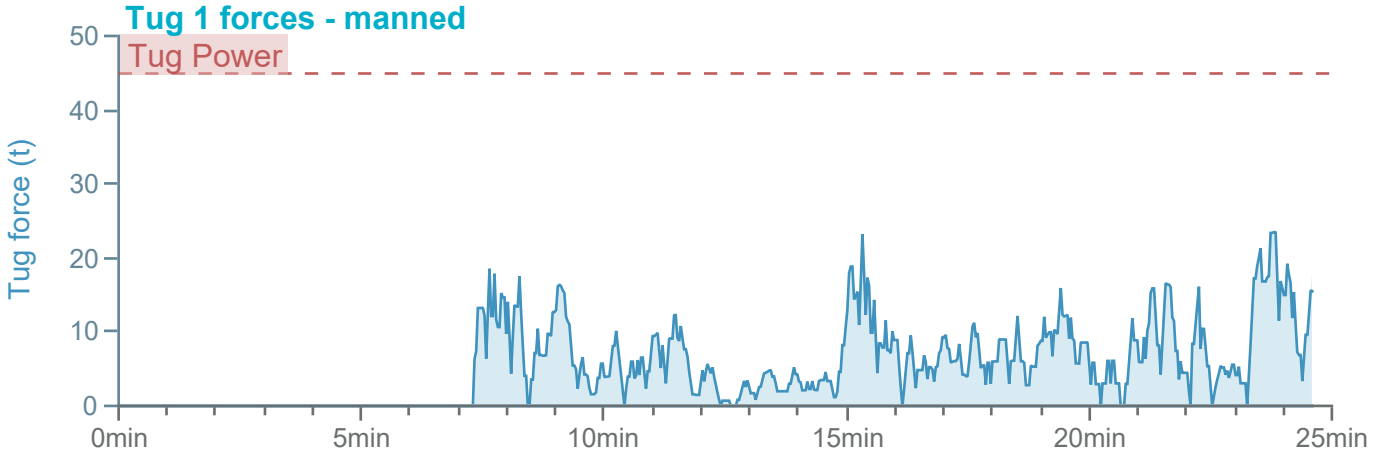

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min
25min


Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min

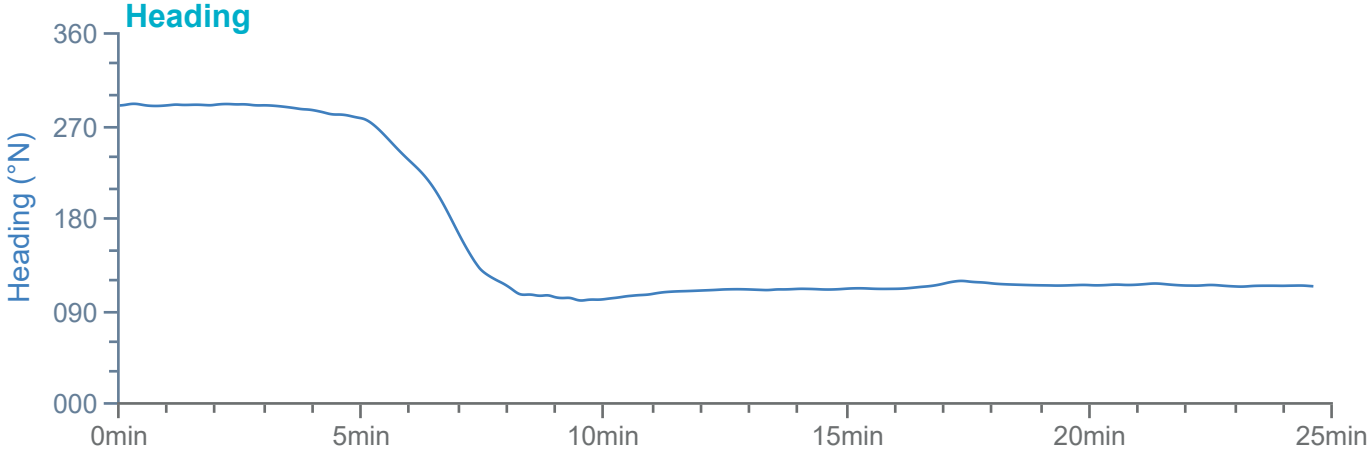

Propeller RPM
Propeller RPM
100
50
0
-50
-100
0min
4min
8min
12min
16min
20min
24min
28min


Rudder angle
Rudder angle (°)
70
35
0
-35
-70
0min
4min
8min
12min
16min
20min
24min
28min

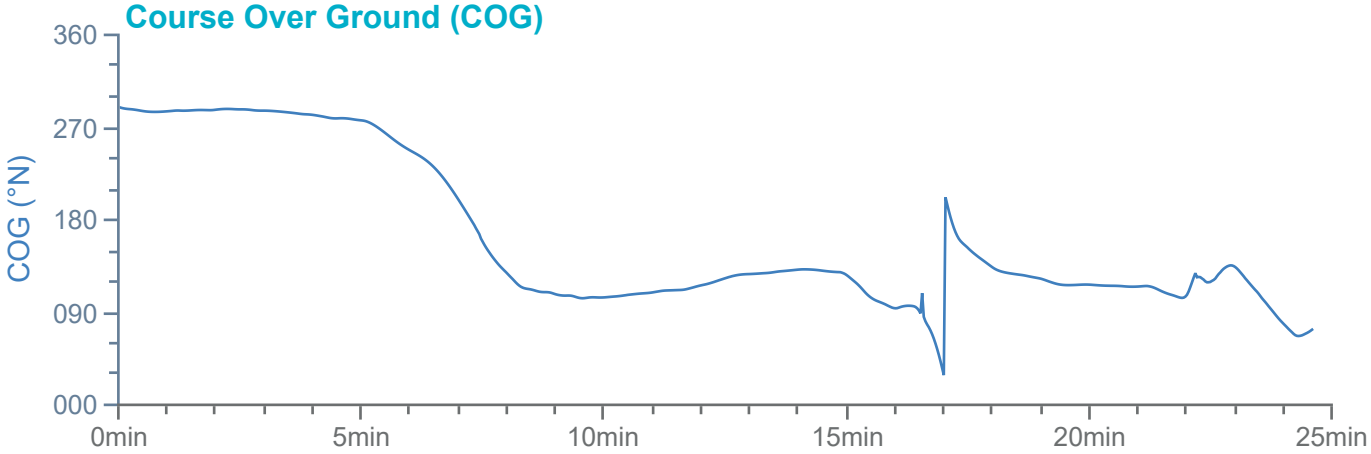

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min


Tug 1 forces - manned
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min

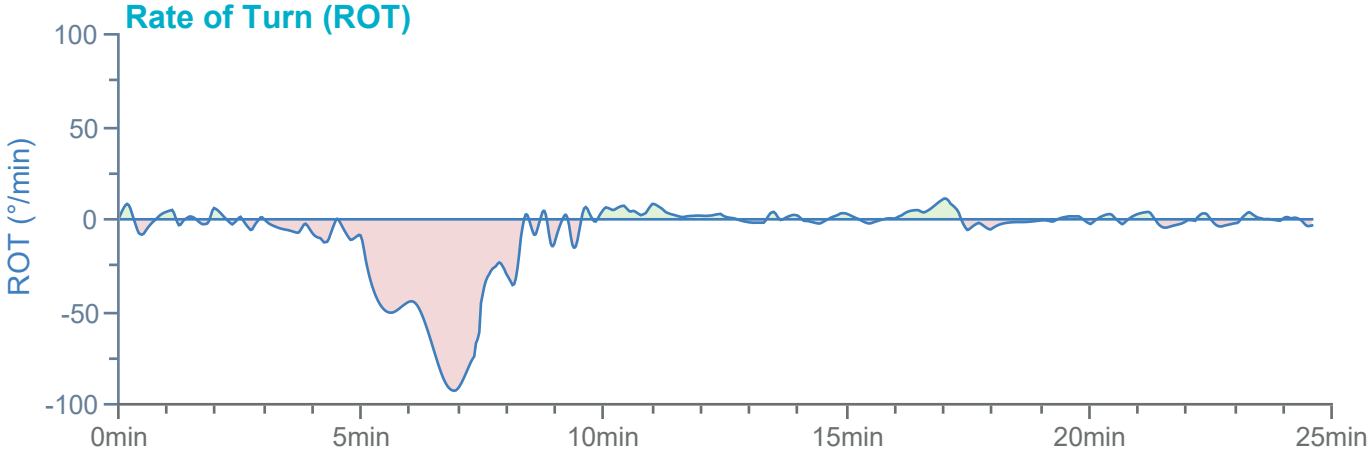
Heading

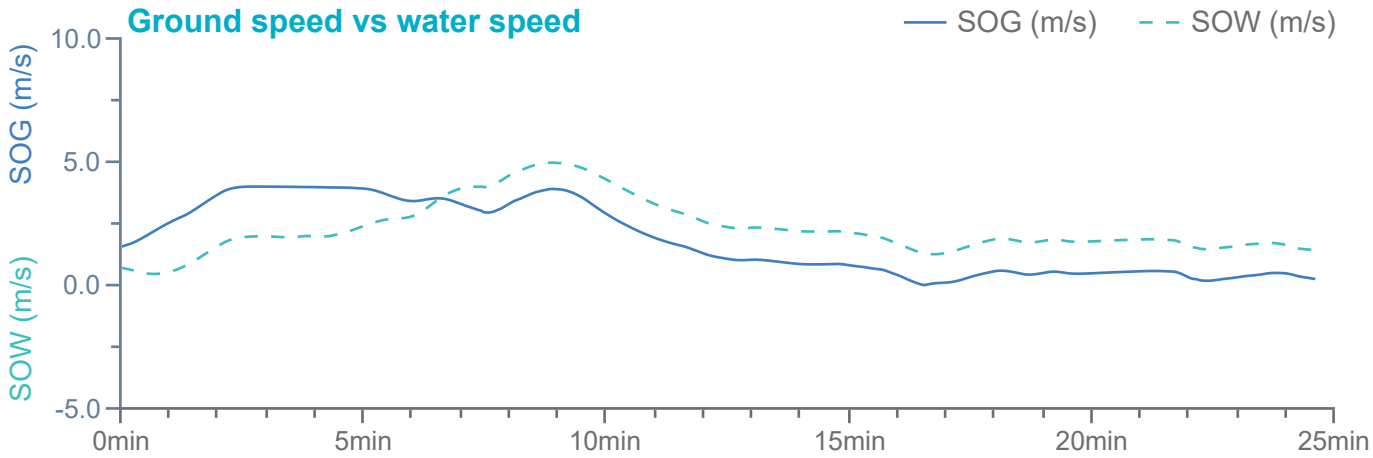


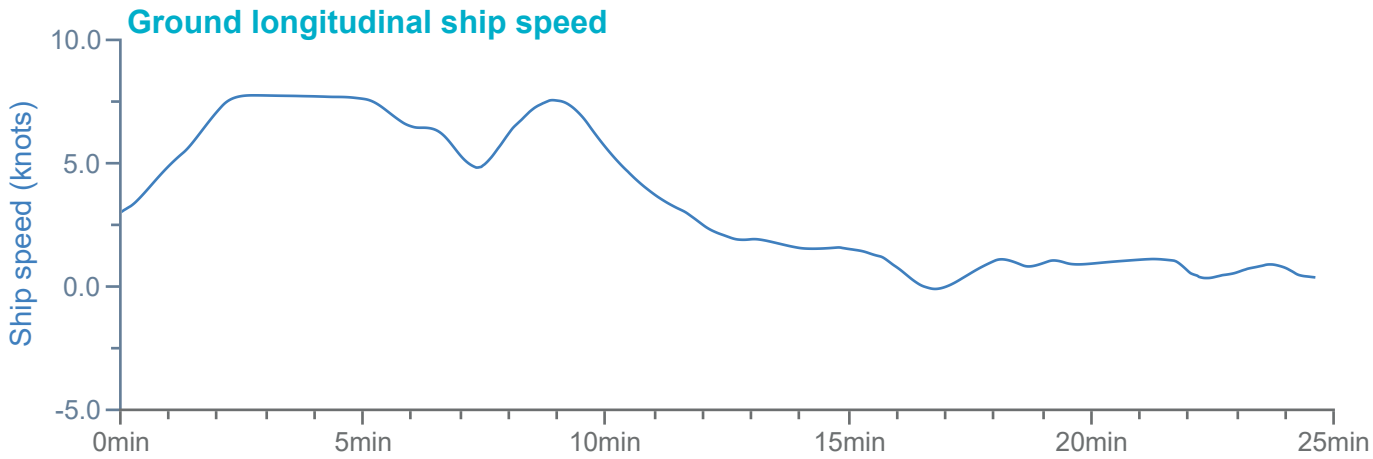
Course Over Ground (COG)

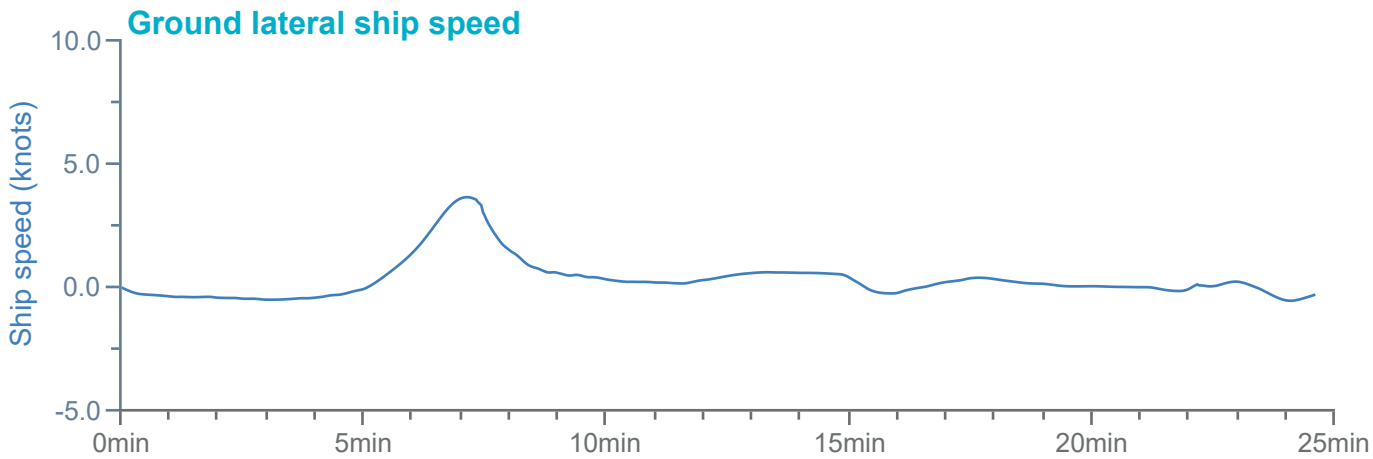


Rate of Turn (ROT)

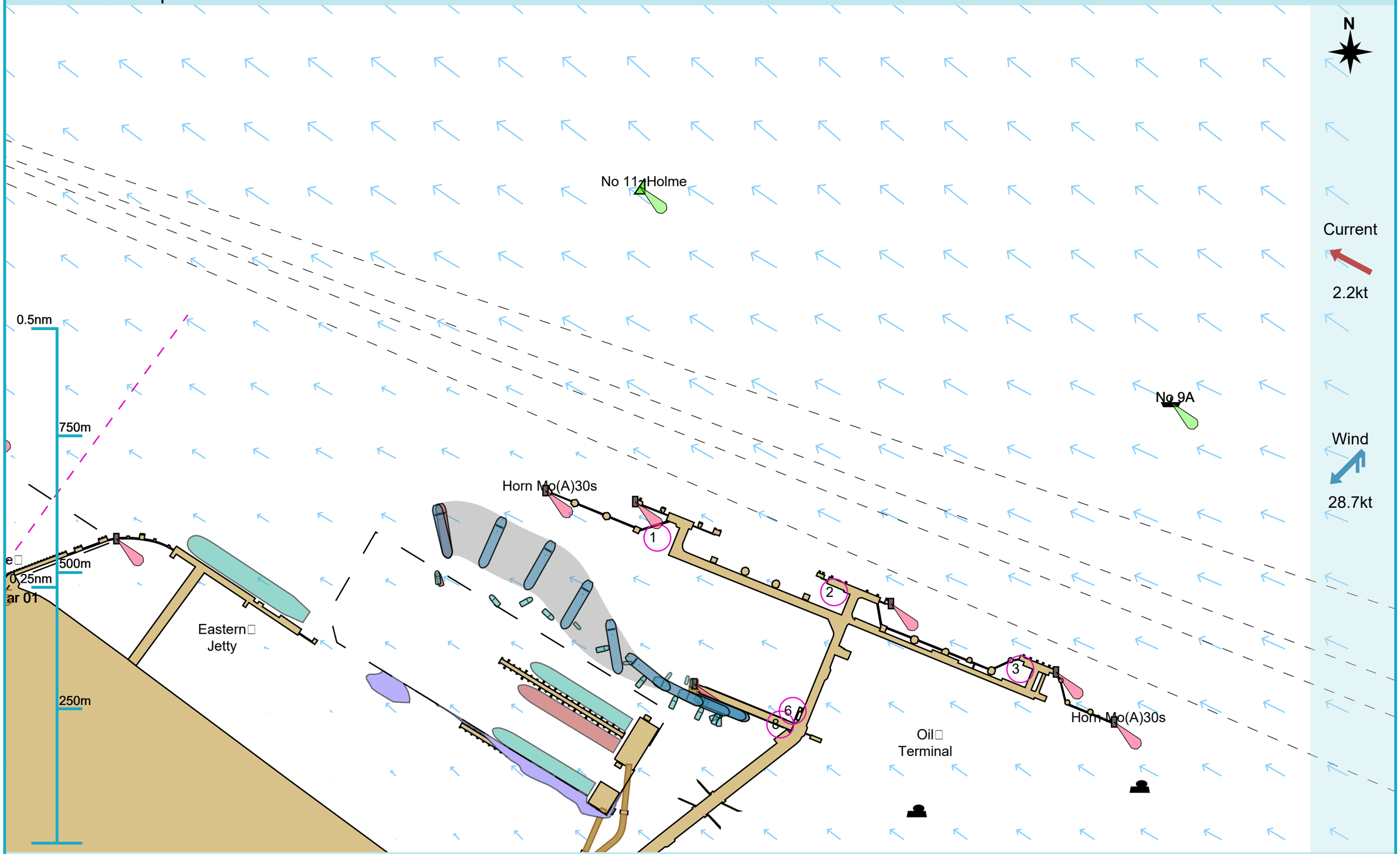



Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

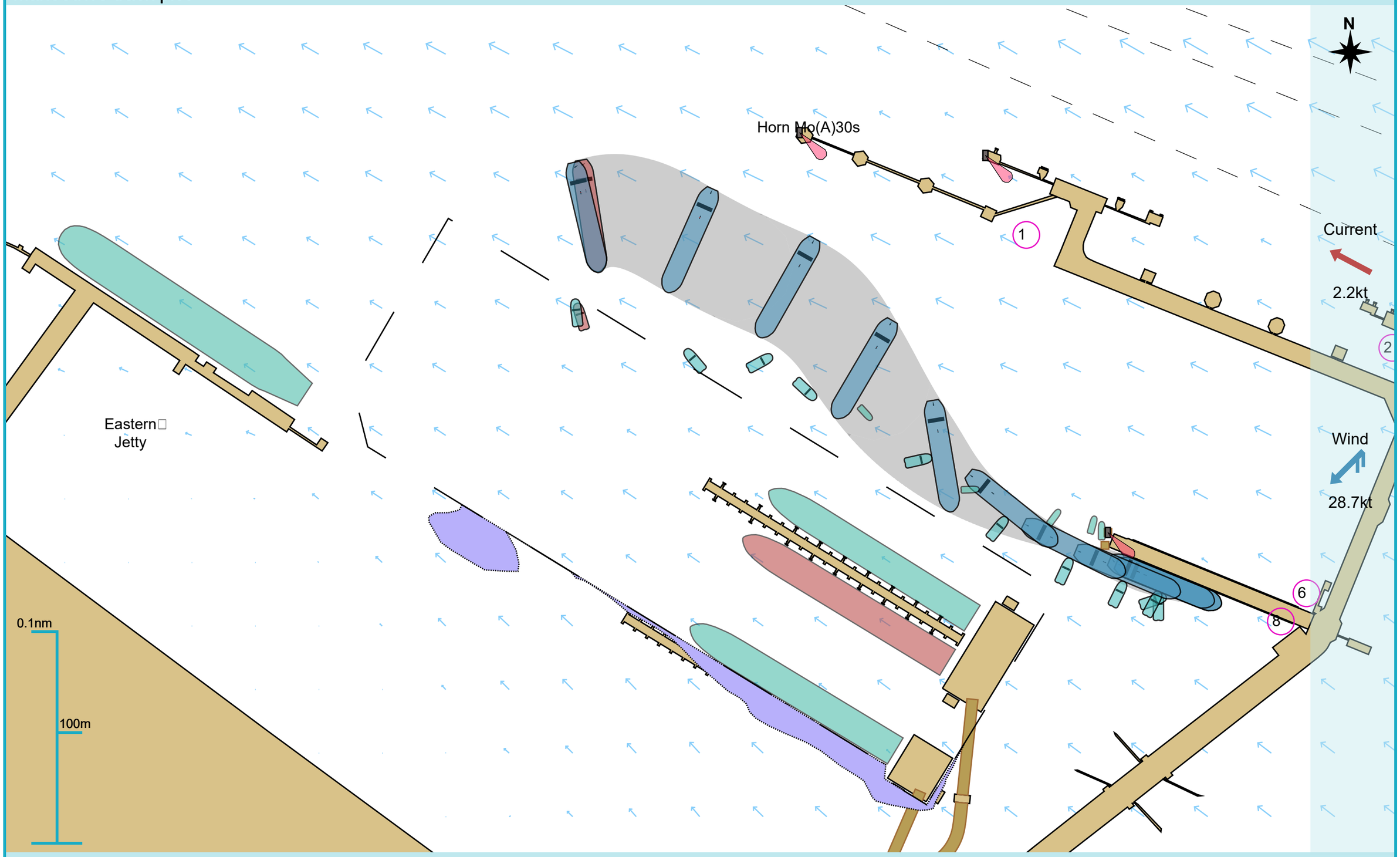

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min

Manoeuvre track plot

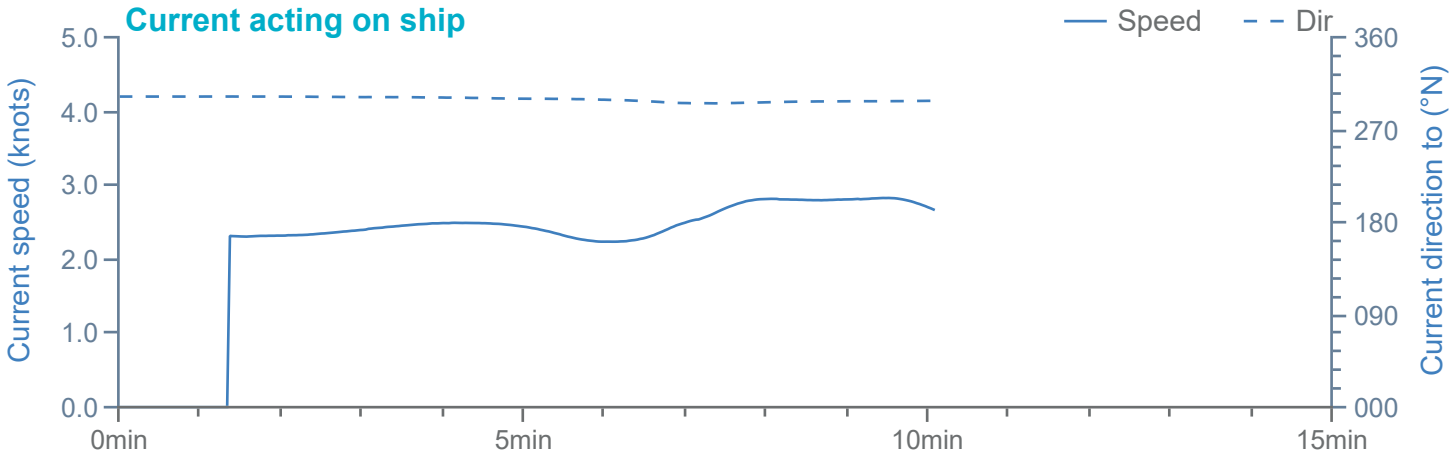


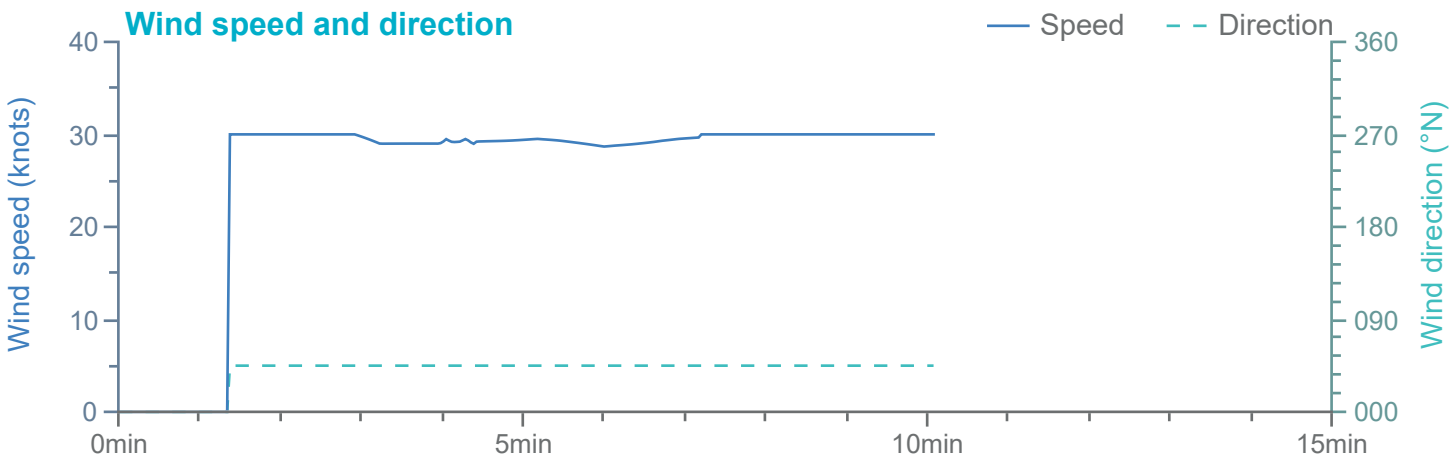
Ships plotted every 1 mins, highlight every 10 mins

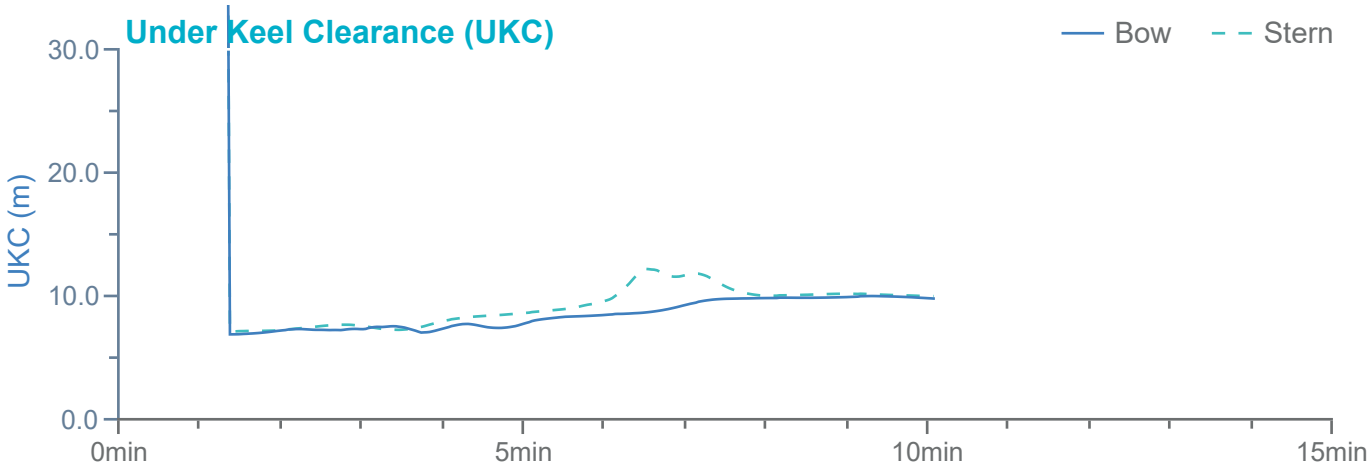
Manoeuvre track plot

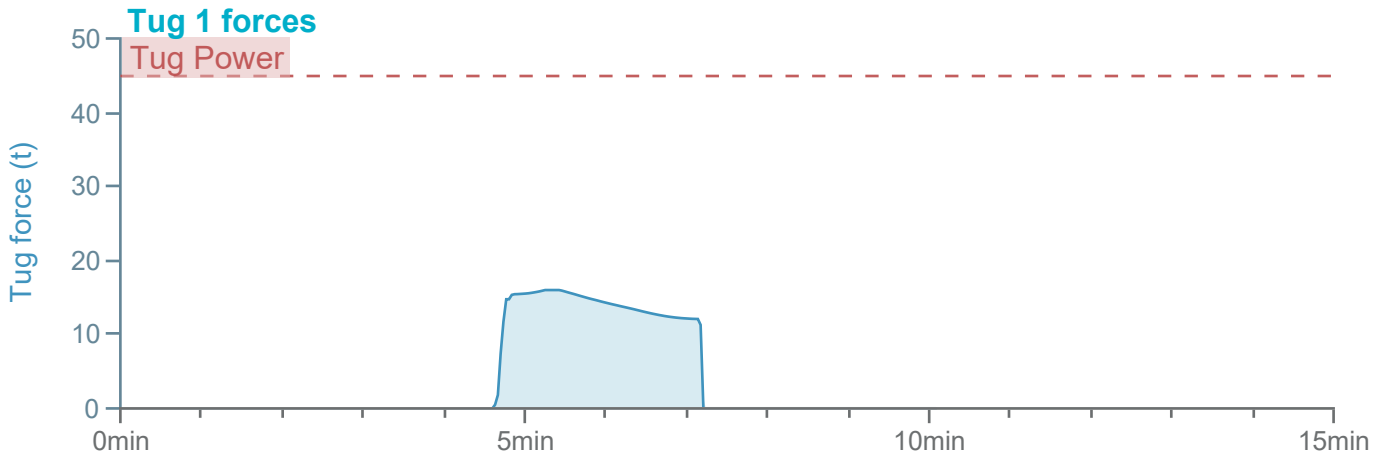


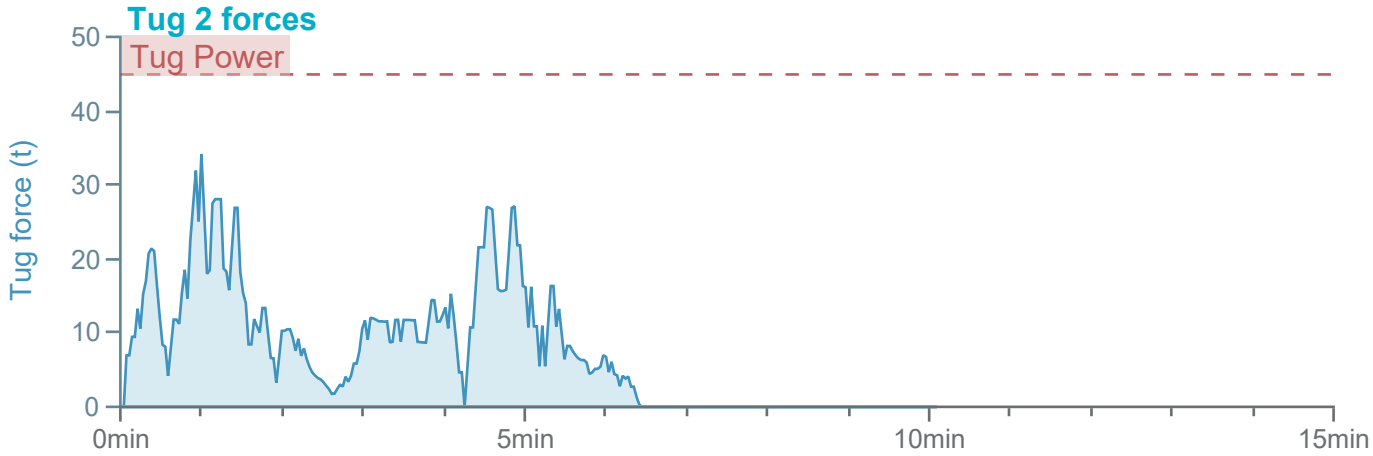
Ships plotted every 1 mins, highlight every 10 mins

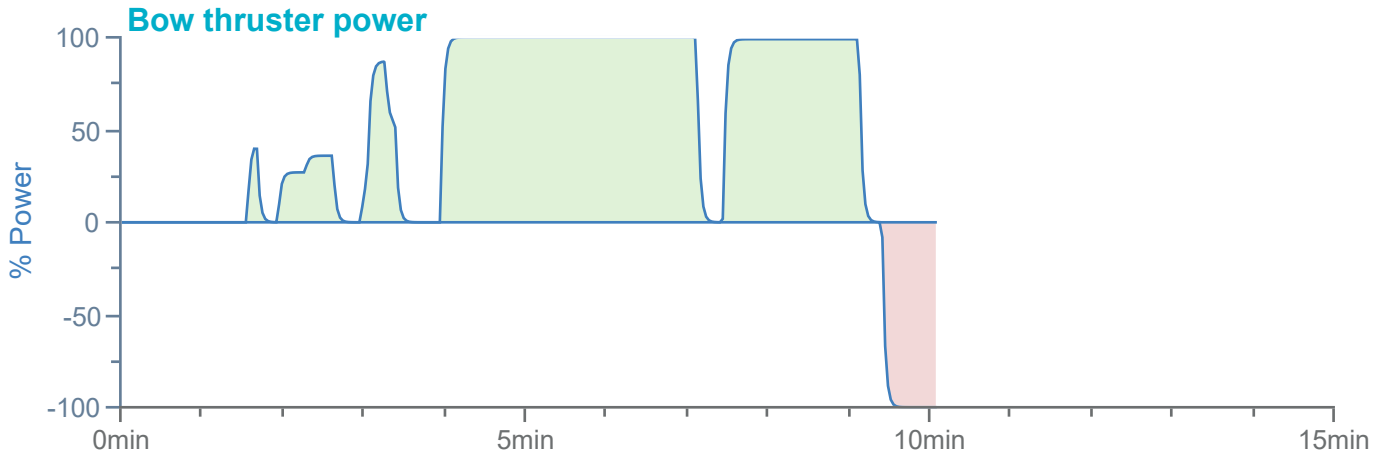

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min

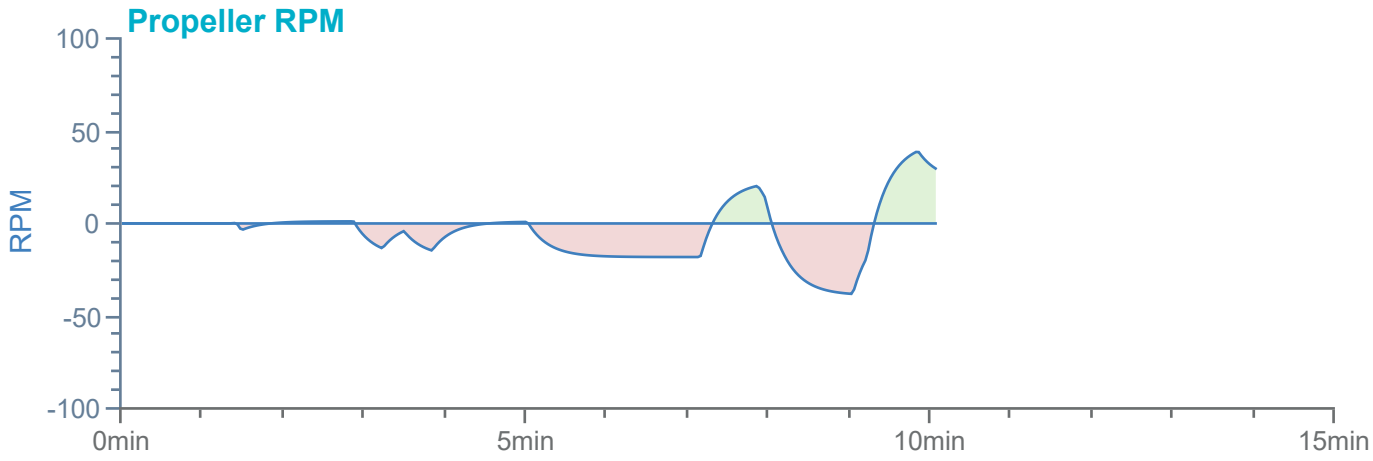

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min

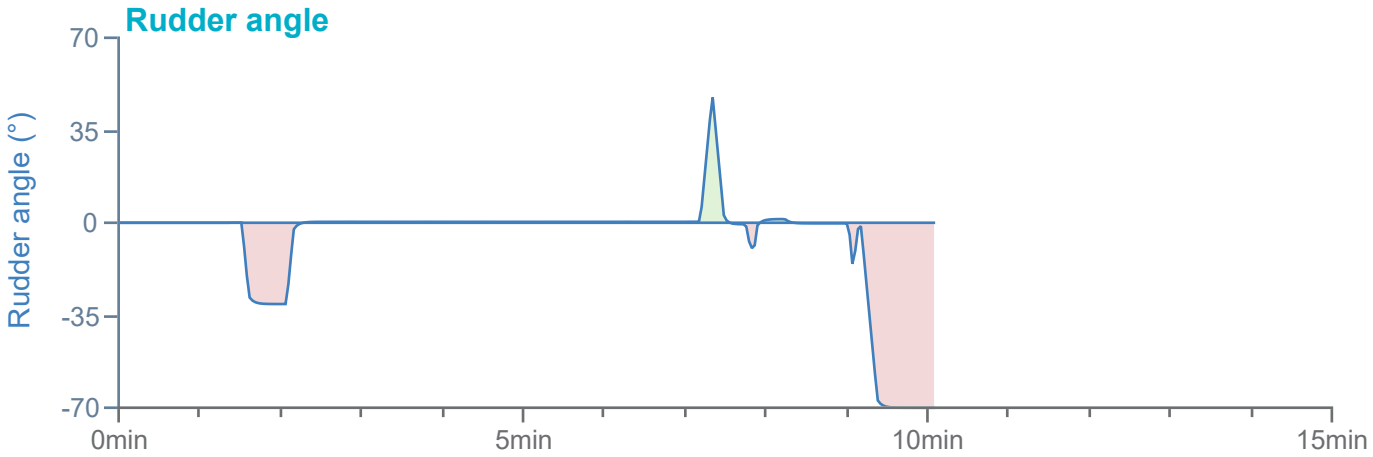

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min

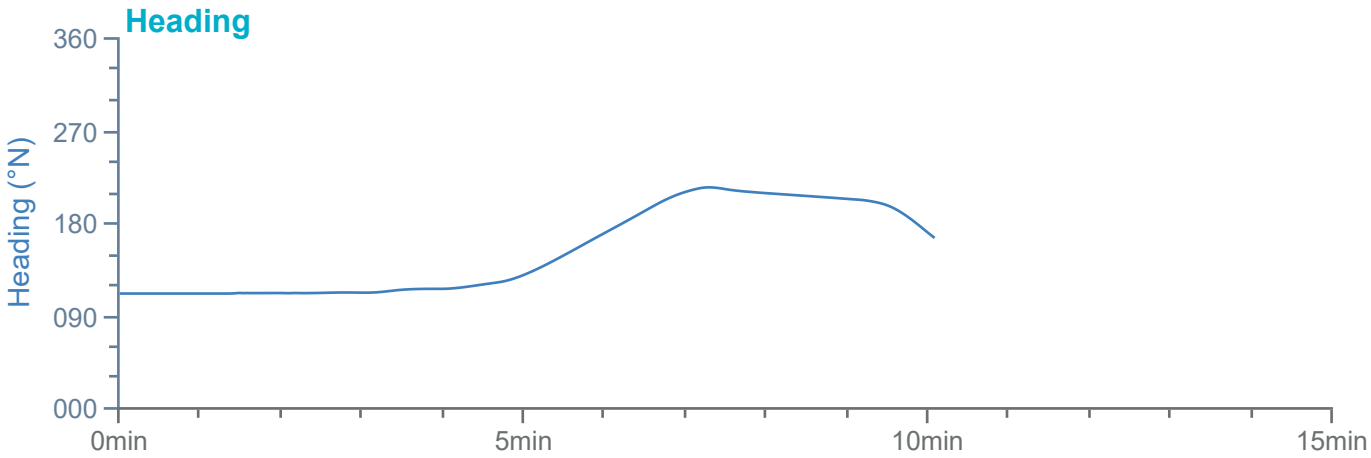

Tug 1 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min

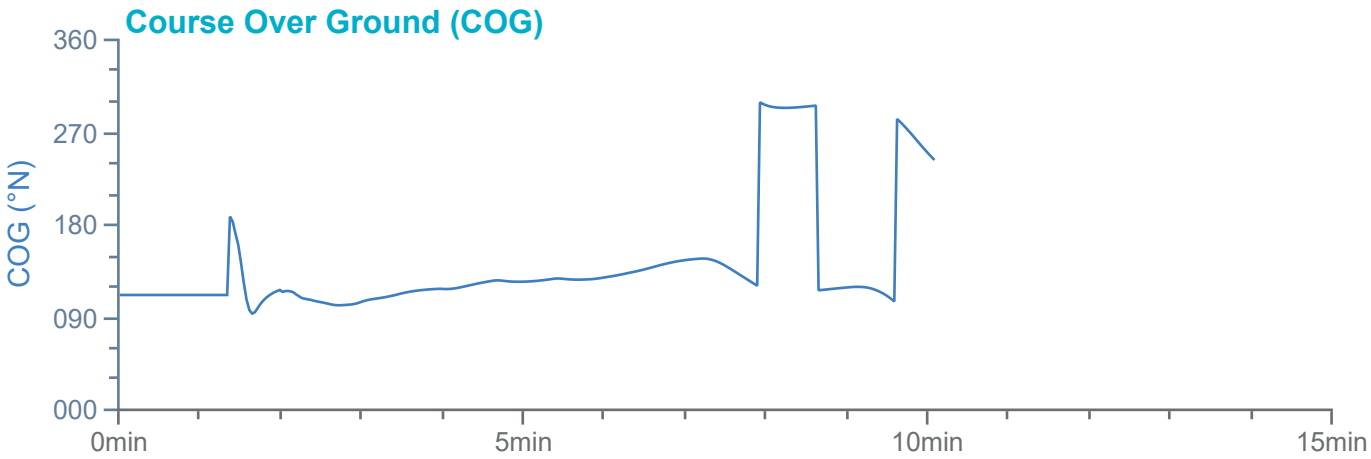

Tug 2 forces
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min

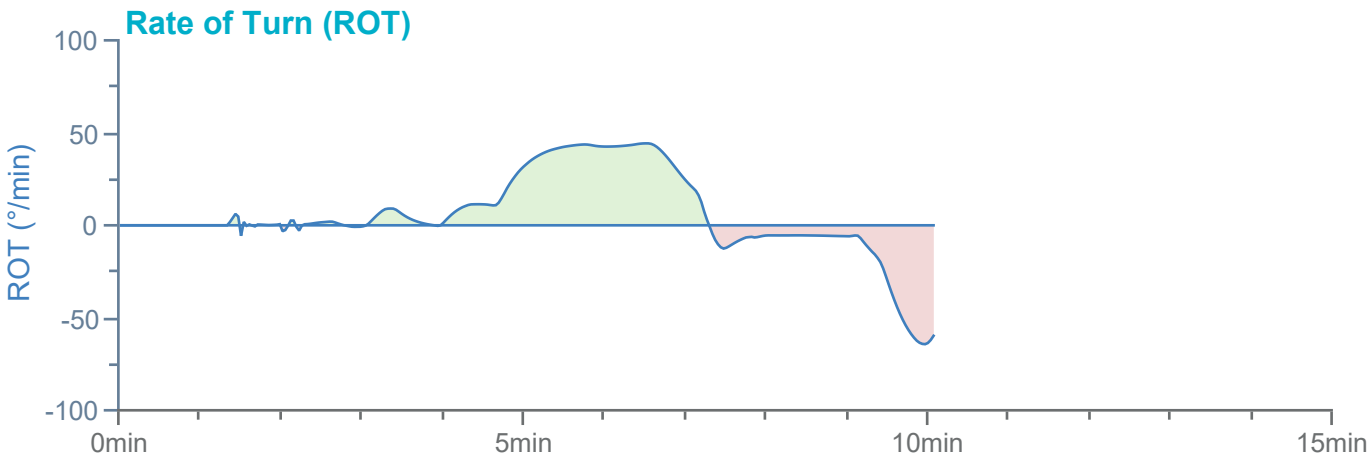

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min

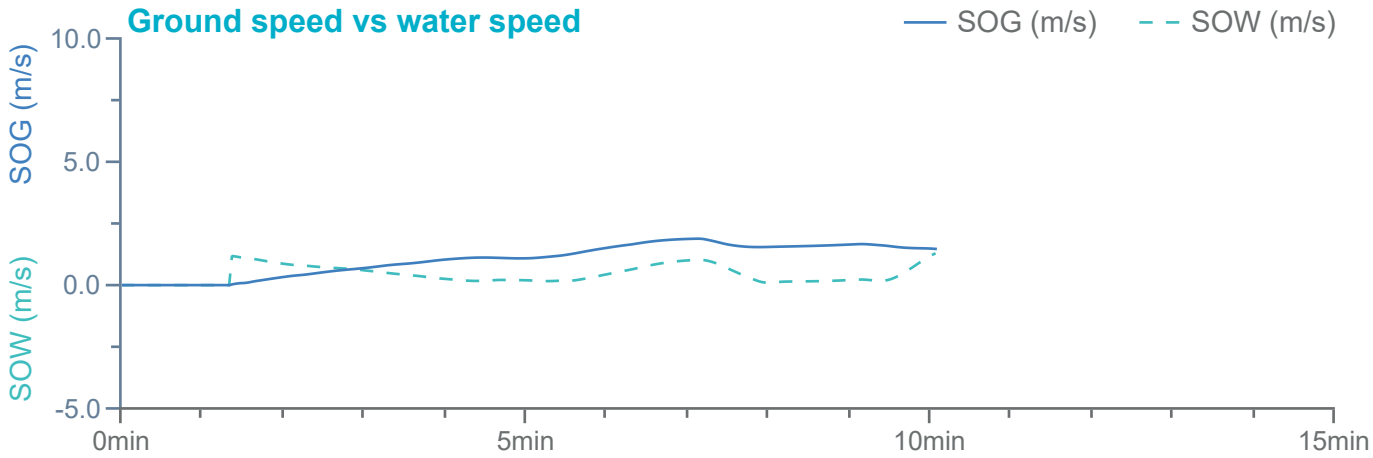

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min
15min

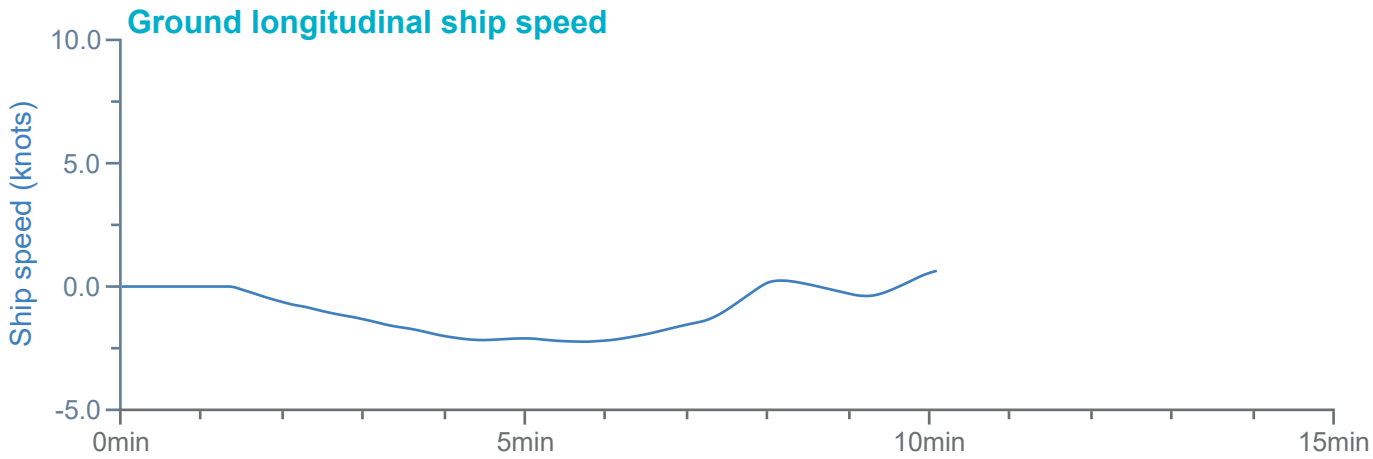

Rudder angle
Rudder angle (°)
70
35
0
-35
-70
0min
5min
10min
15min

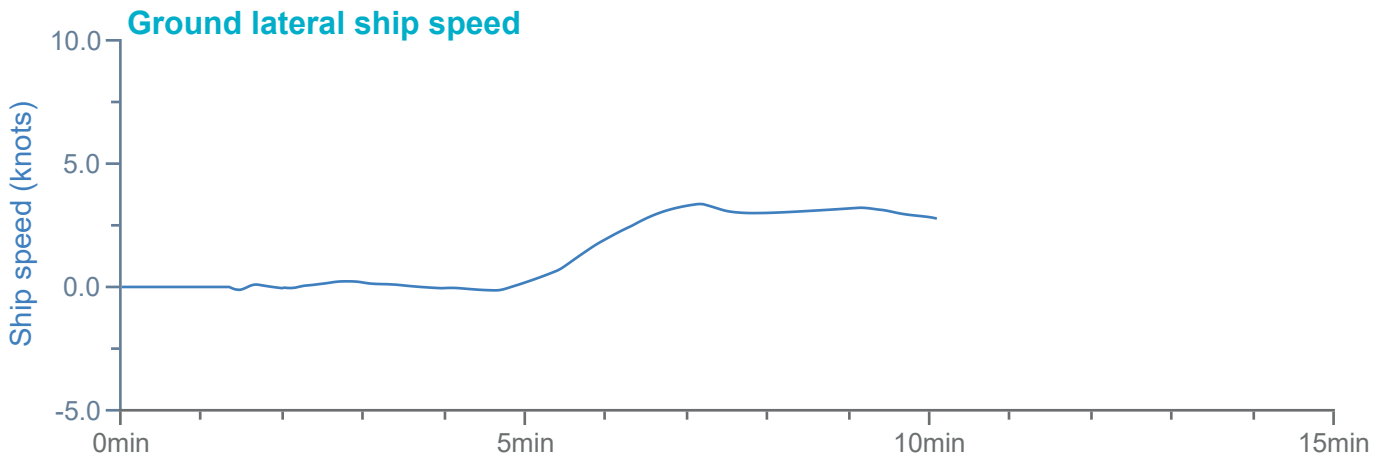

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min

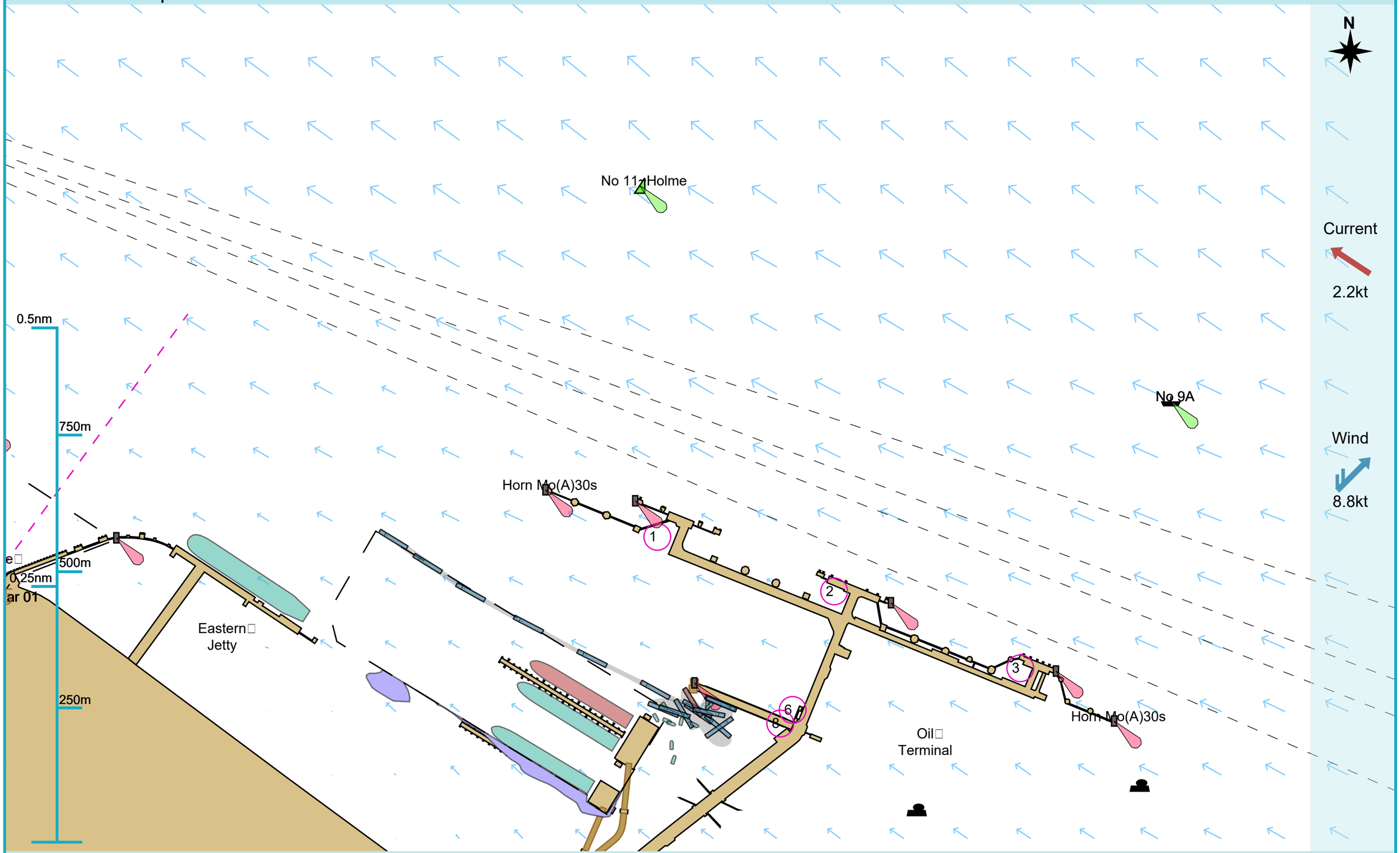

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

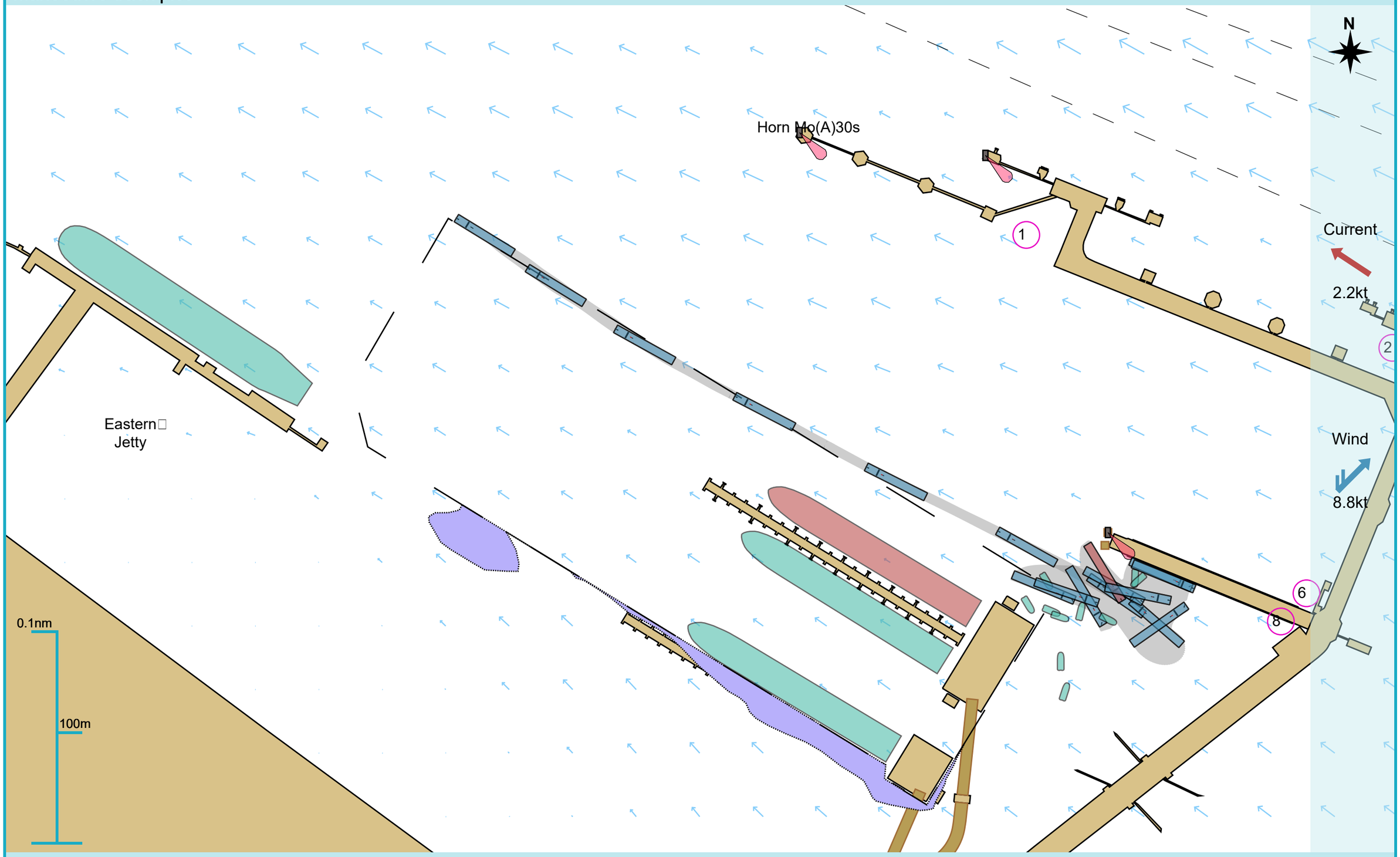

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

Manoeuvre track plot

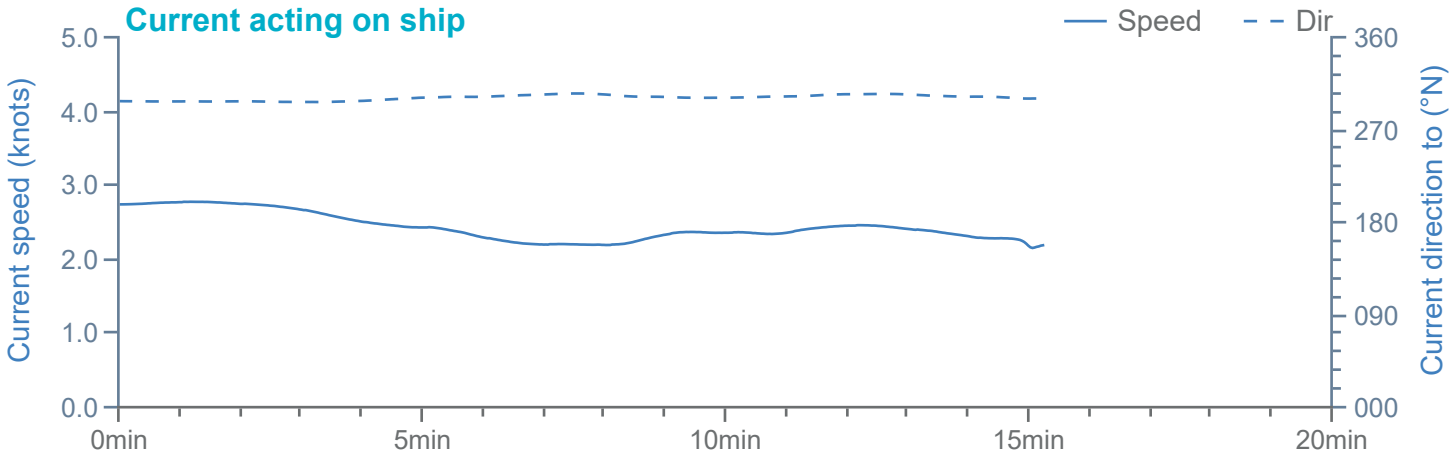


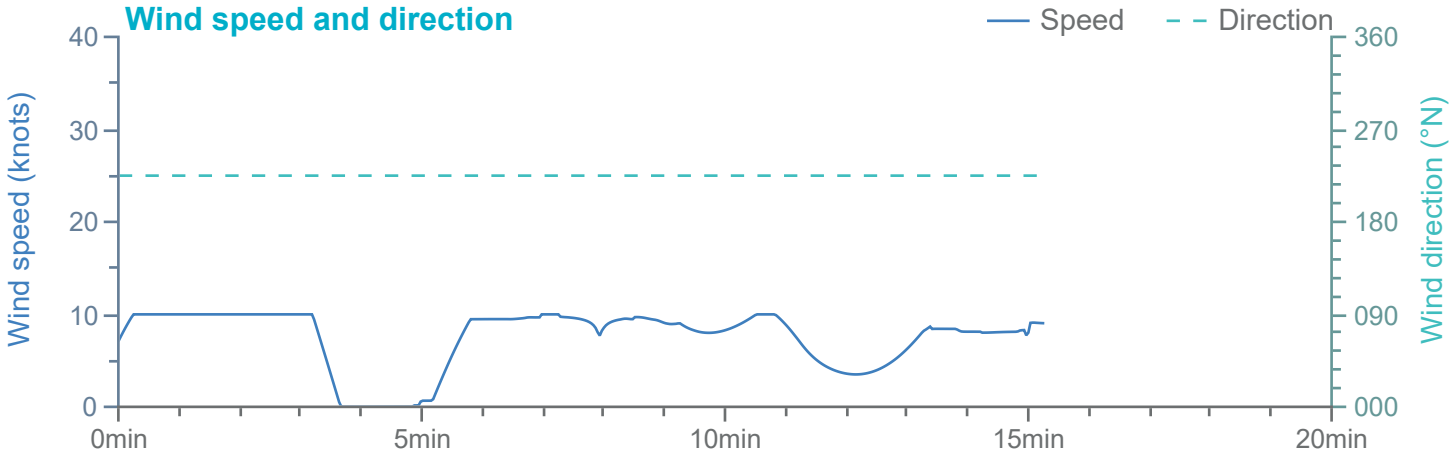
Ships plotted every 1 mins, highlight every 10 mins

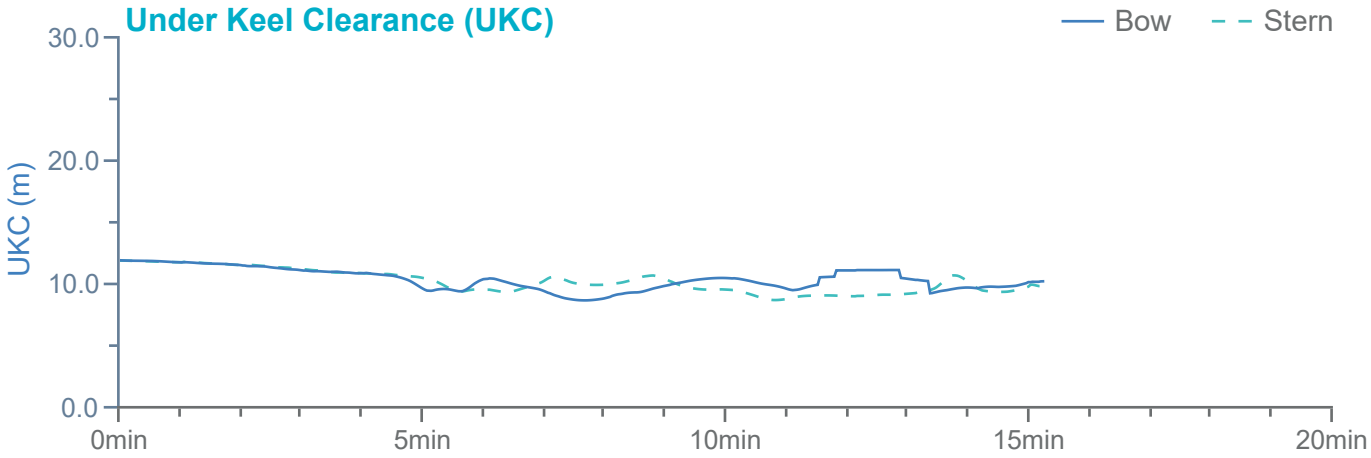
Manoeuvre track plot

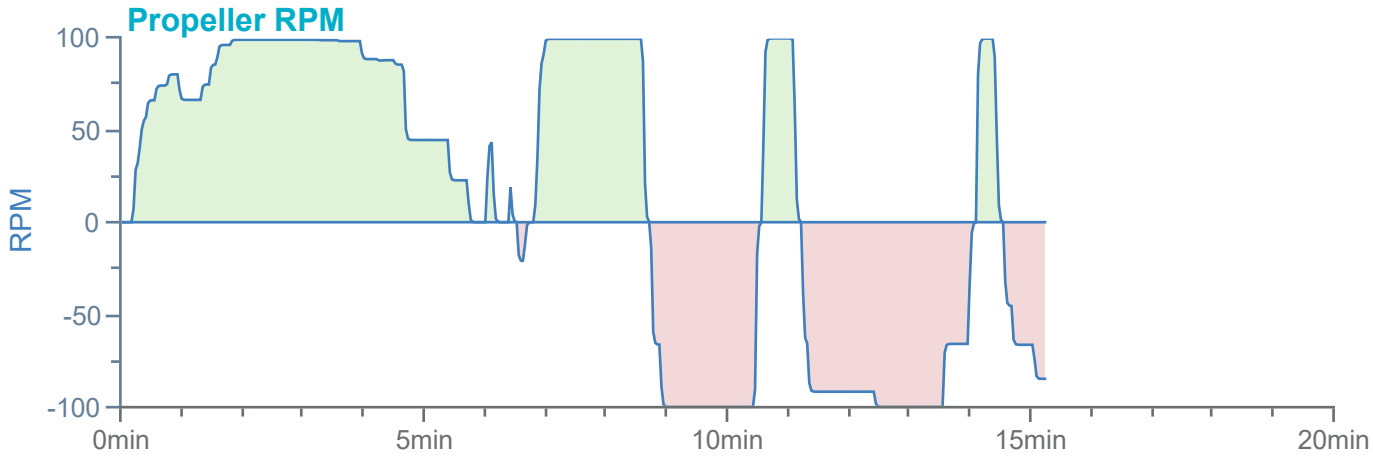


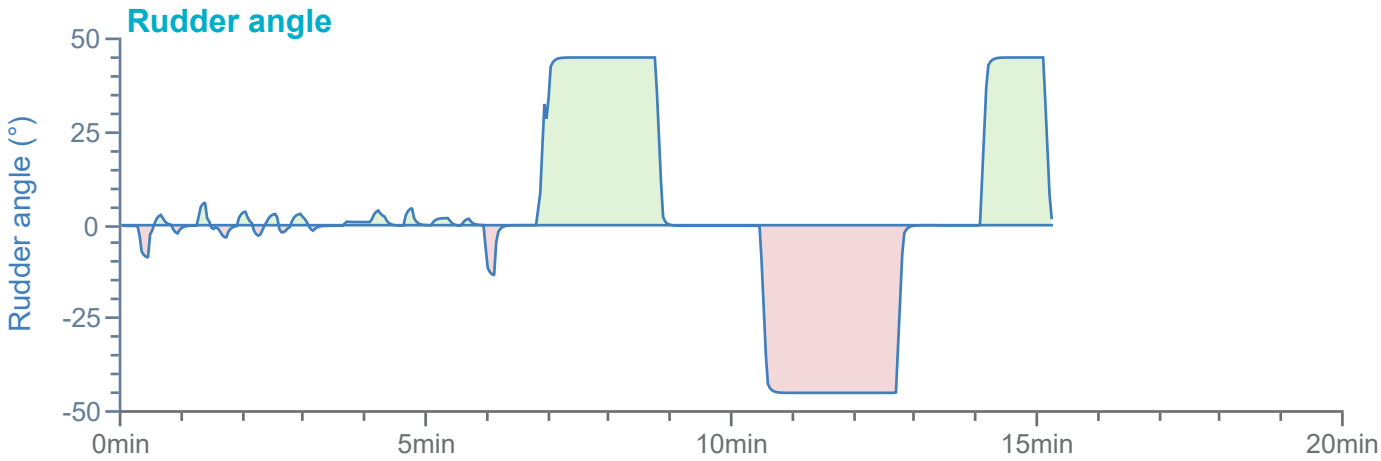
Ships plotted every 1 mins, highlight every 10 mins

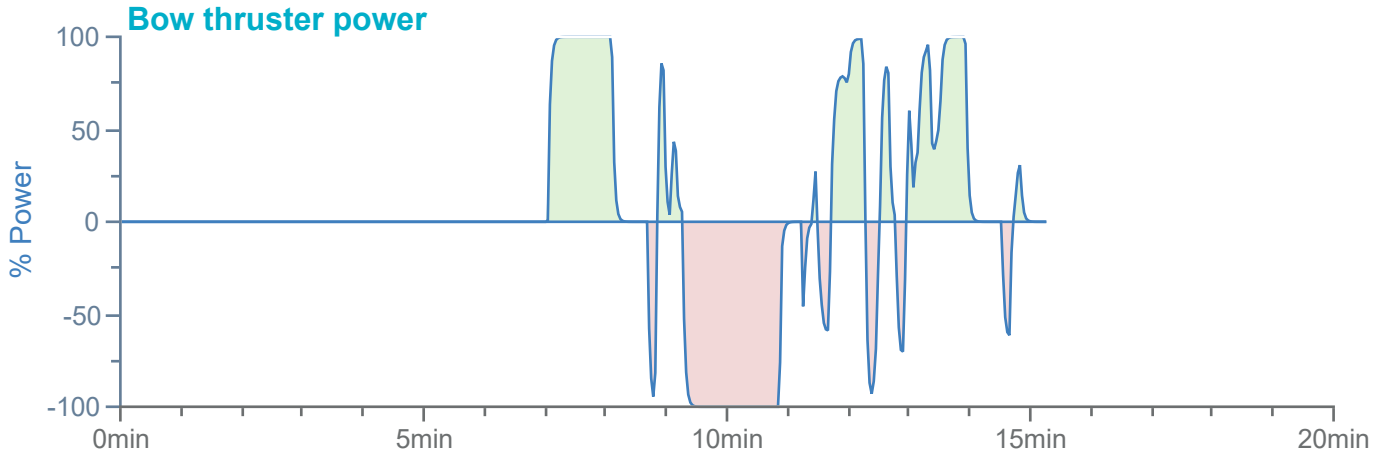

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min
15min
20min

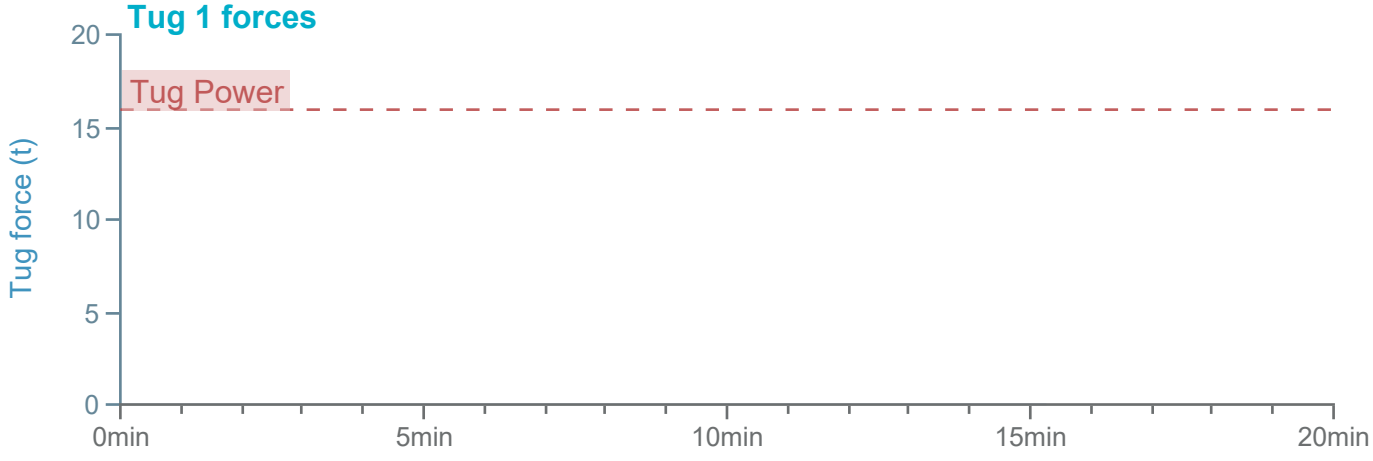

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min
15min
20min

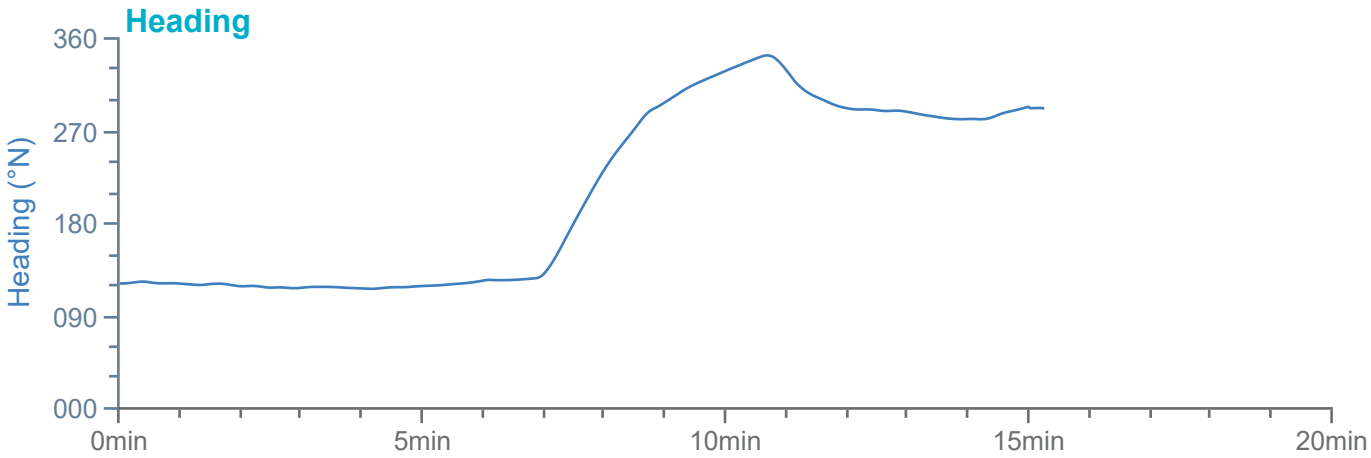

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min

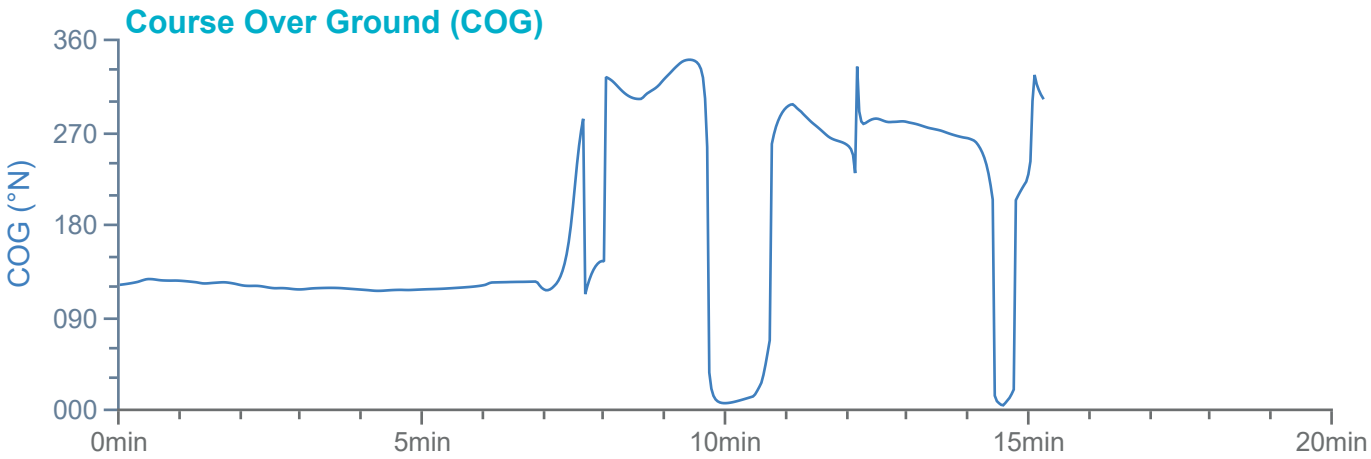

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min
15min
20min

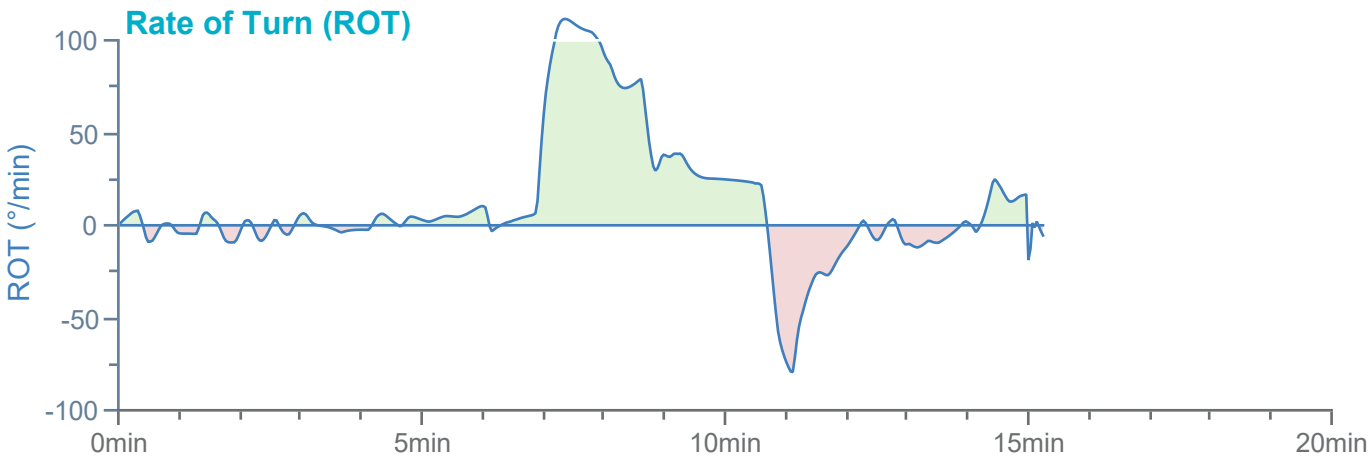

Rudder angle
Rudder angle (°)
50
25
0
-25
-50
0min
5min
10min
15min
20min

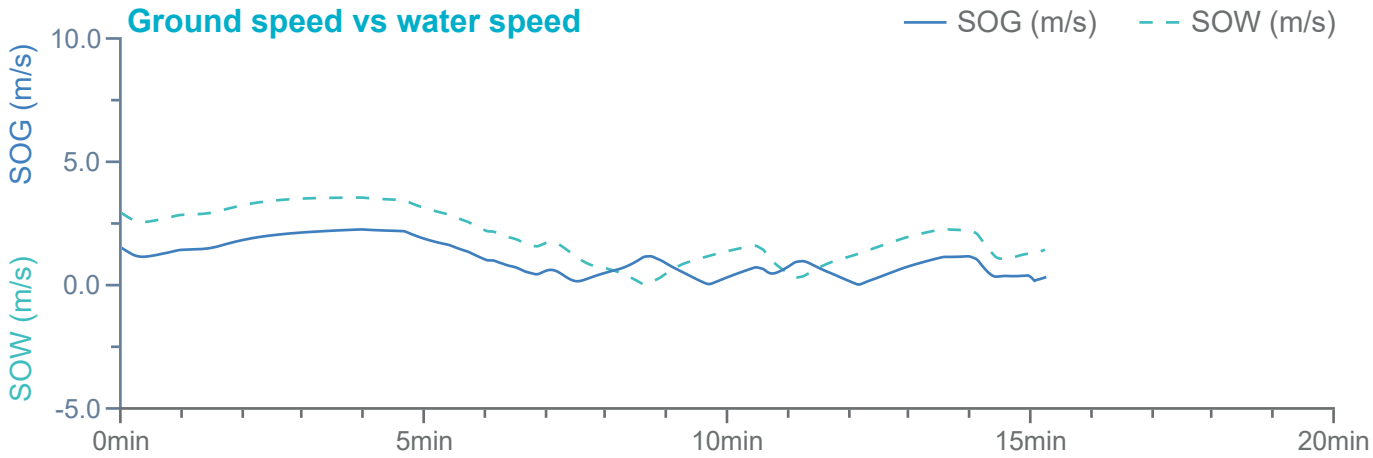

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min

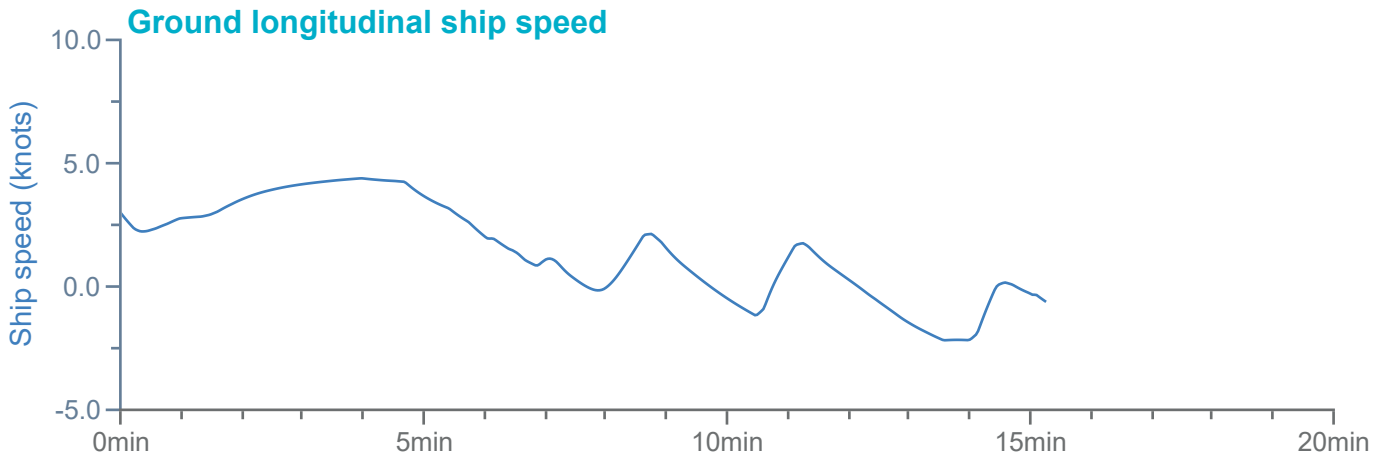

Tug 1 forces
Tug Power
Tug force (t)
20
15
10
5
0
0min
5min
10min
15min
20min

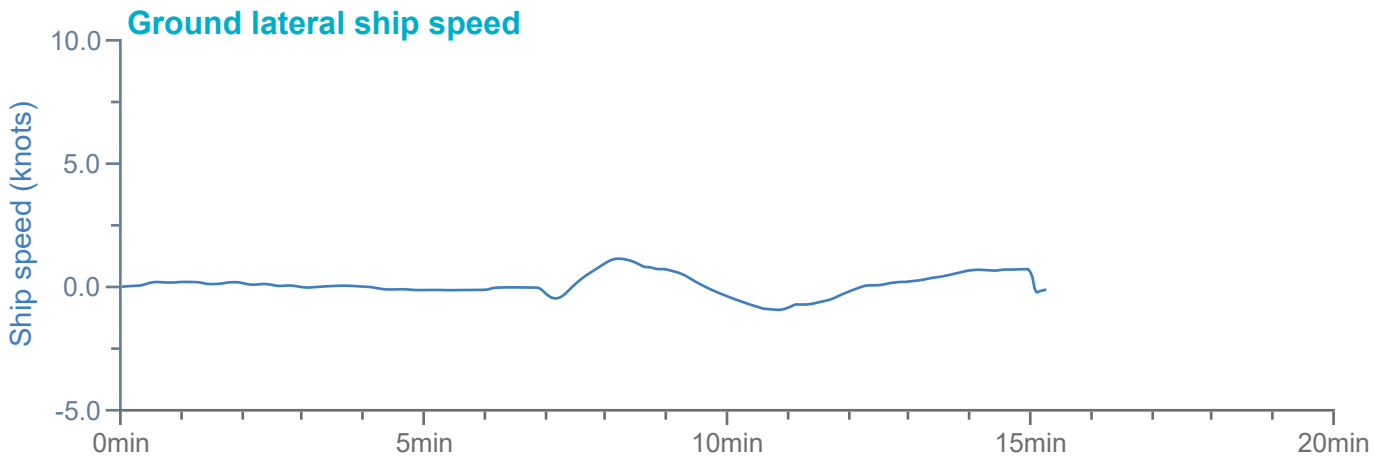

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min
20min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min
20min

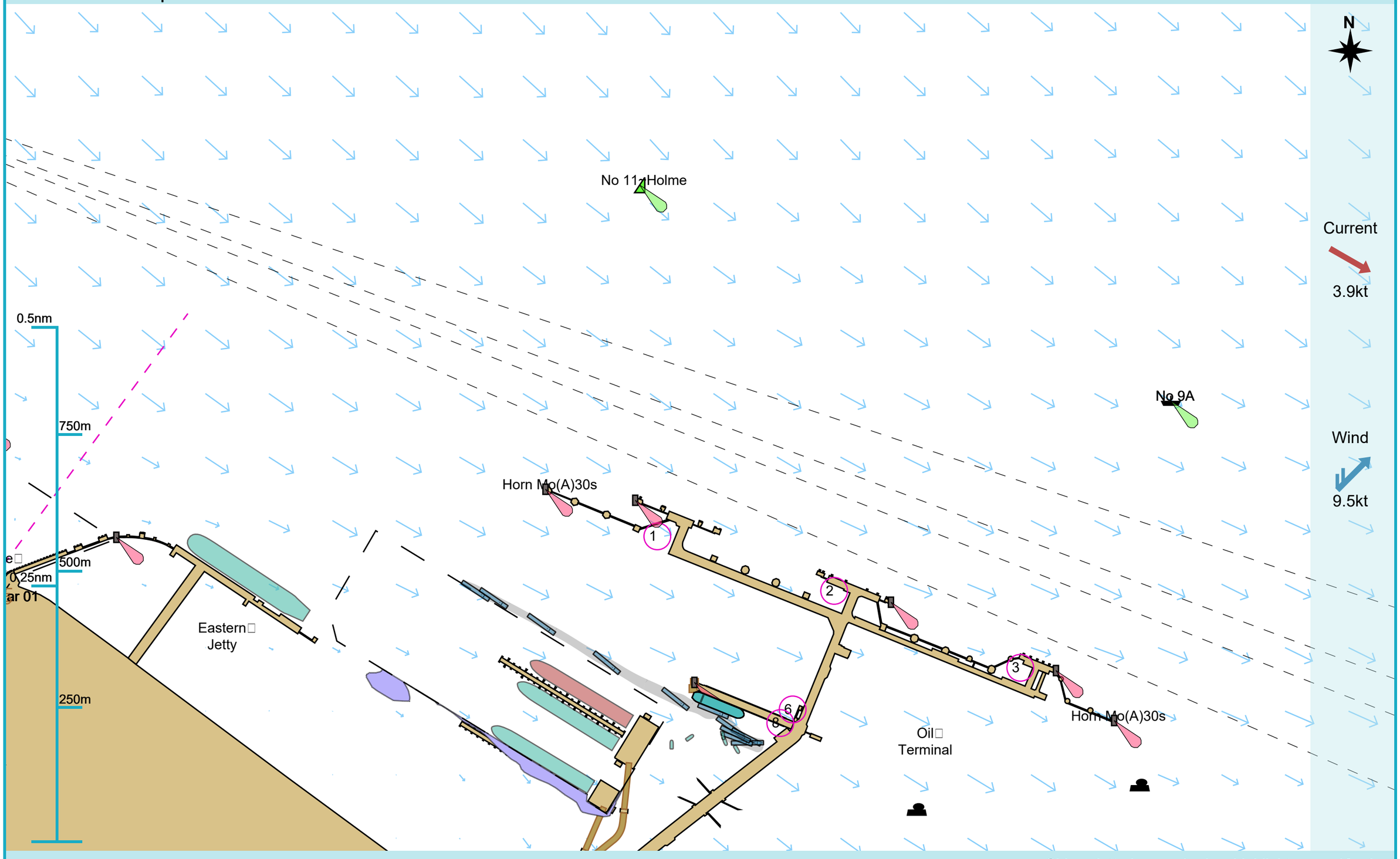

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min
20min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

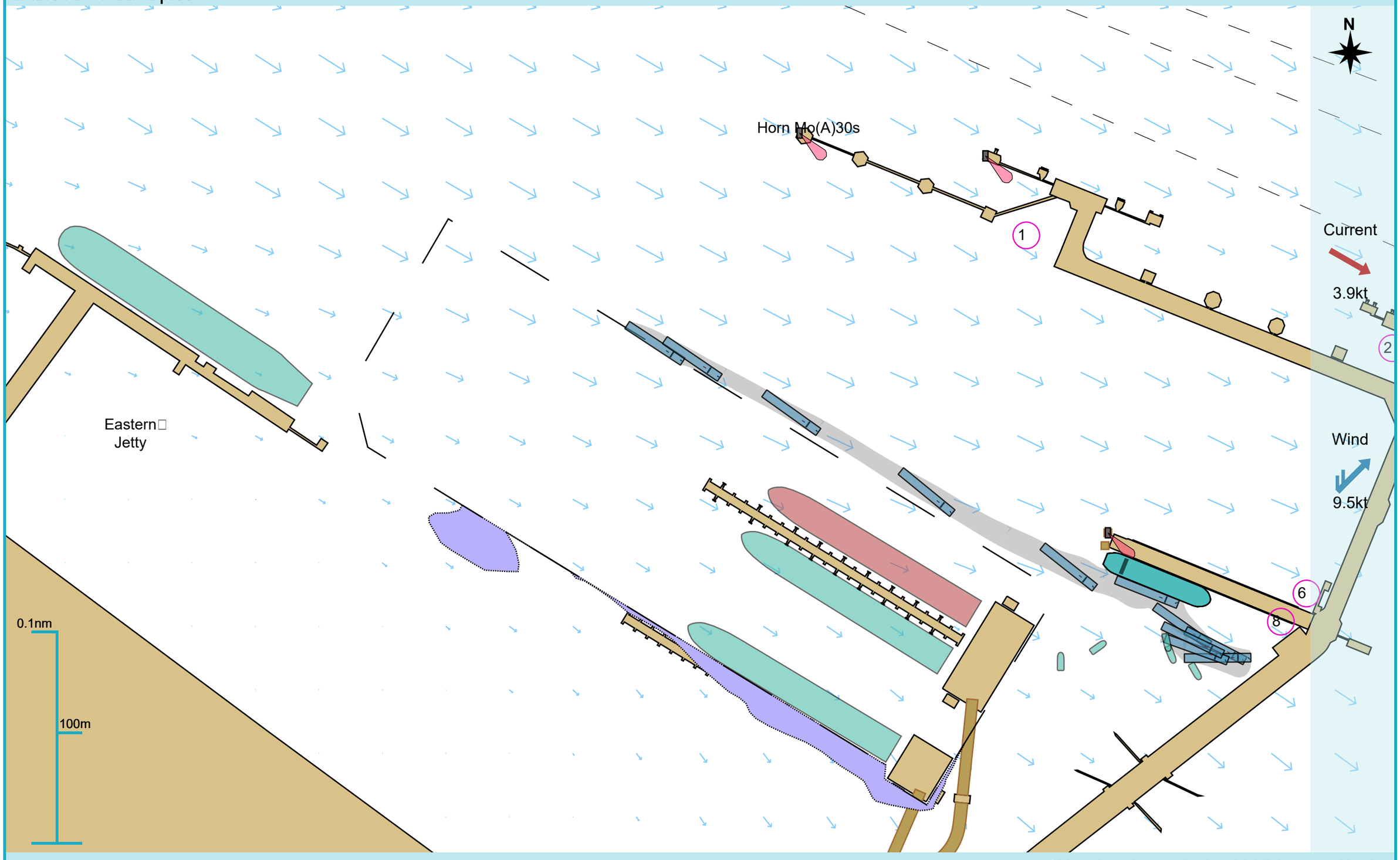

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min

Manoeuvre track plot

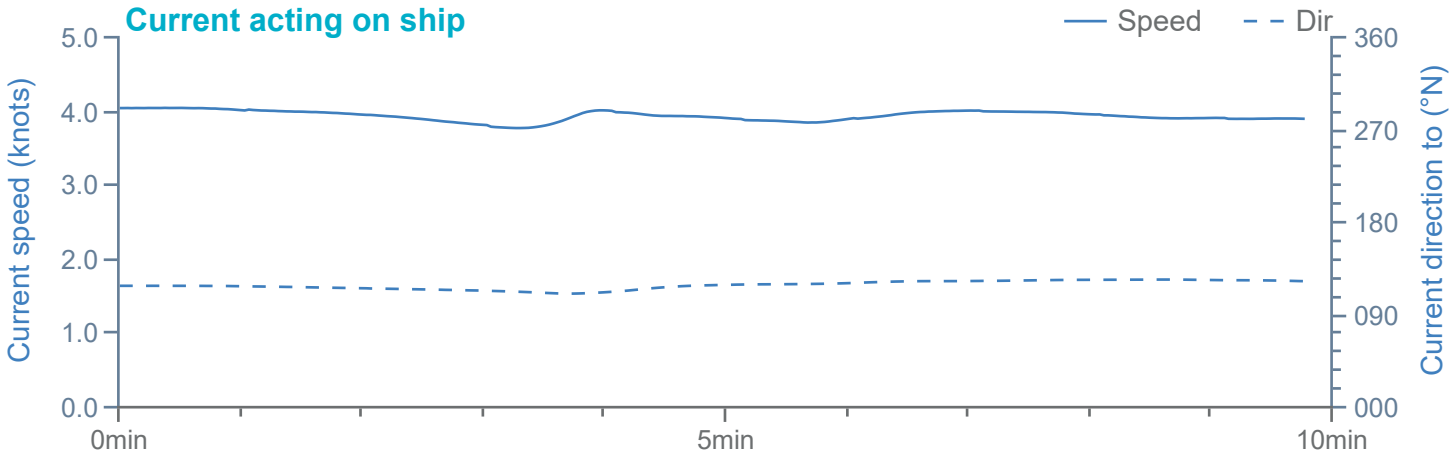


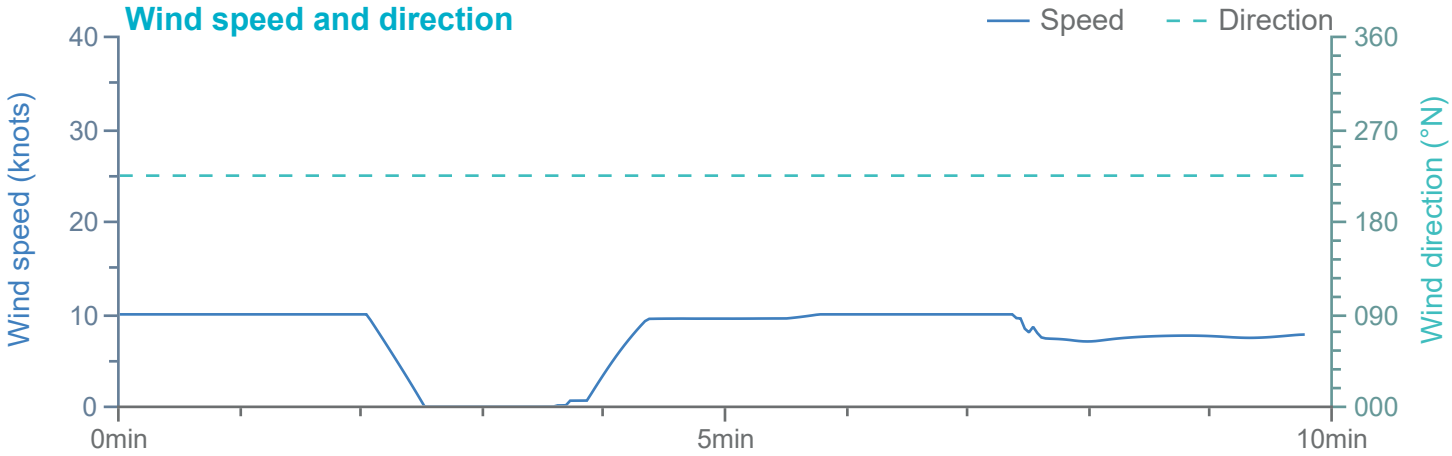
Ships plotted every 1 mins, highlight every 10 mins

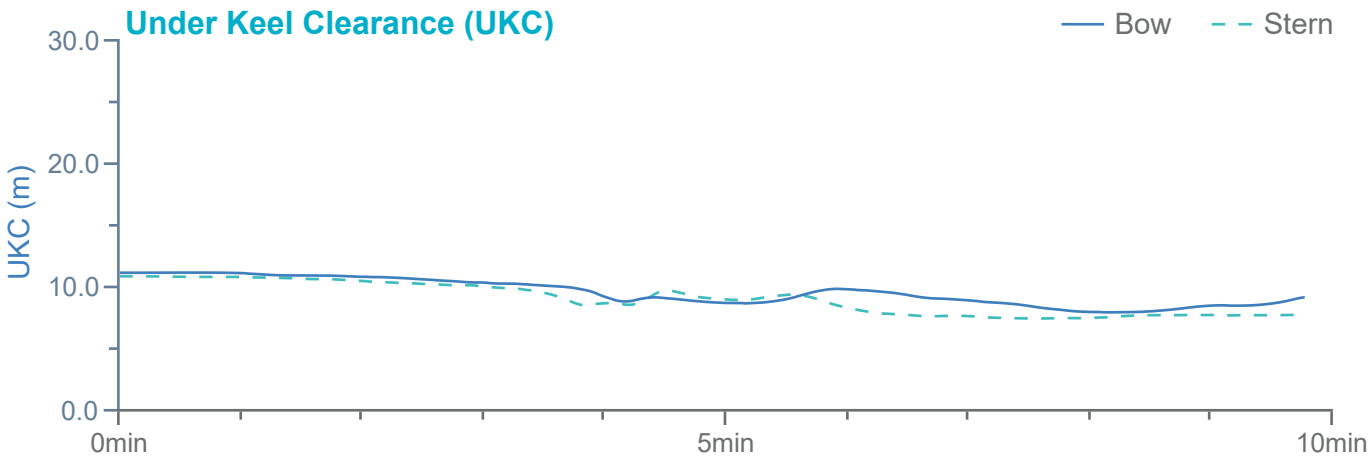
Manoeuvre track plot

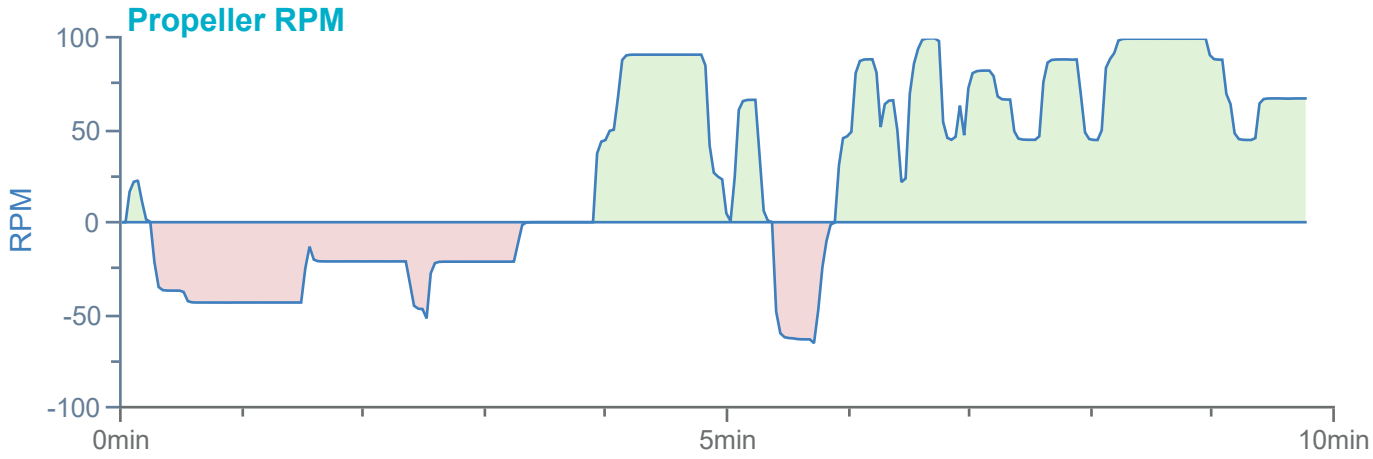


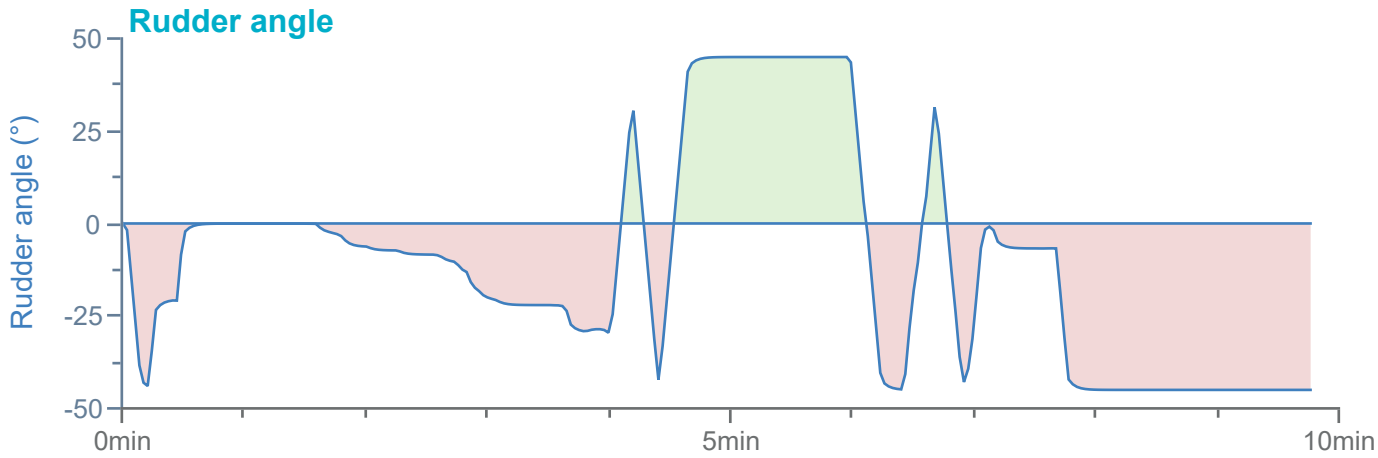
Ships plotted every 1 mins, highlight every 10 mins

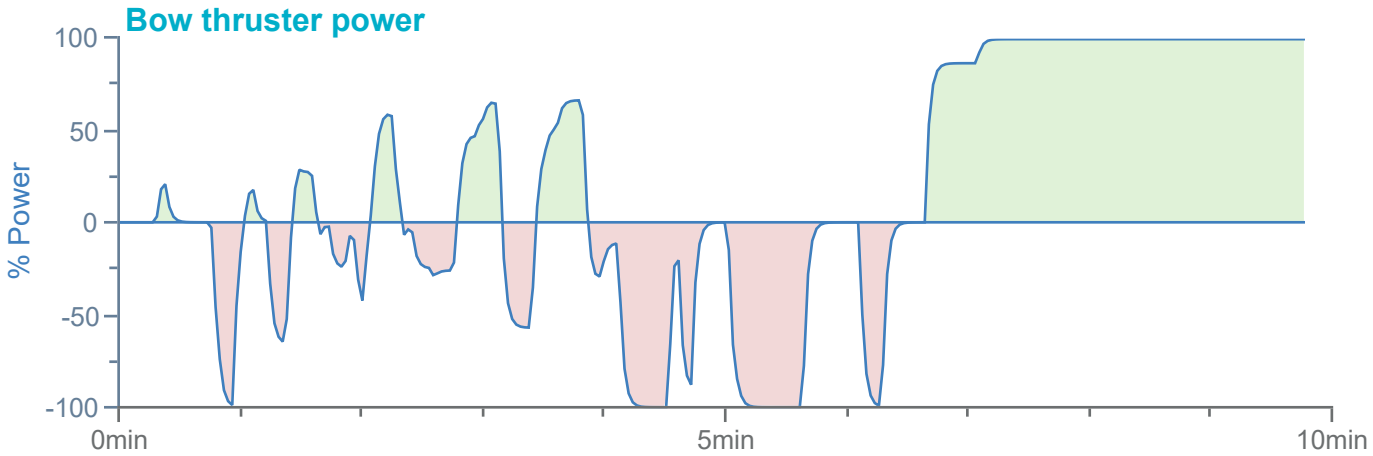

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
5min
10min

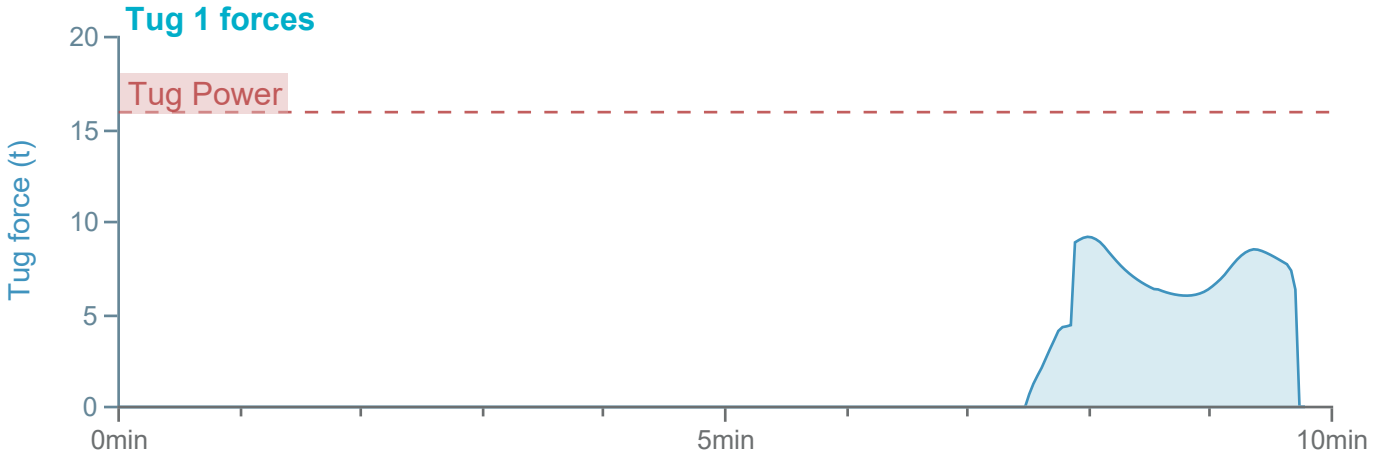

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
5min
10min


Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

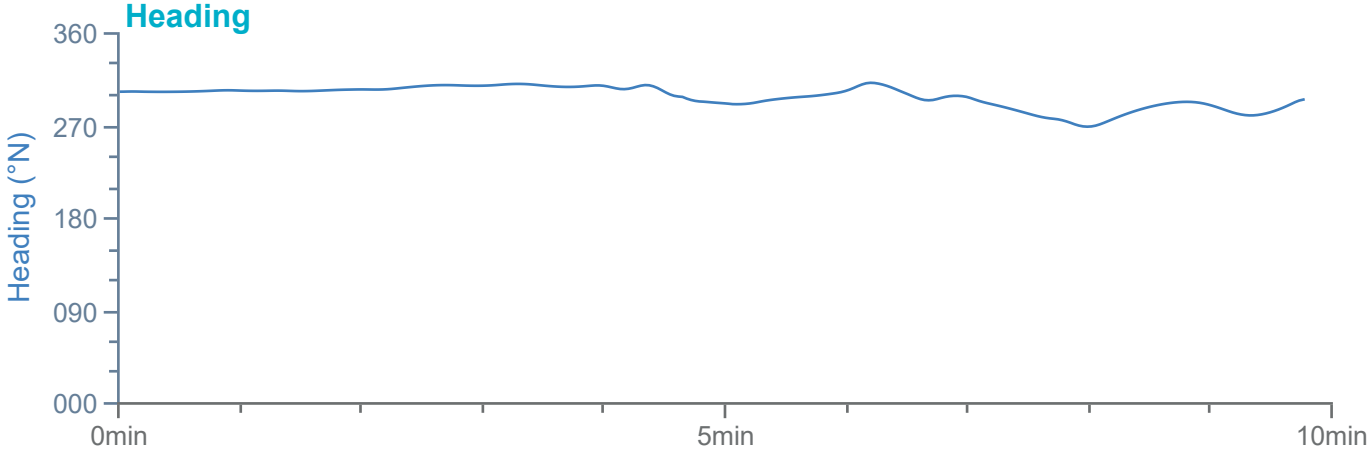

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min


Rudder angle
Rudder angle (°)
50
25
0
-25
-50
0min
5min
10min

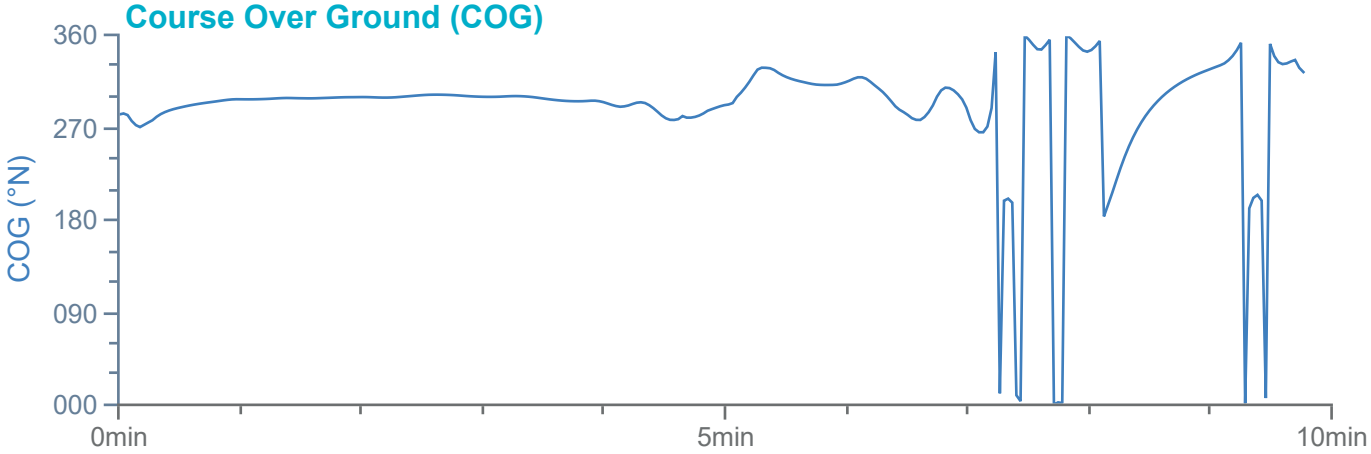

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min


Tug 1 forces
Tug Power
Tug force (t)
20
15
10
5
0
0min
5min
10min

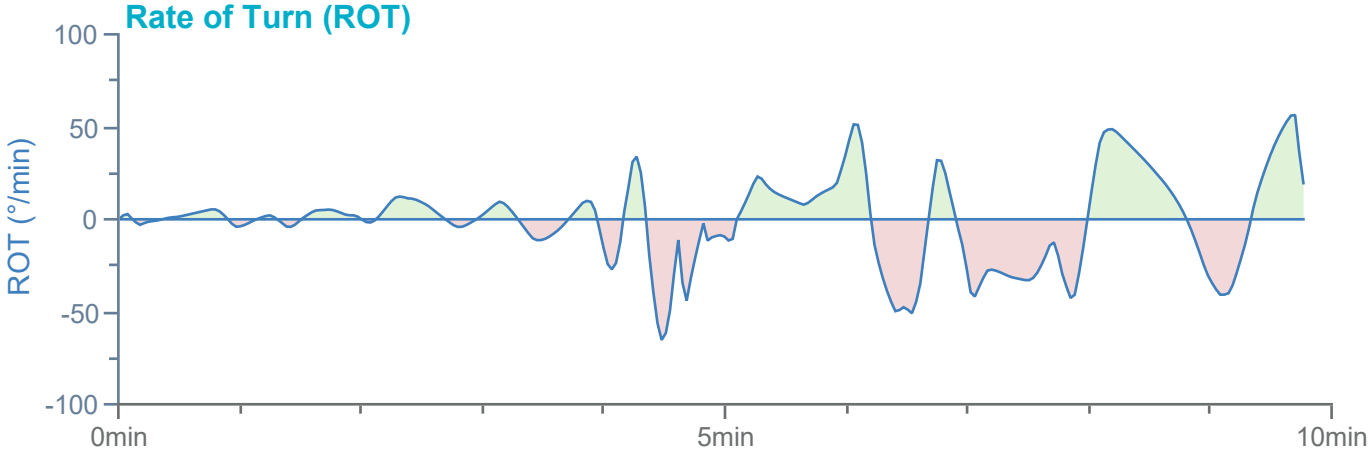
Heading

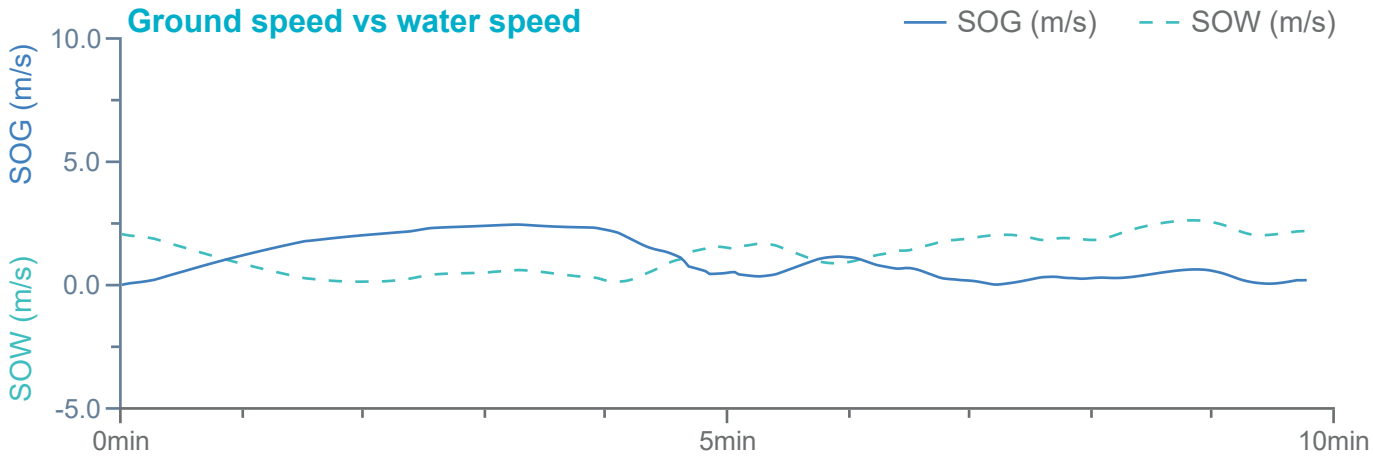


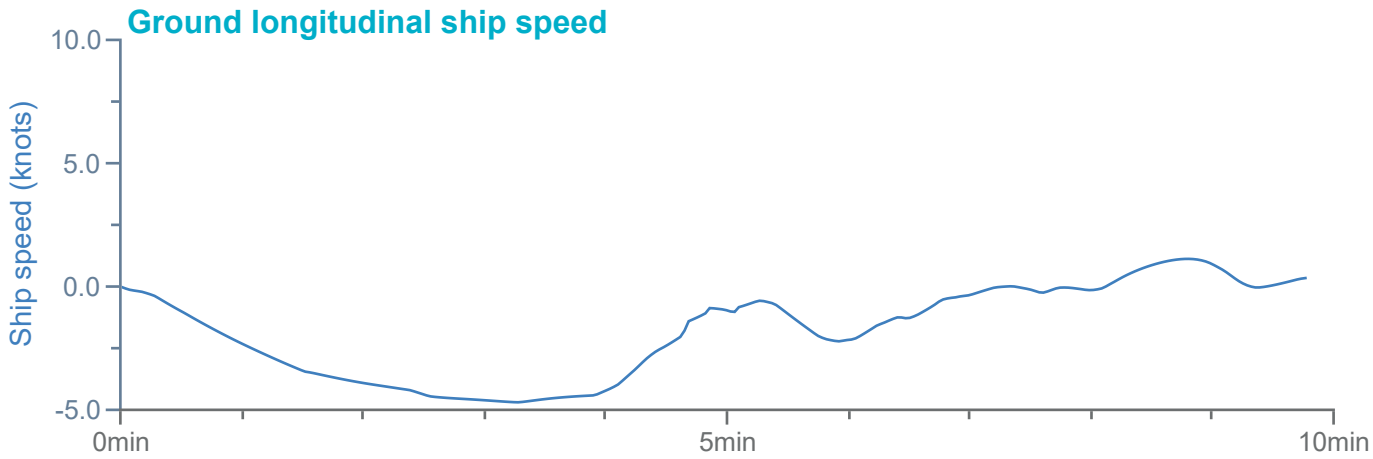
Course Over Ground (COG)

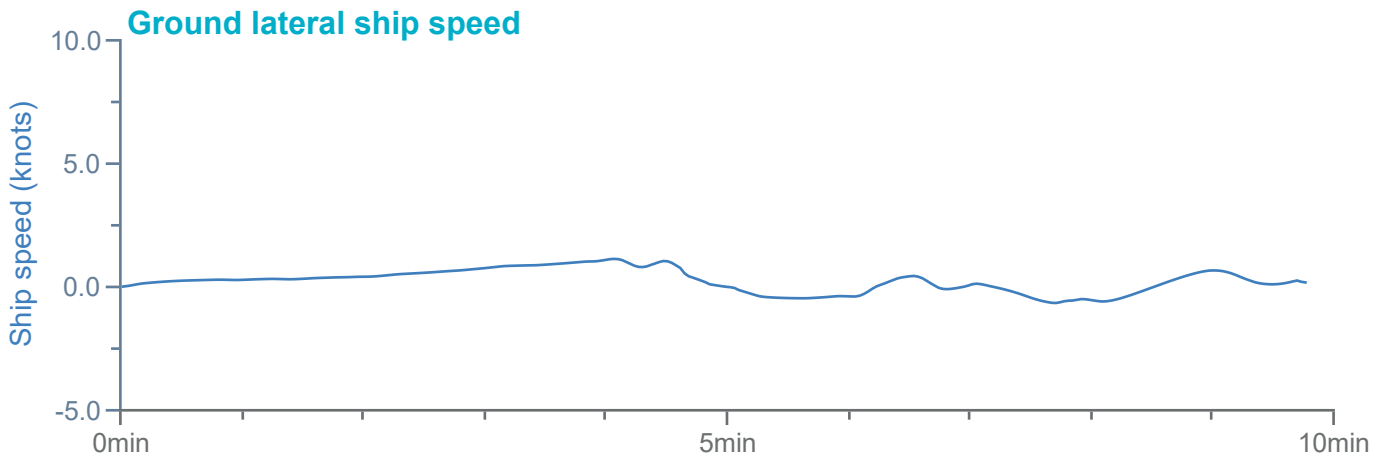


Rate of Turn (ROT)

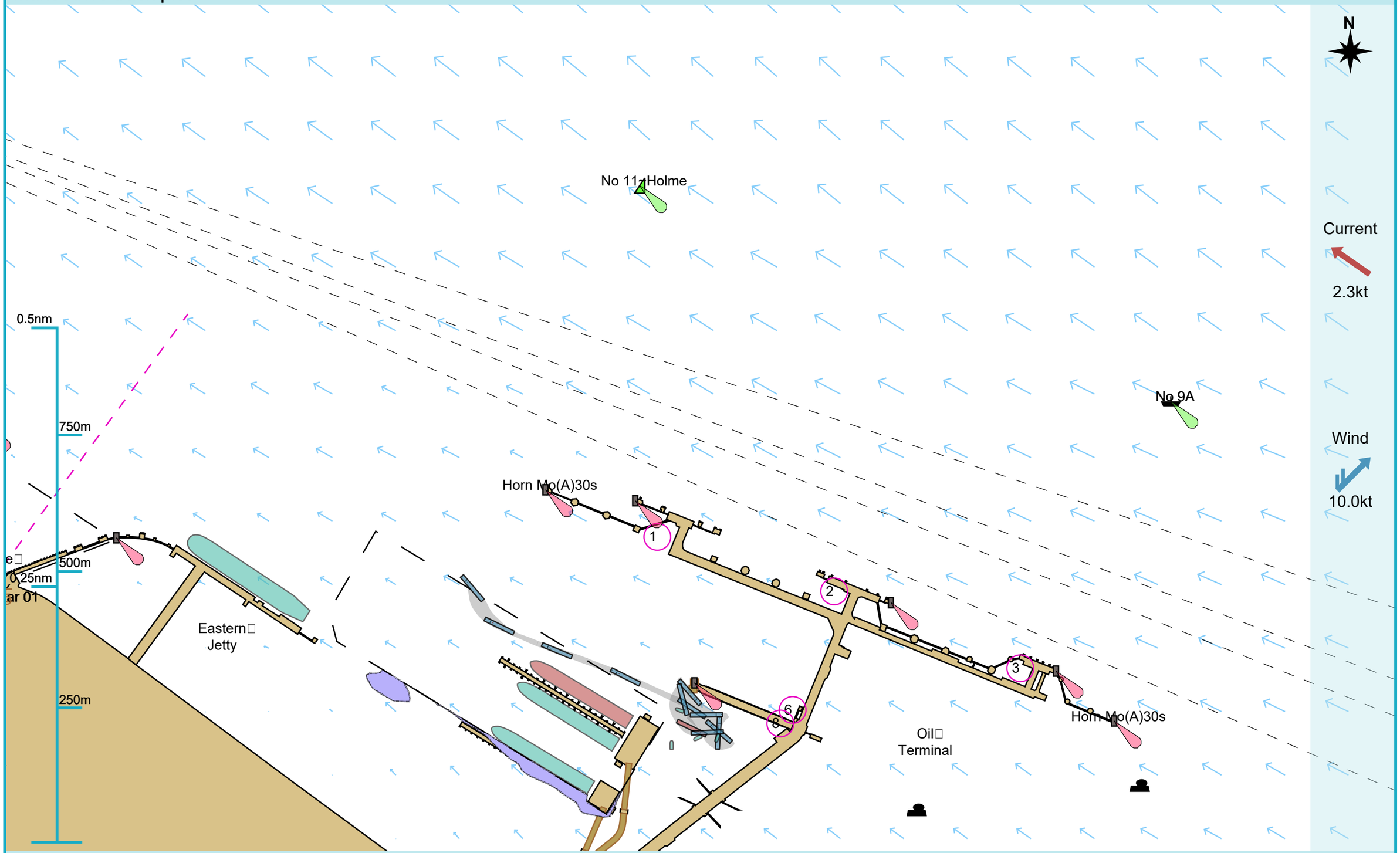



Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

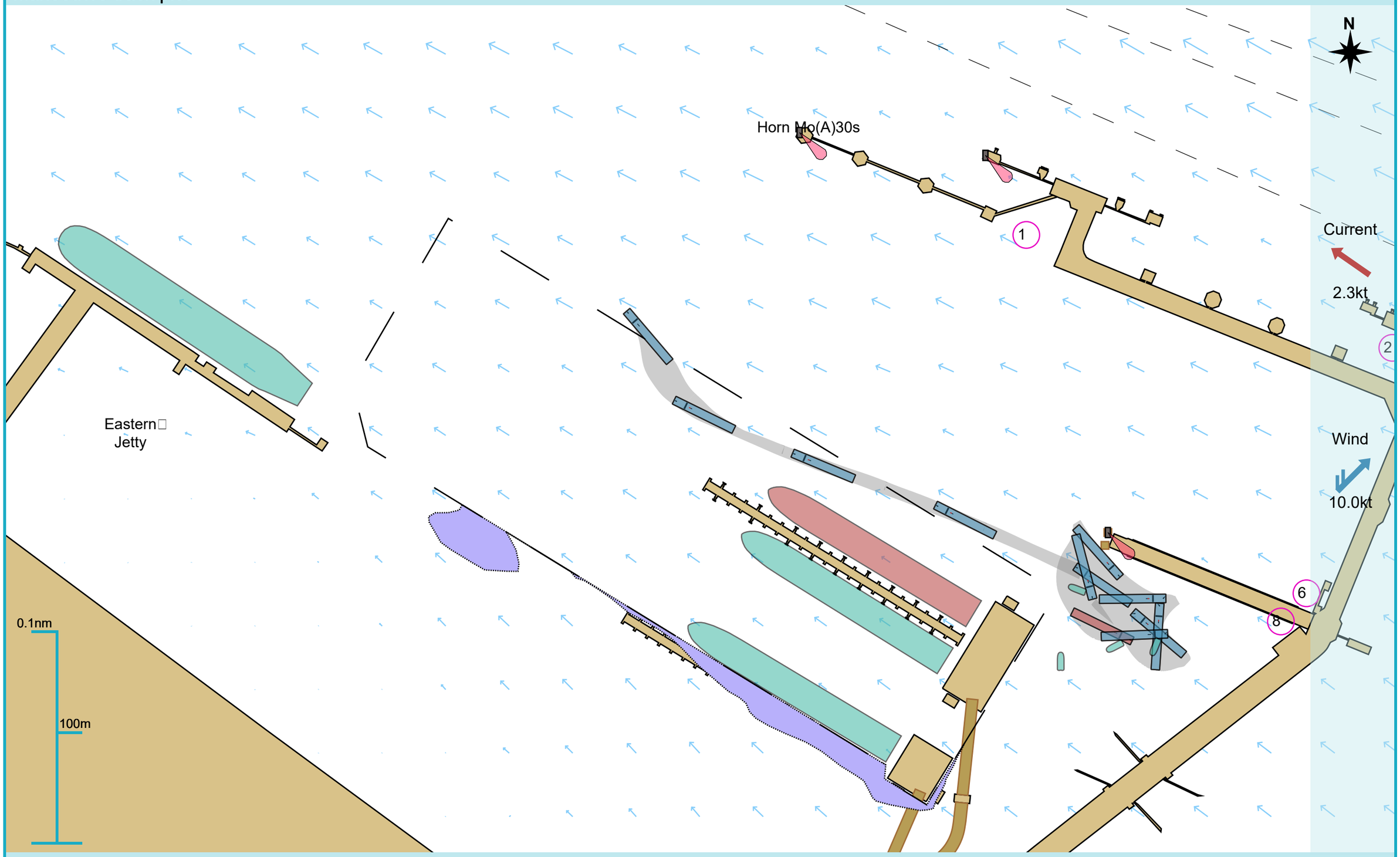

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

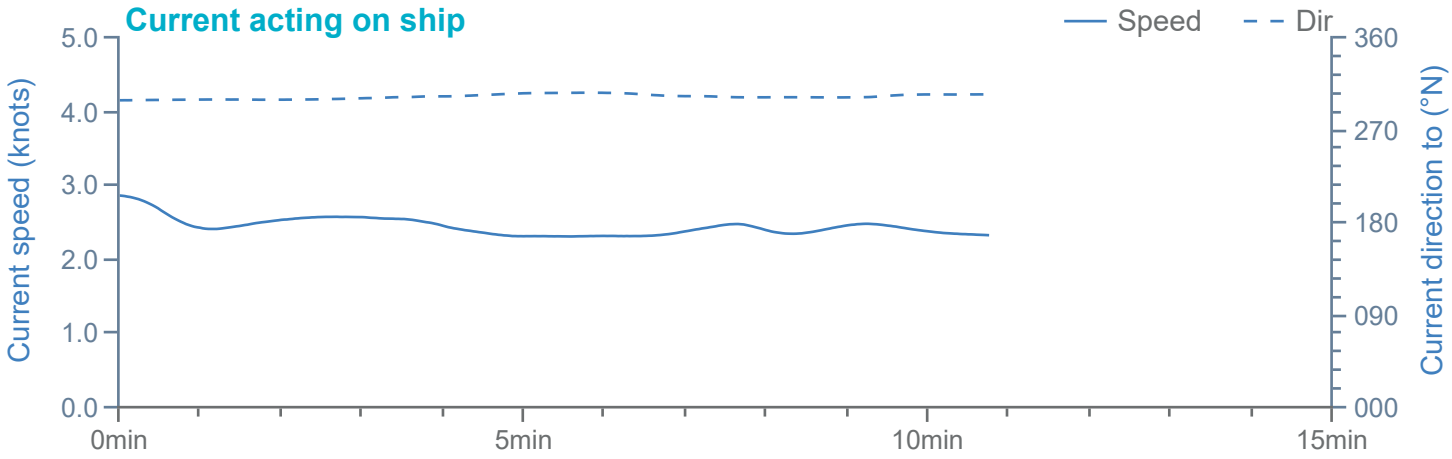


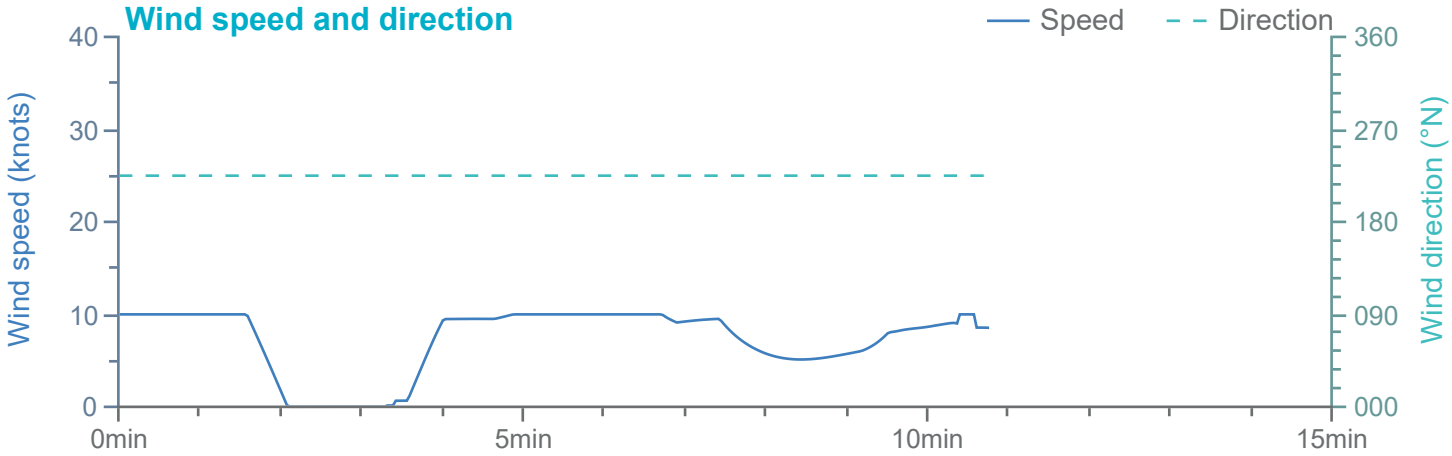
Ships plotted every 1 mins, highlight every 10 mins

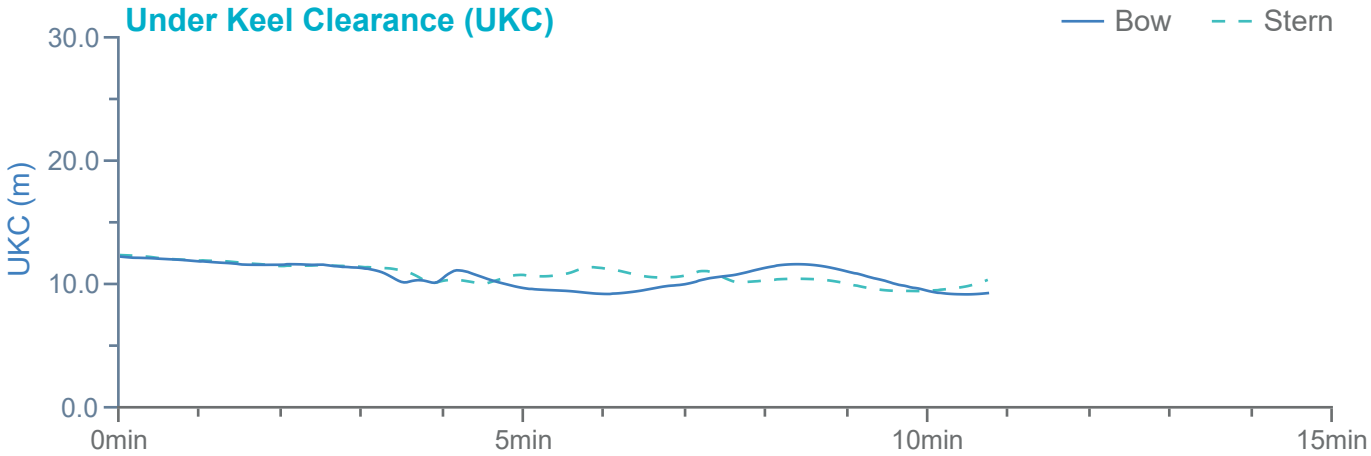
Manoeuvre track plot

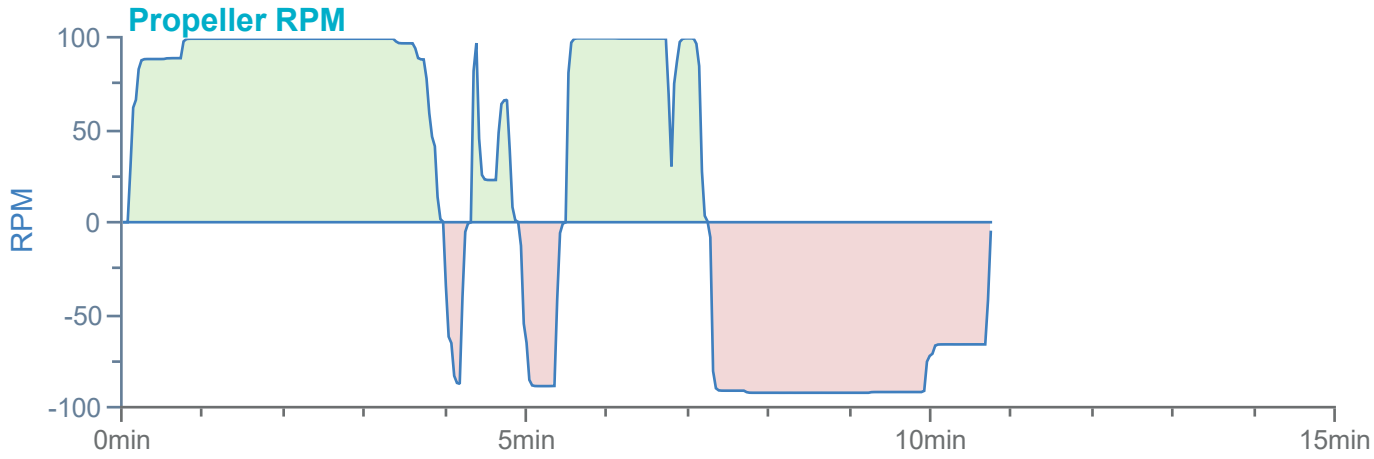


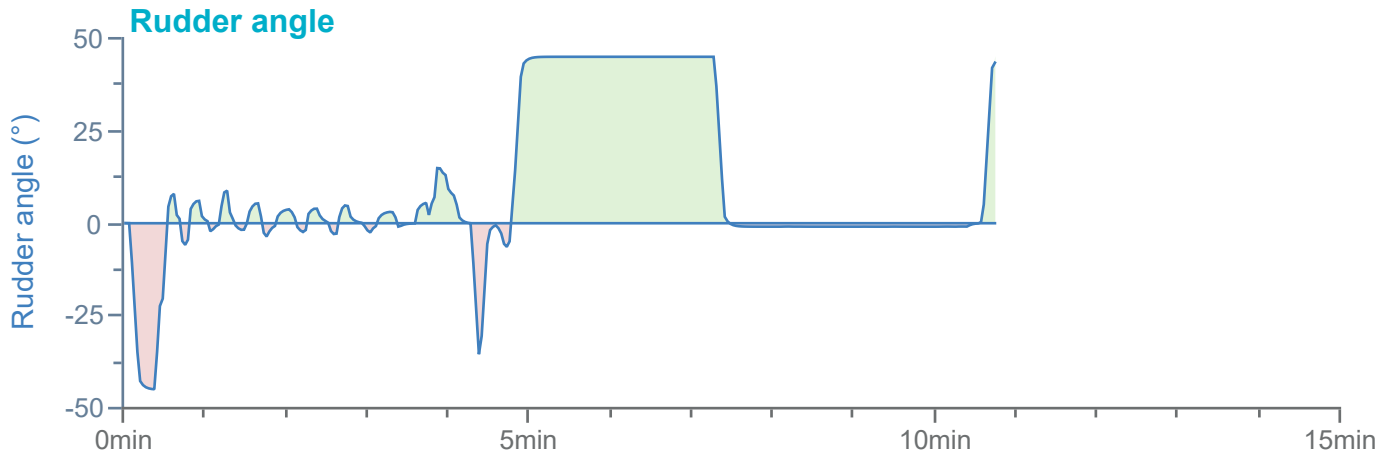
Ships plotted every 1 mins, highlight every 10 mins

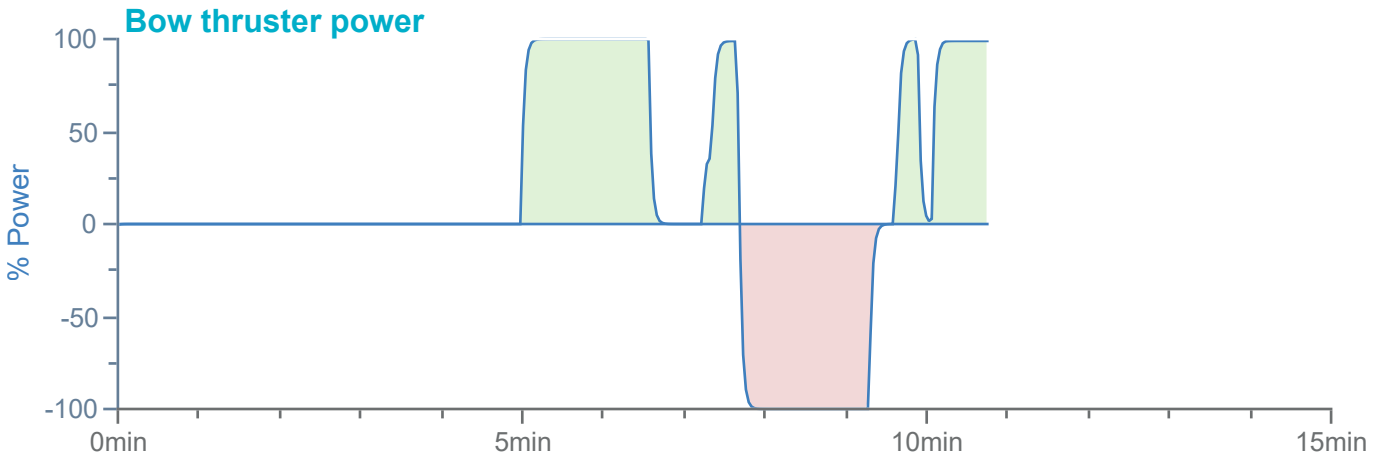

Current acting on ship
Speed
Dir
Current speed (knots)
5.0
4.0
3.0
2.0
1.0
0.0
Current direction to (°N)
360
270
180
090
000
0min
5min
10min
15min

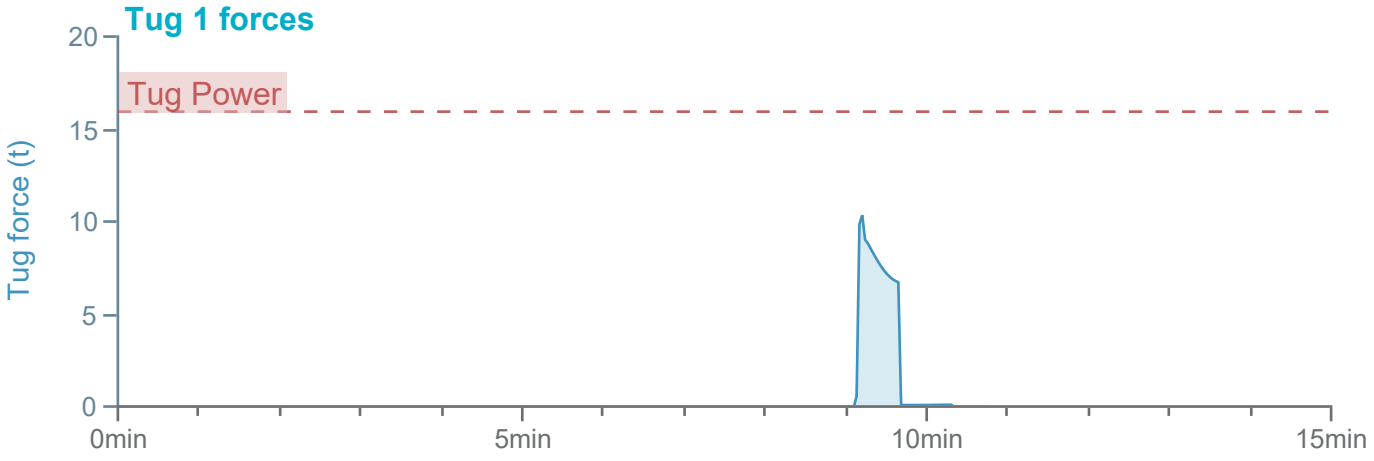

Wind speed and direction
Speed
Direction
Wind speed (knots)
40
30
20
10
0
Wind direction (°N)
360
270
180
090
000
0min
5min
10min
15min

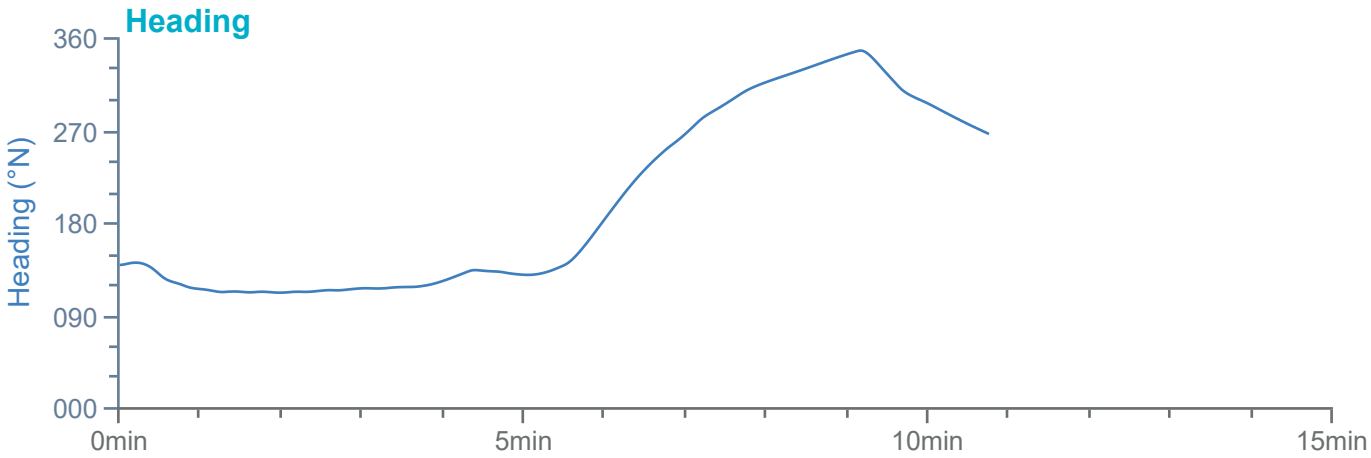

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min

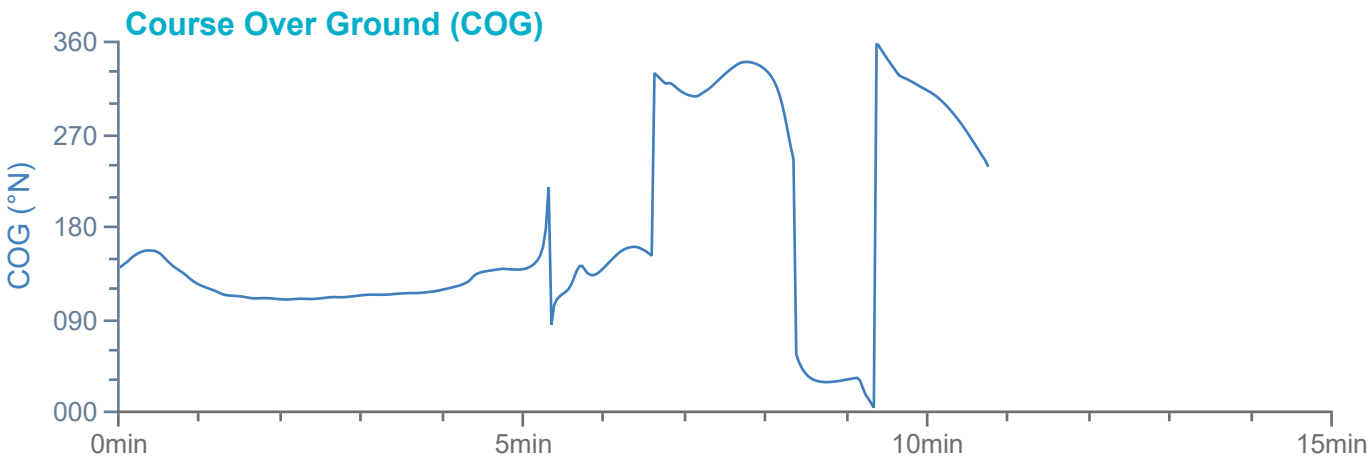

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min
15min

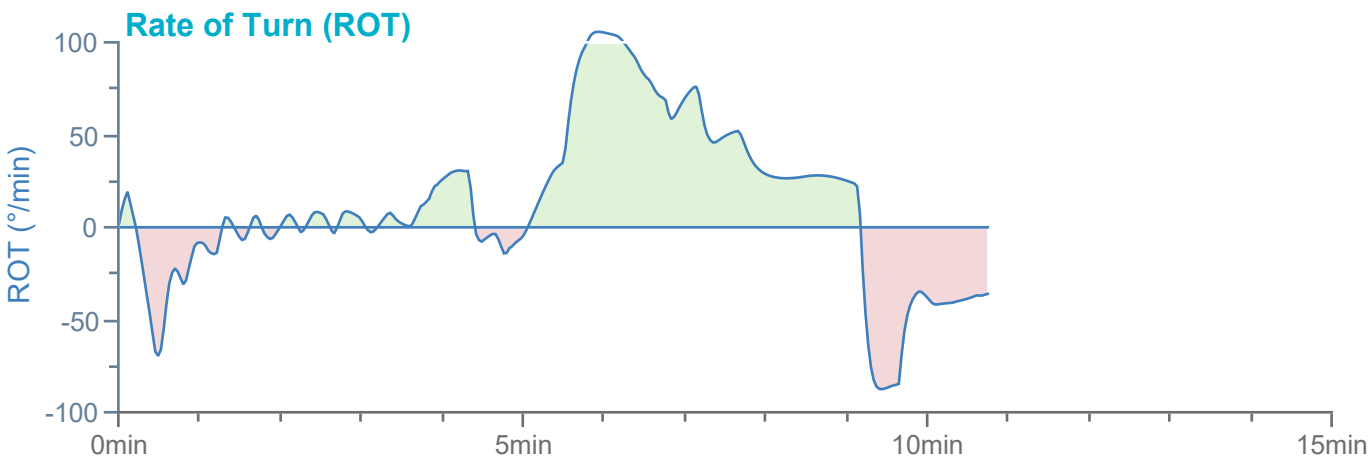

Rudder angle
Rudder angle (°)
50
25
0
-25
-50
0min
5min
10min
15min

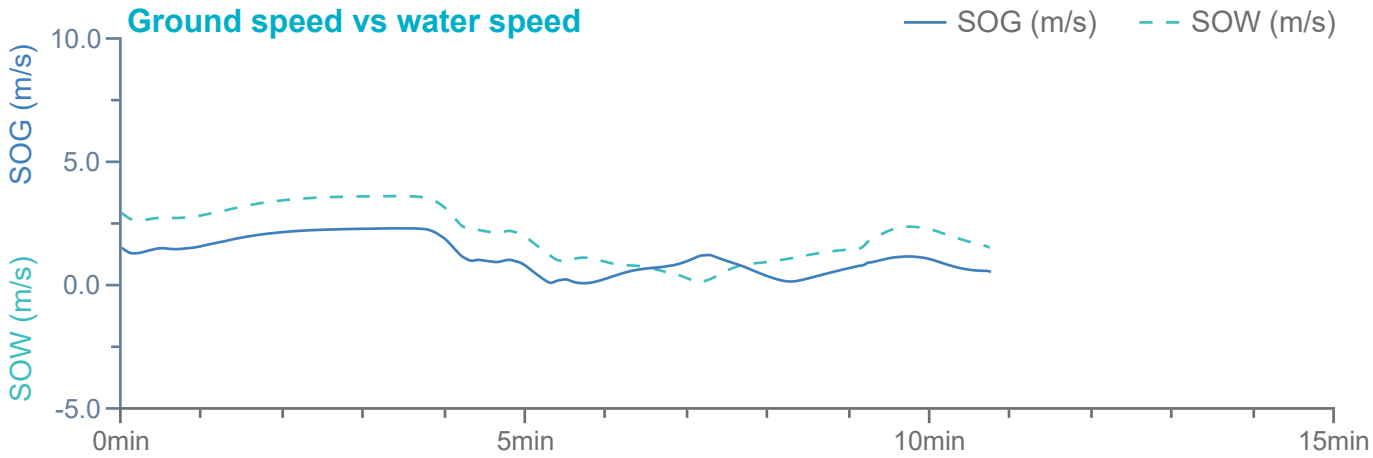

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min

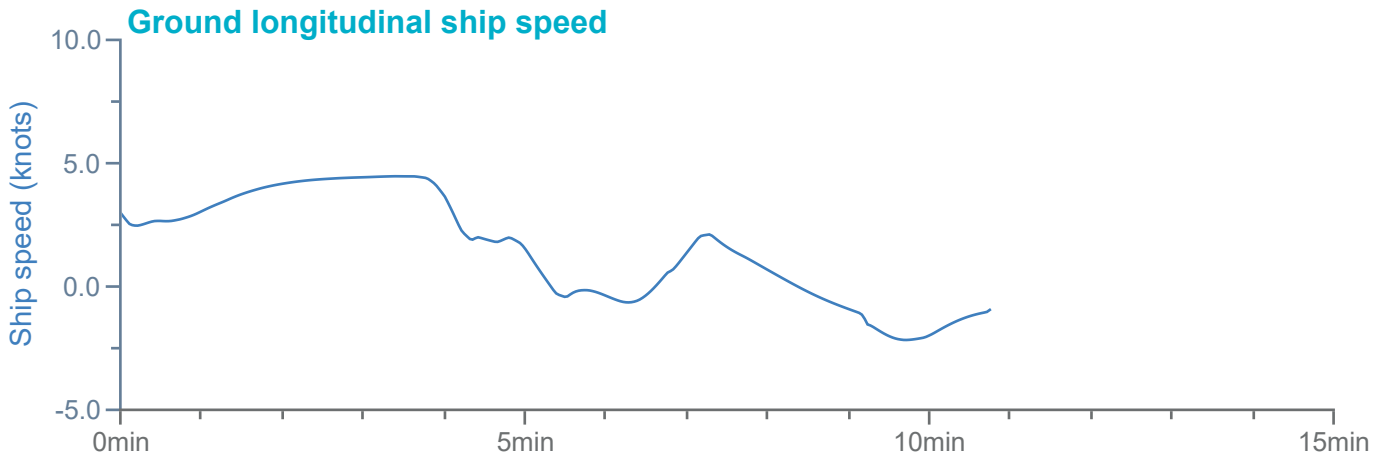

Tug 1 forces
Tug Power
Tug force (t)
20
15
10
5
0
0min
5min
10min
15min

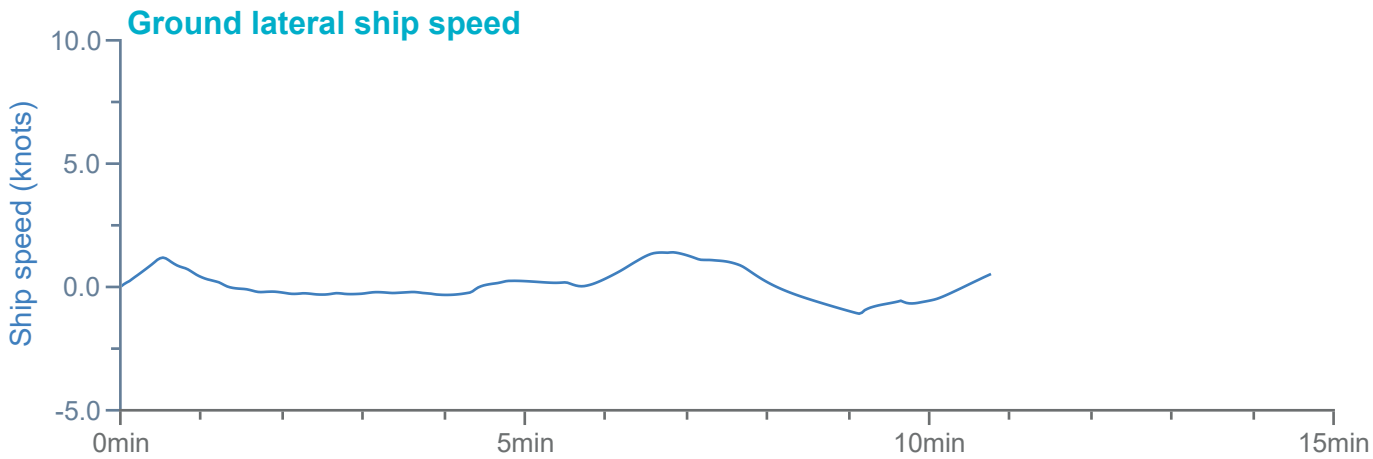

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min
15min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min
15min

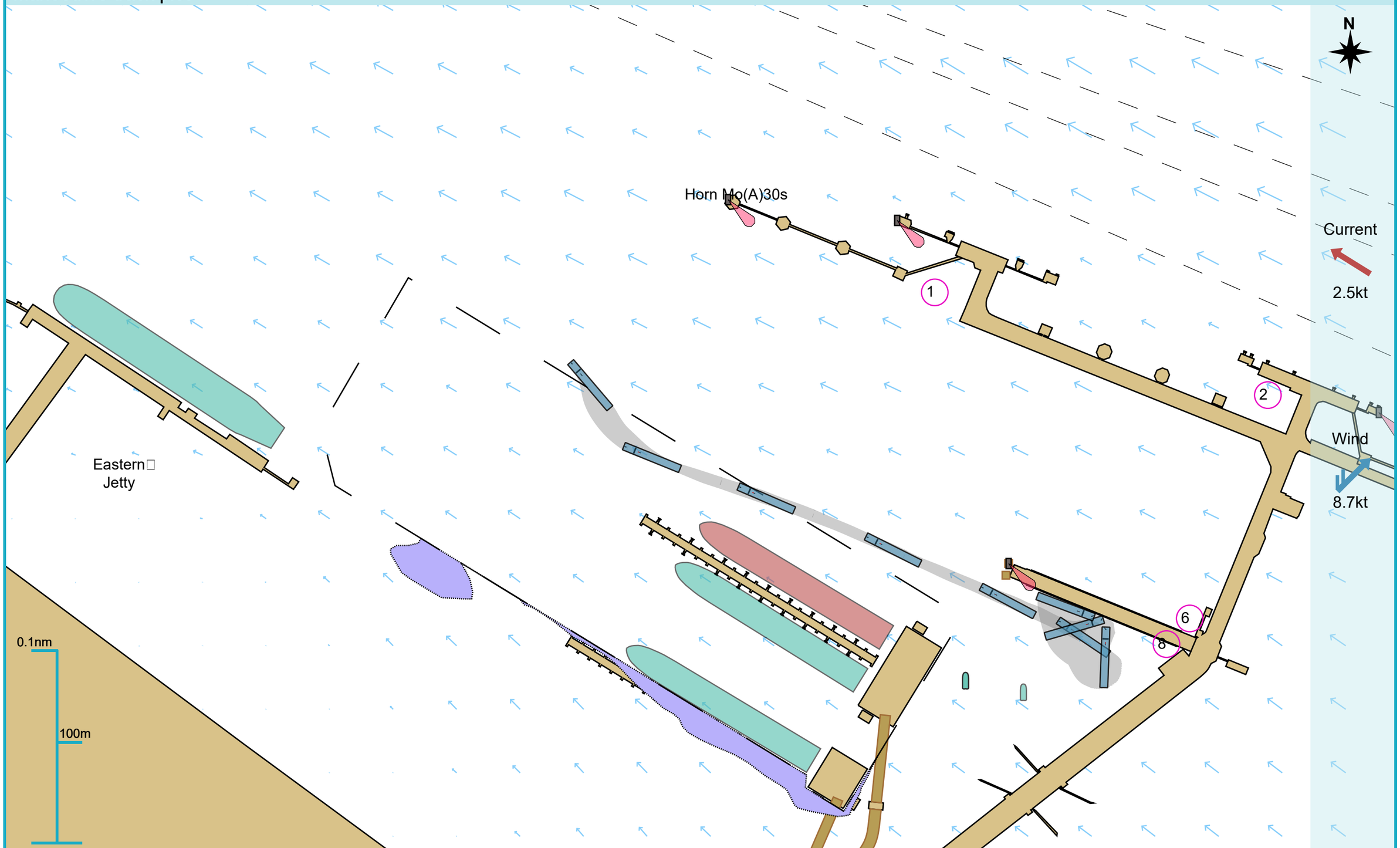

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min
15min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

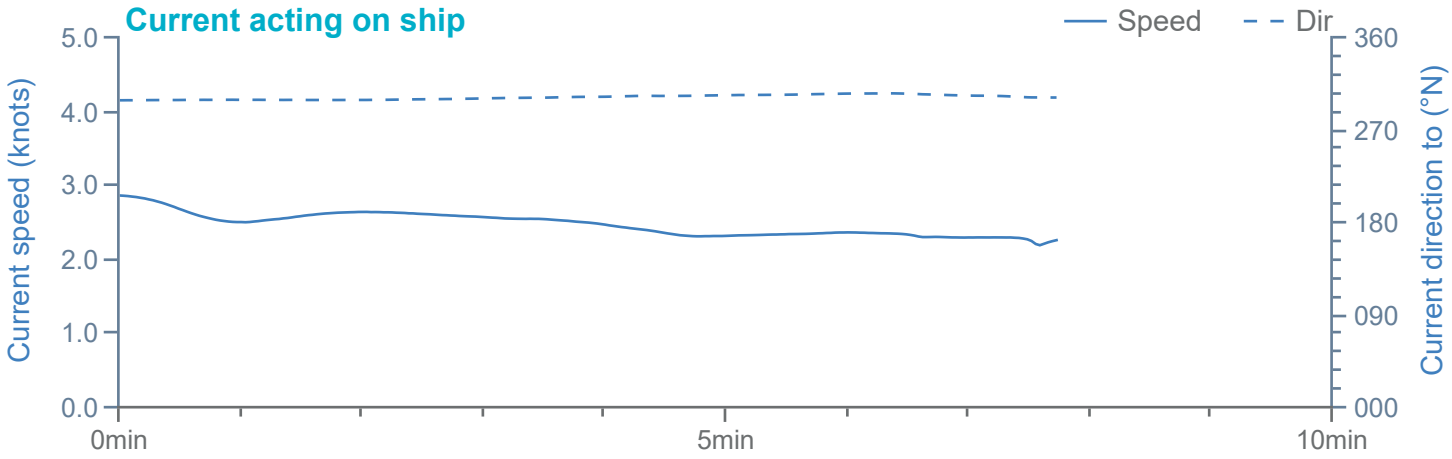

Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

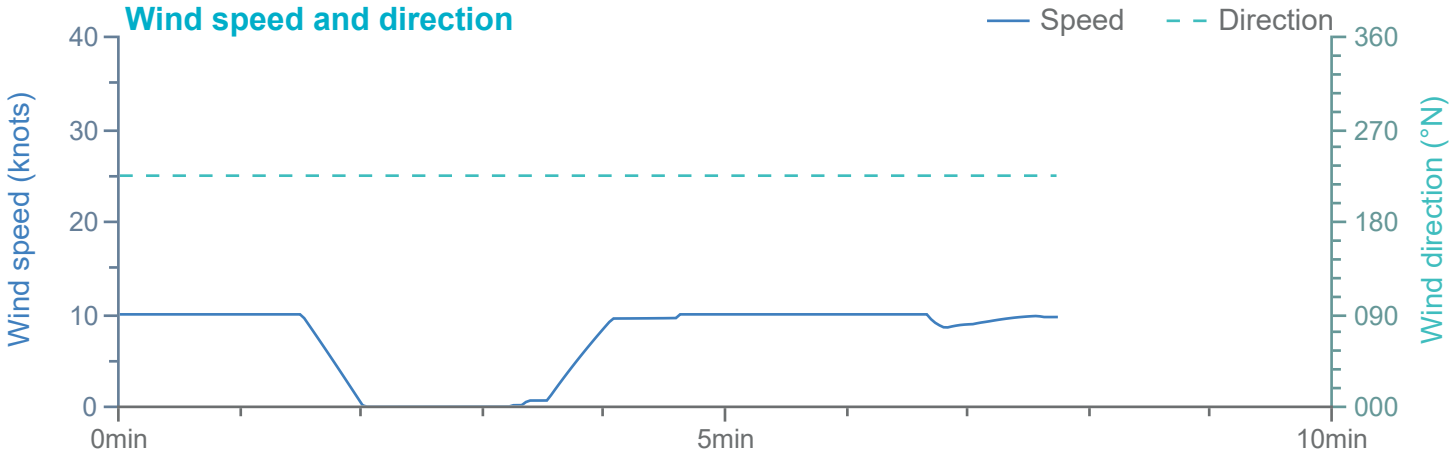

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min

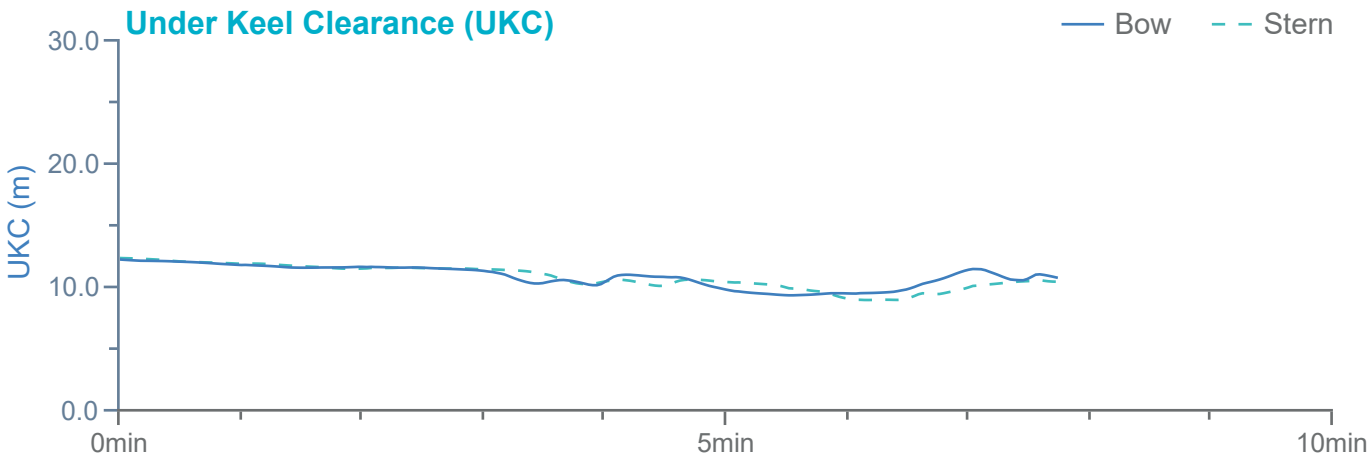
Manoeuvre track plot

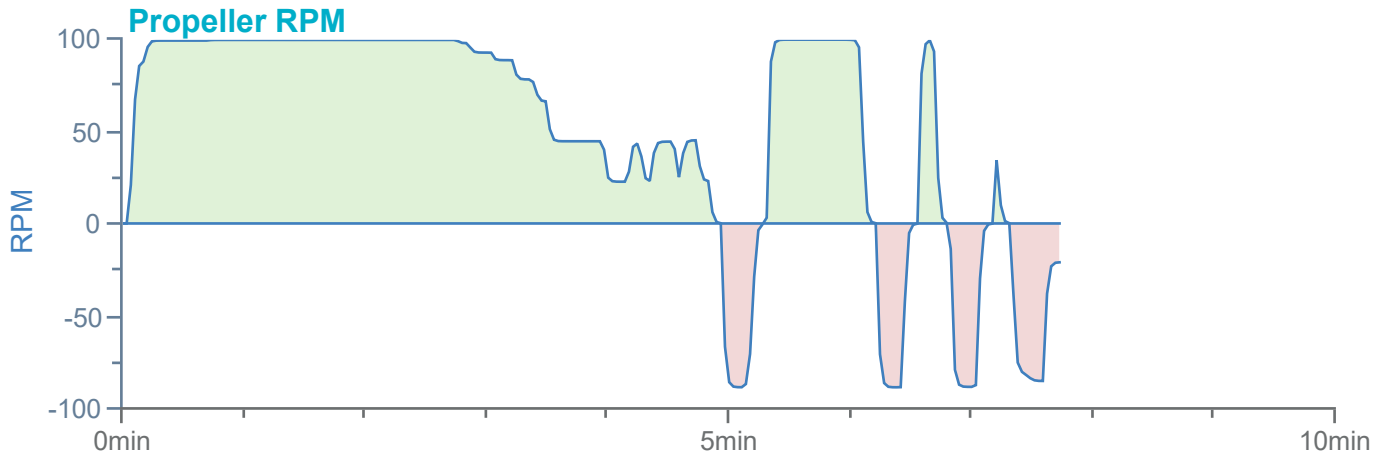


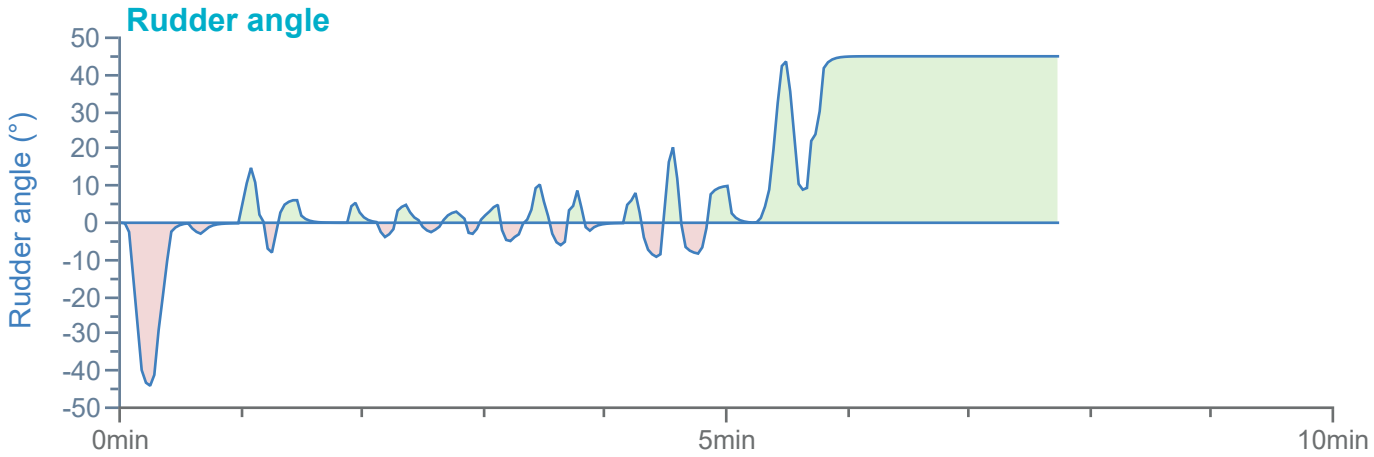
Ships plotted every 1 mins, highlight every 10 mins

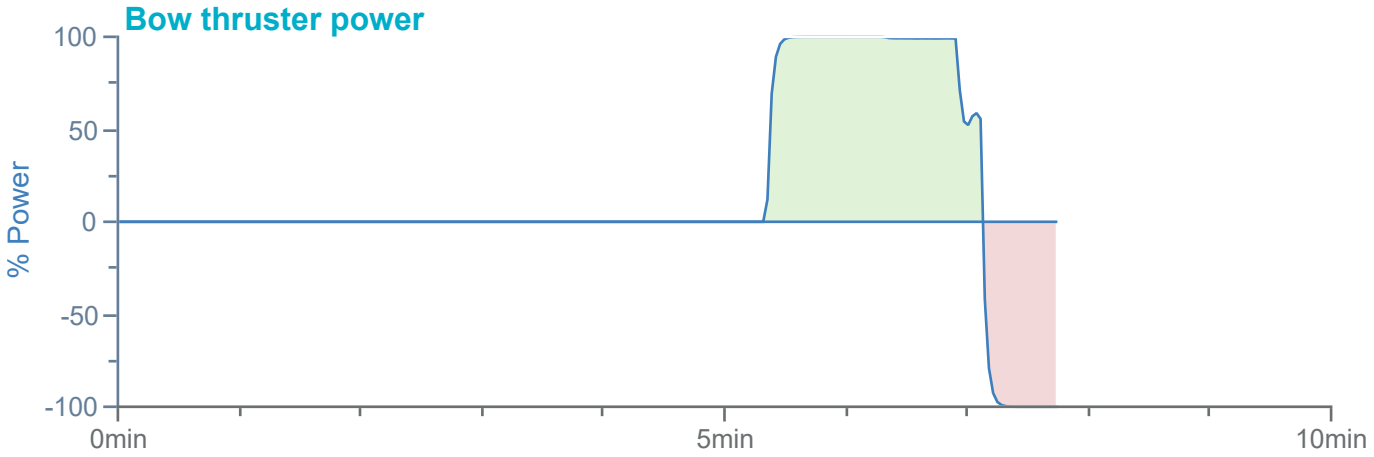

Current acting on ship
Speed
Dir
Current speed (knots)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
Current direction to (°N)
0min
5min
10min

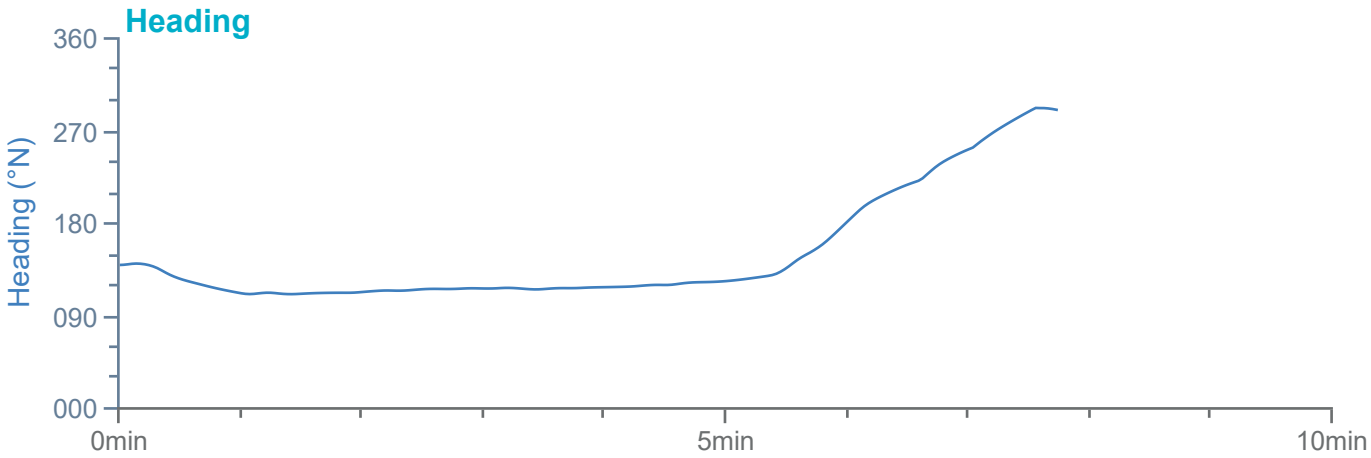

Wind speed and direction
Speed
Direction
Wind speed (knots)
40
30
20
10
0
360
270
180
090
000
Wind direction (°N)
0min
5min
10min

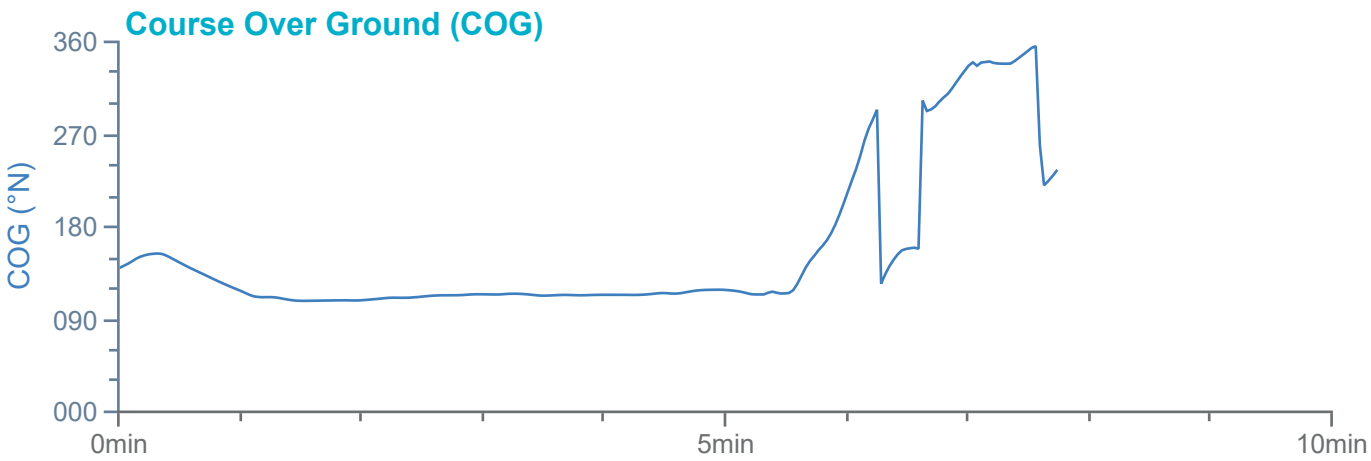

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

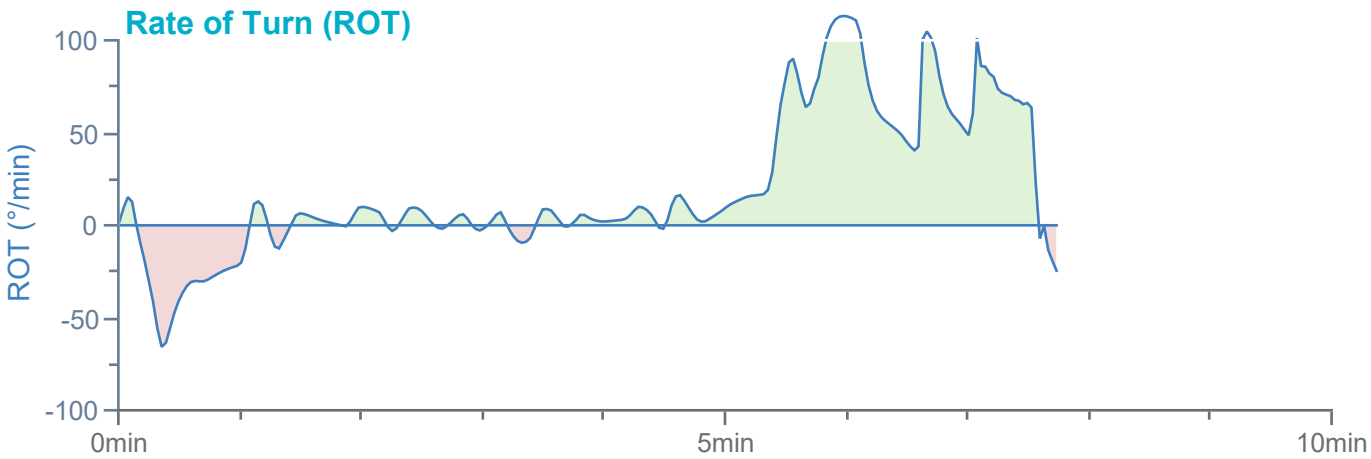

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min

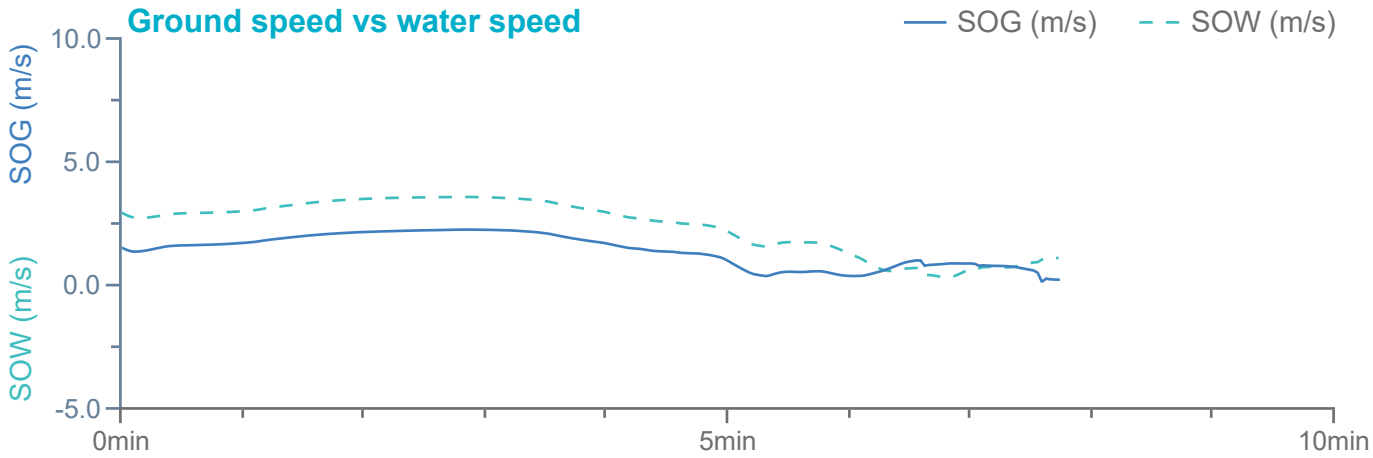

Rudder angle
Rudder angle (°)
50
40
30
20
10
0
-10
-20
-30
-40
-50
0min
5min
10min

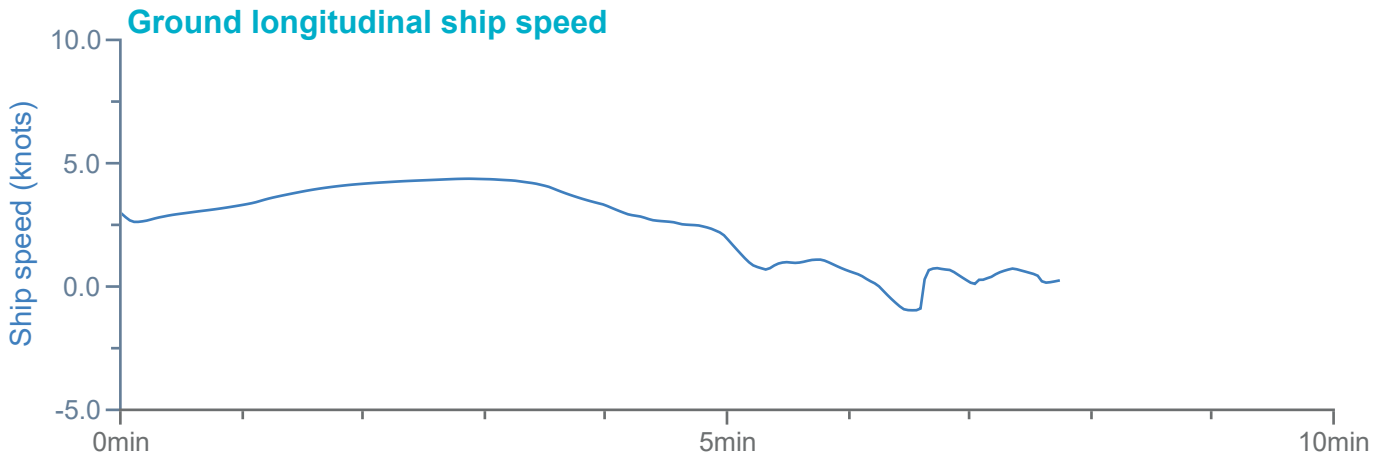

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min

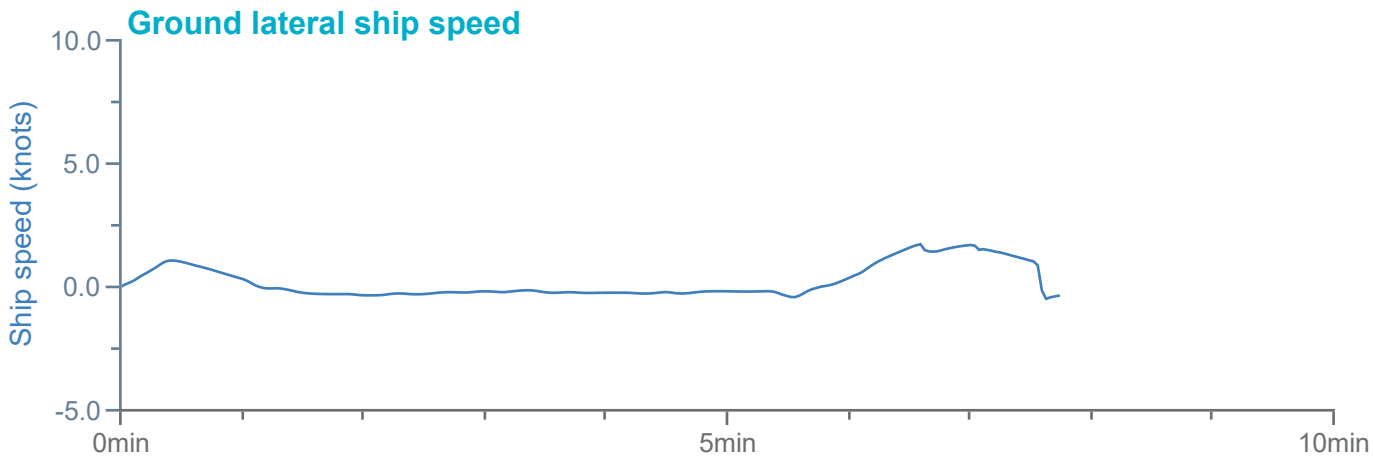

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min

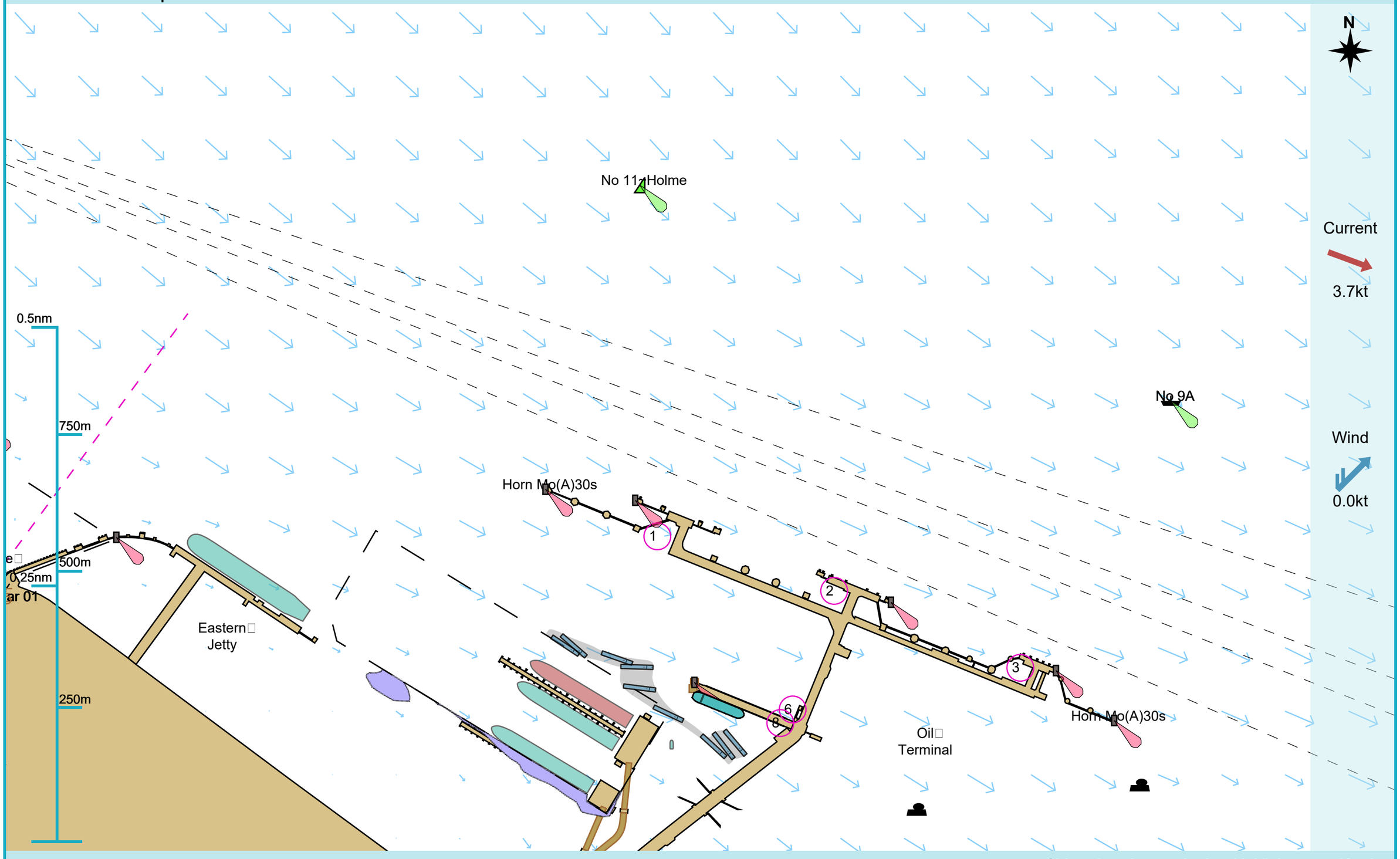

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min

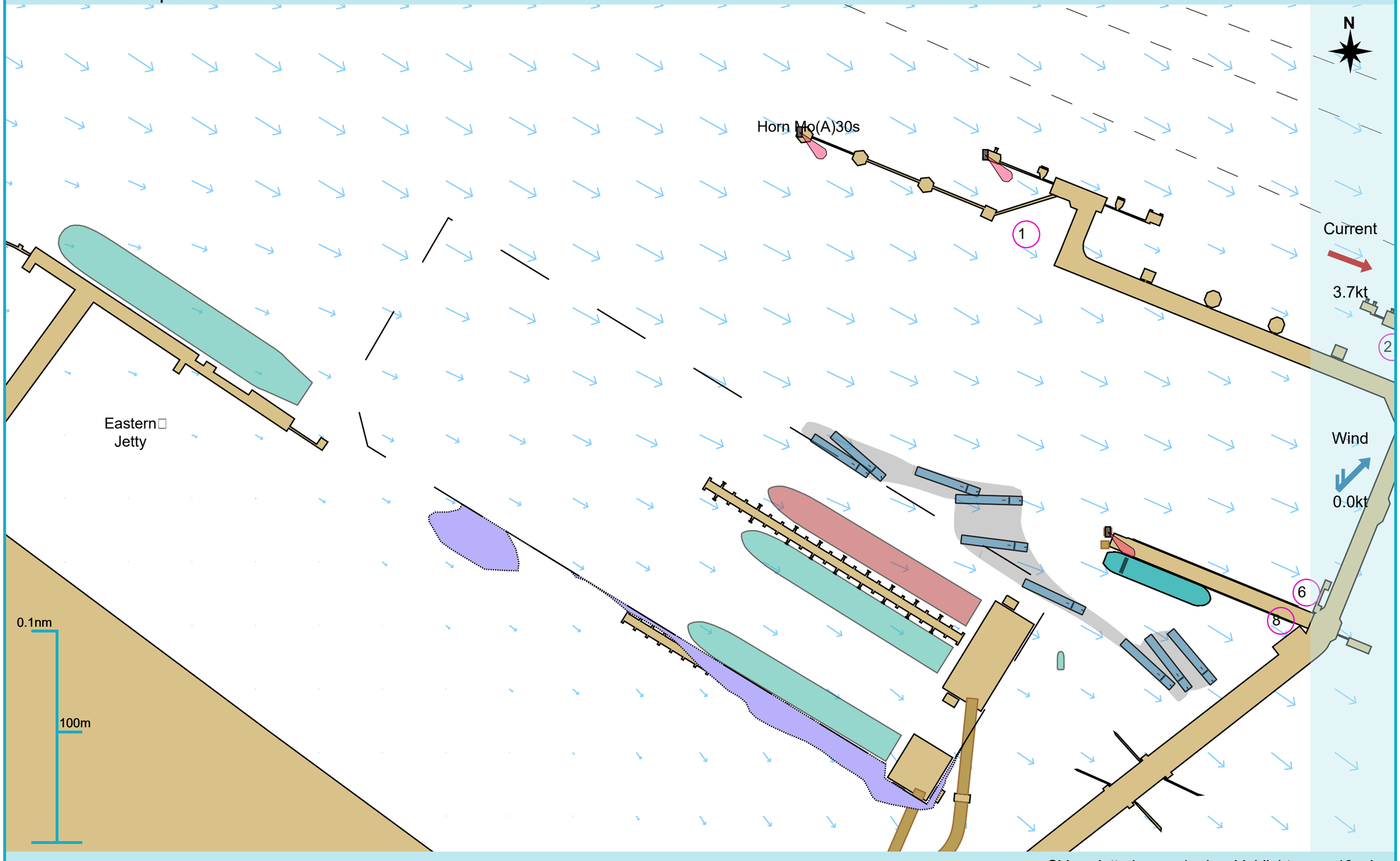

Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

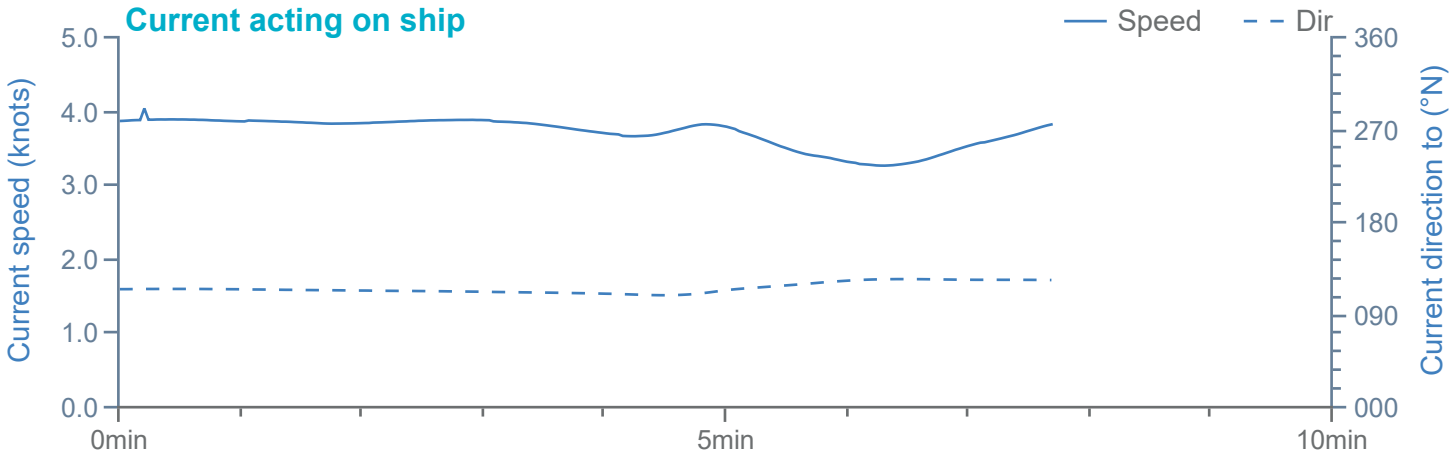
Manoeuvre track plot

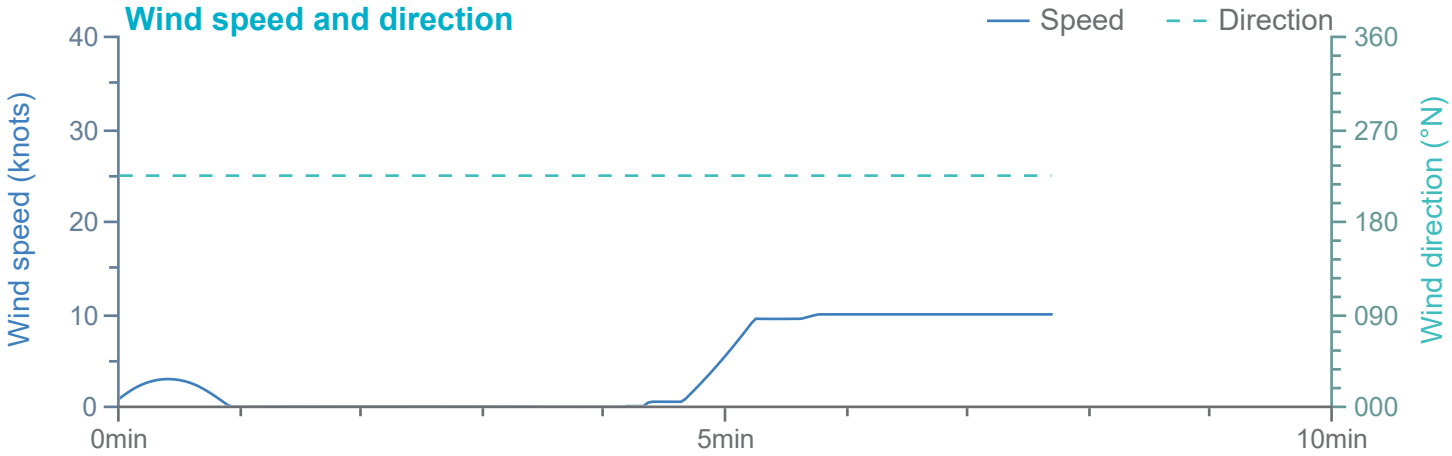


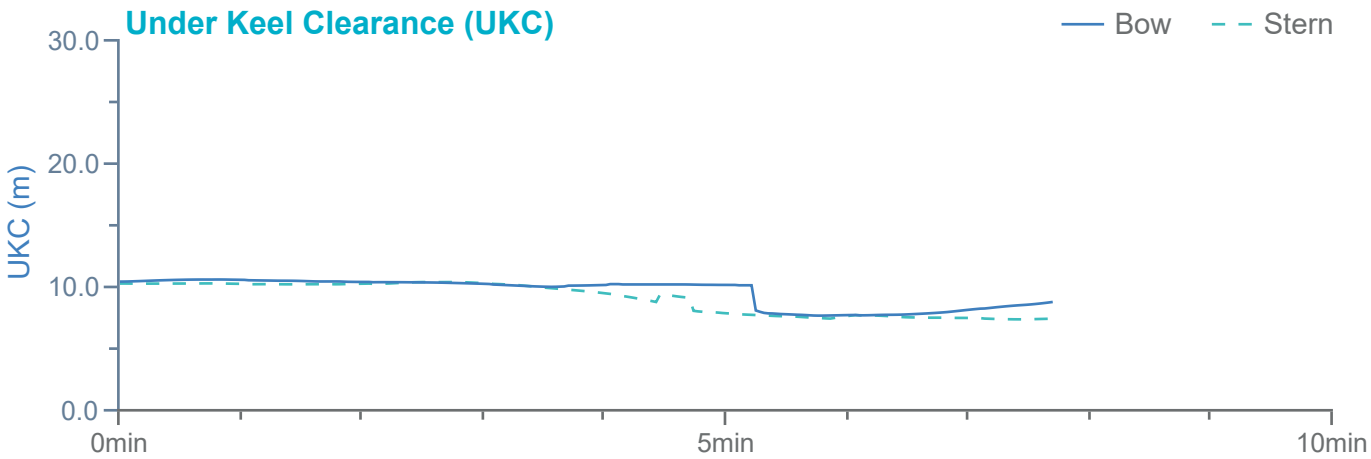
Manoeuvre track plot

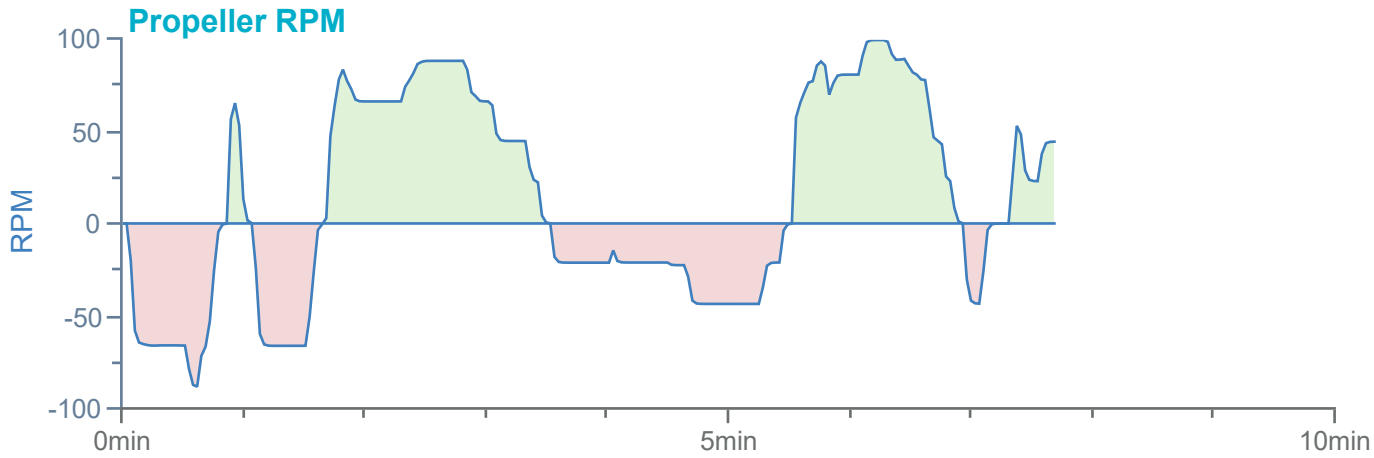


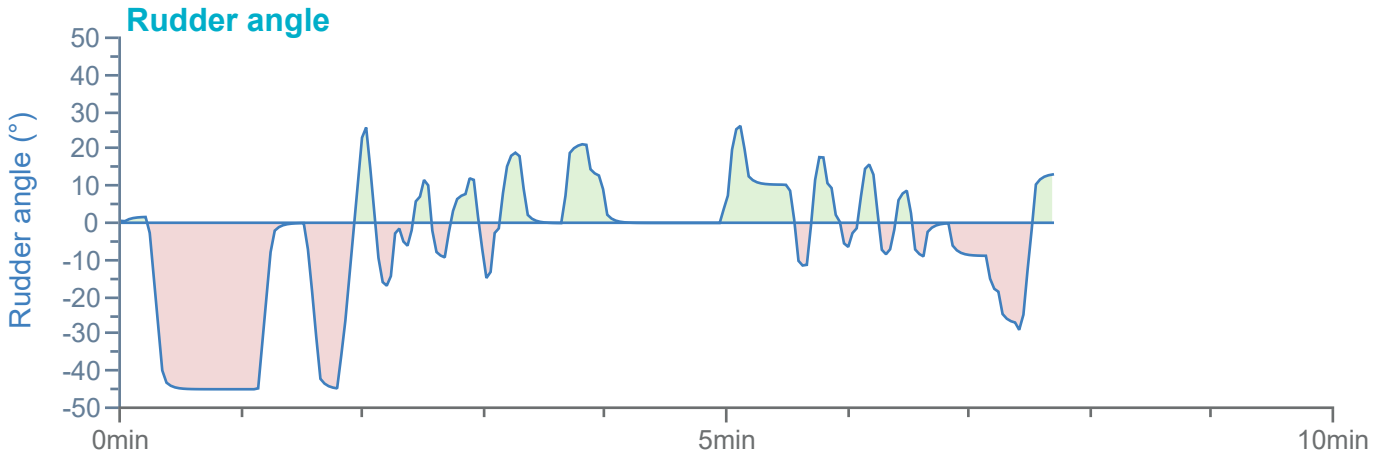
Ships plotted every 1 mins, highlight every 10 mins

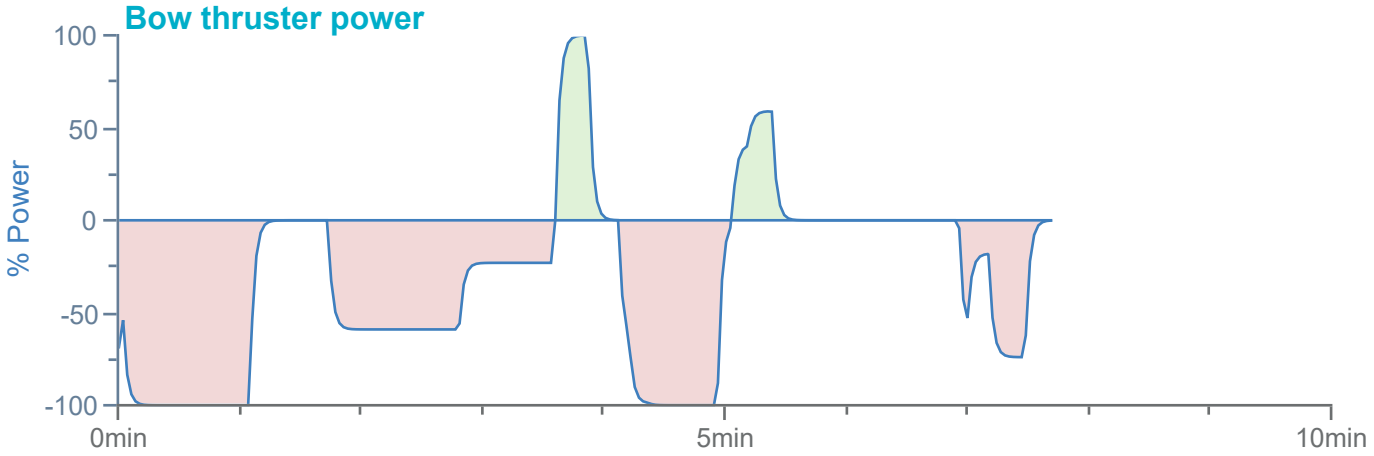

Current acting on ship
Speed
Dir
Current speed (knots)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
Current direction to (°N)
0min
5min
10min

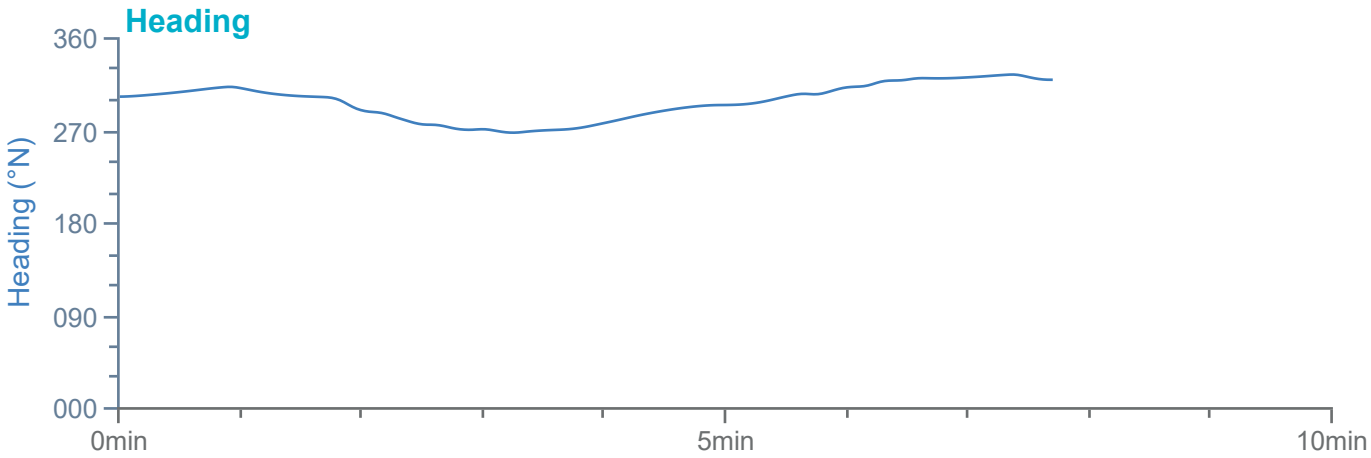

Wind speed and direction
Speed
Direction
Wind speed (knots)
40
30
20
10
0
360
270
180
090
000
Wind direction (°N)
0min
5min
10min

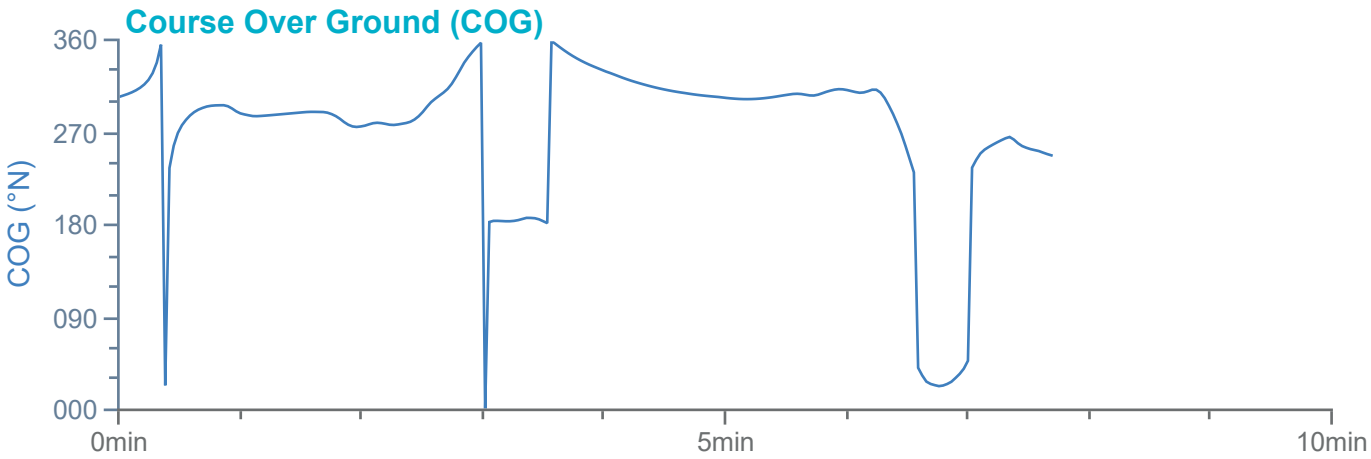

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

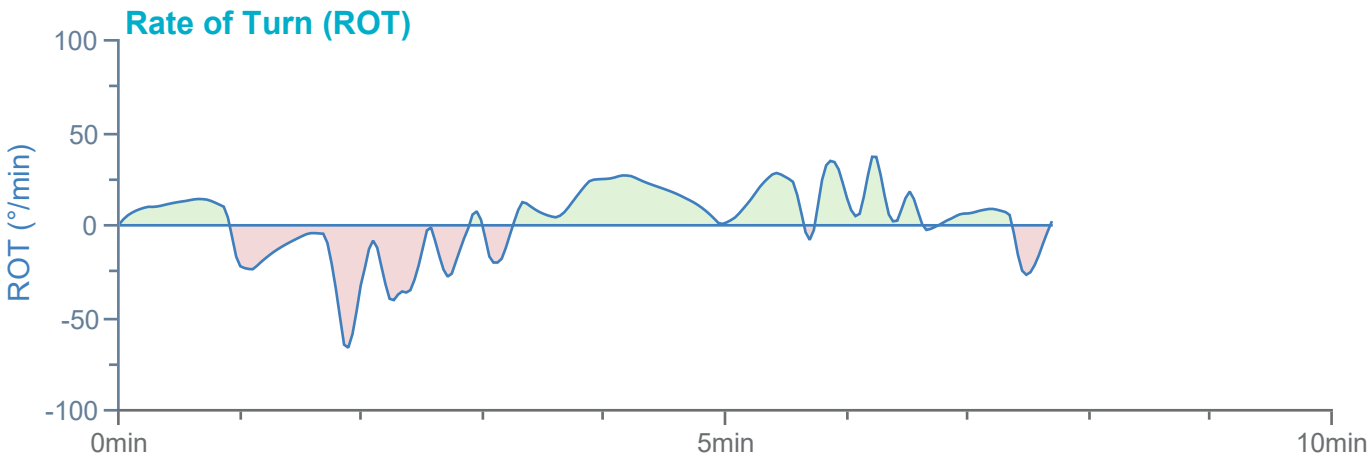

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min

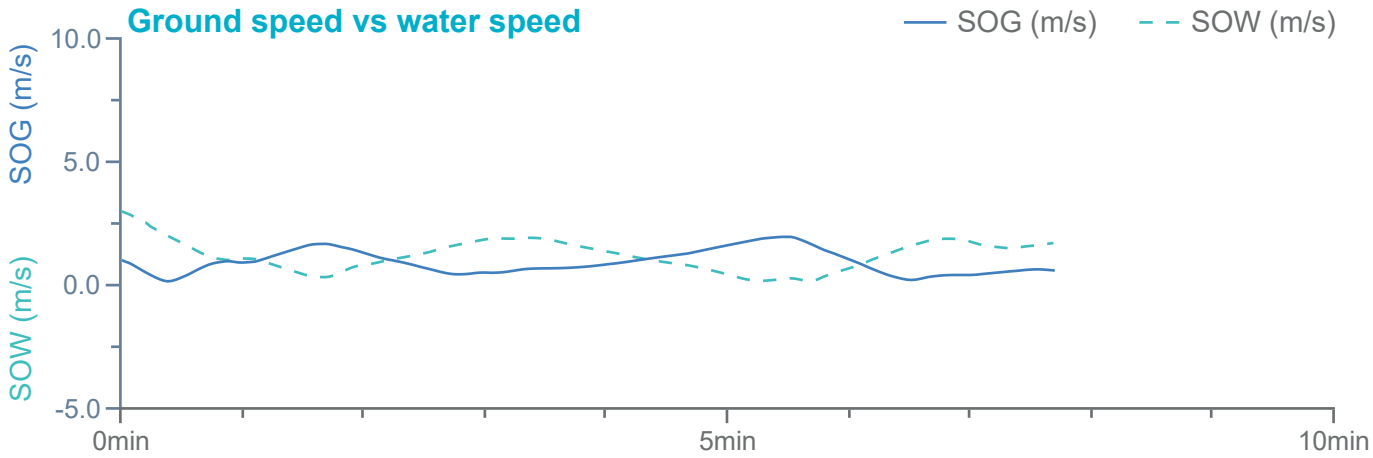

Rudder angle
Rudder angle (°)
50
40
30
20
10
0
-10
-20
-30
-40
-50
0min
5min
10min

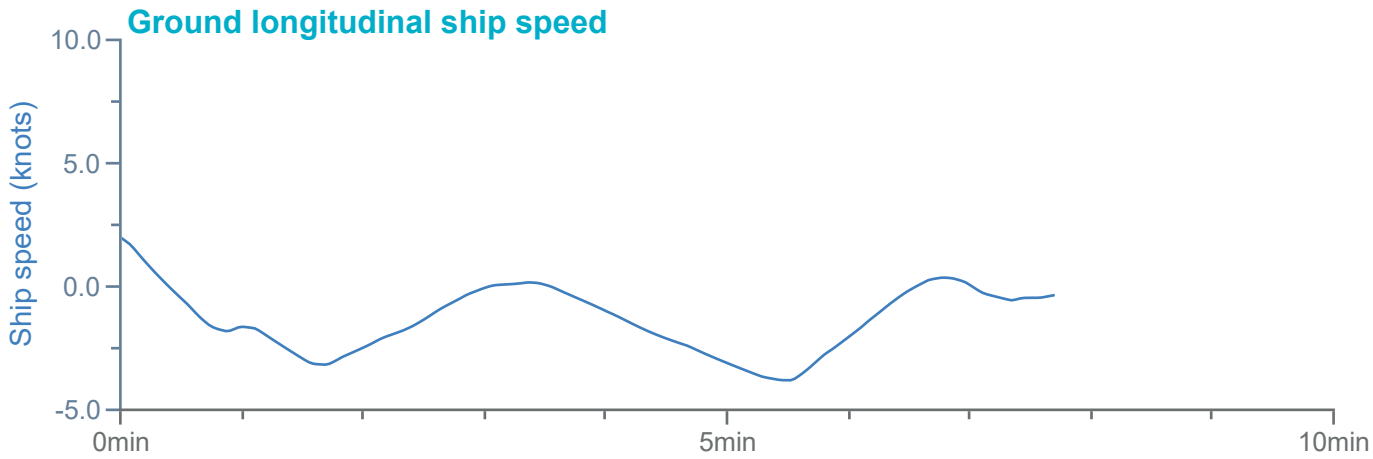

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min

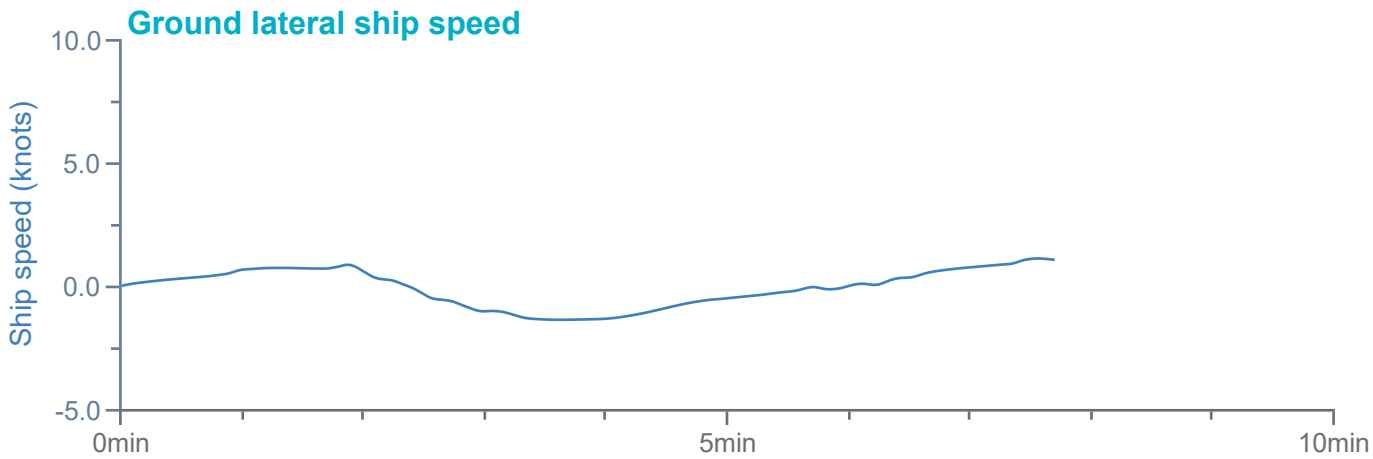

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min

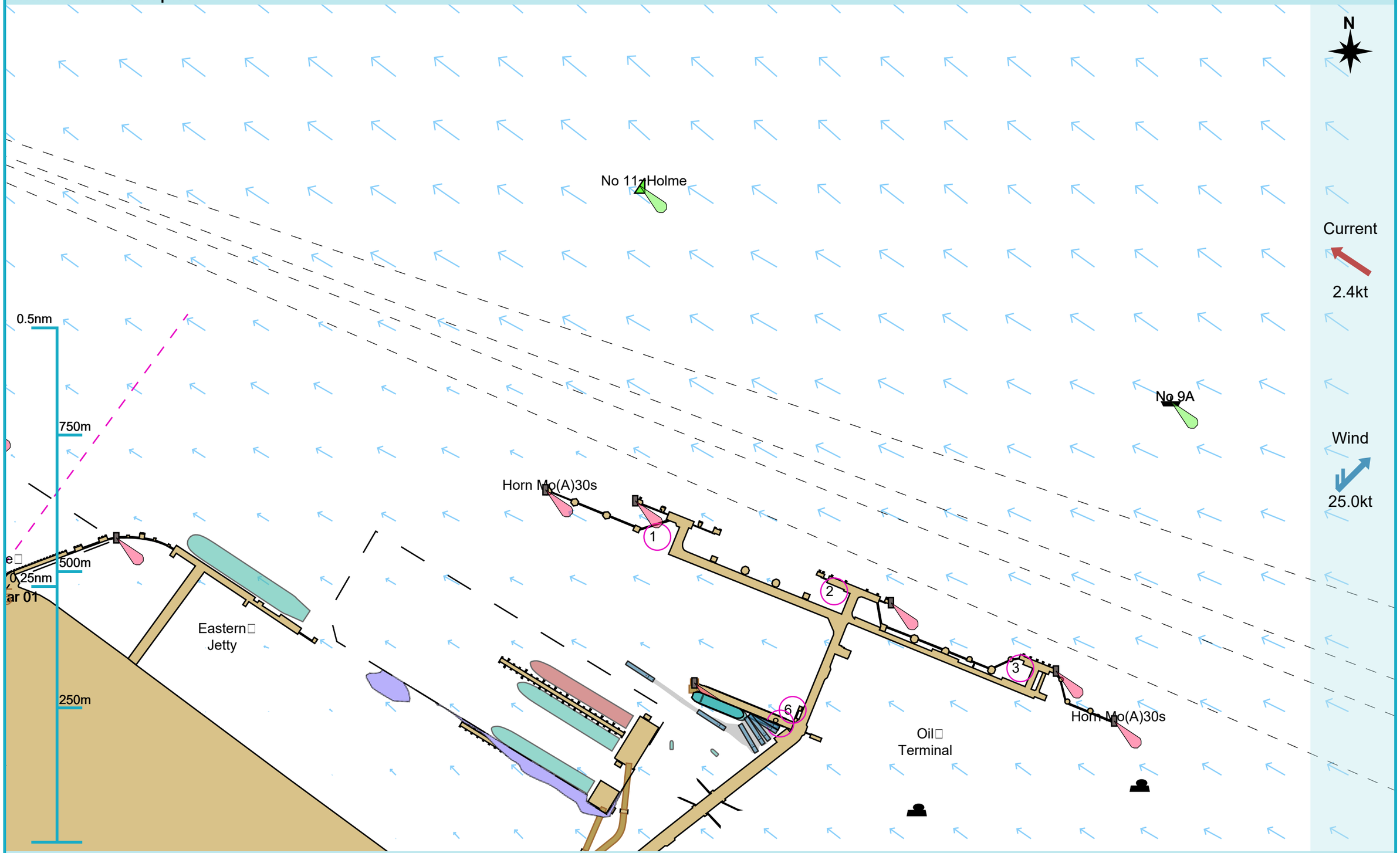

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

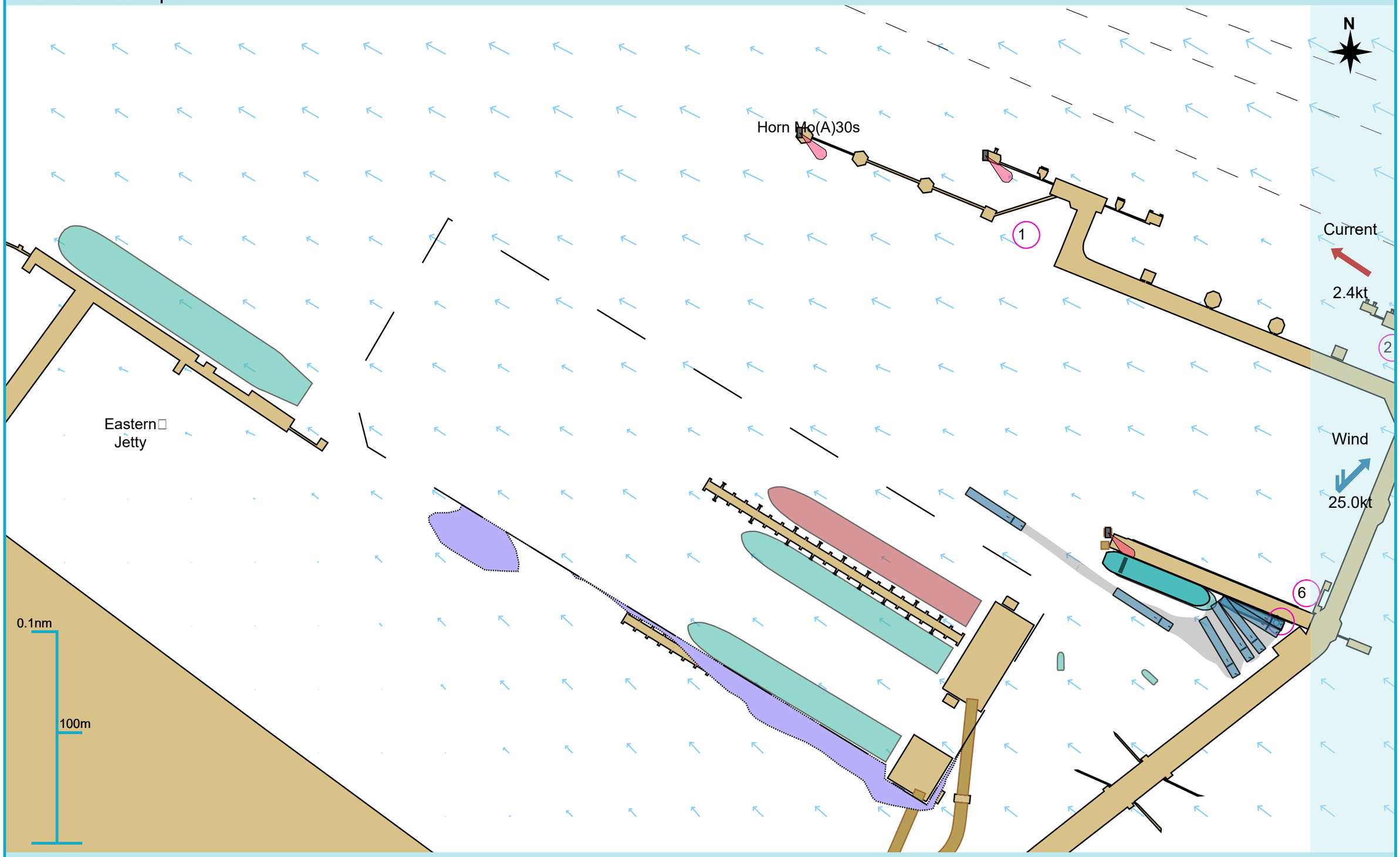

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

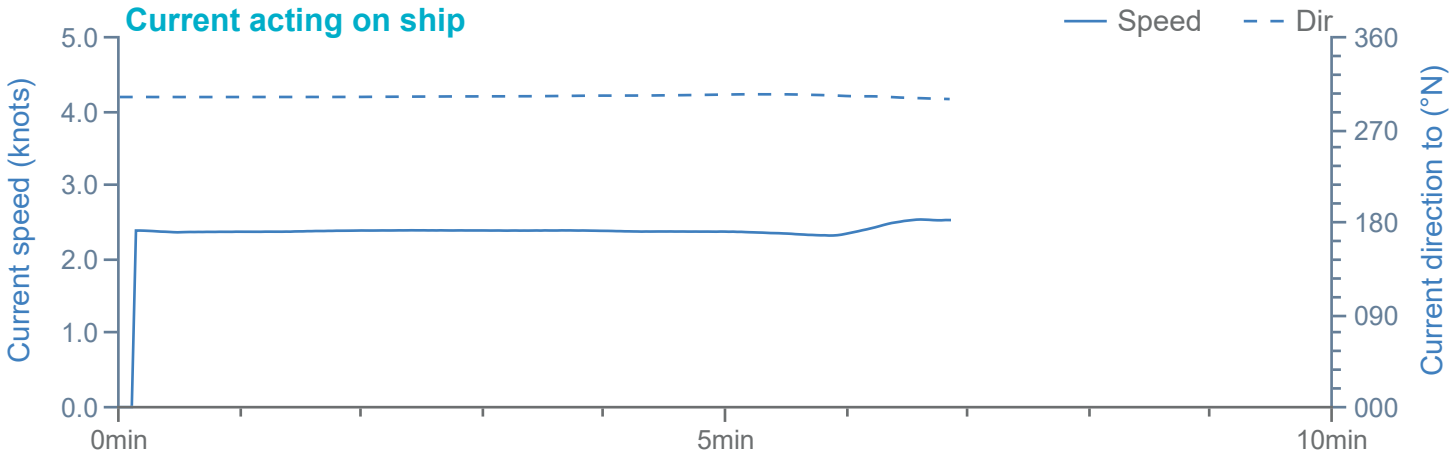


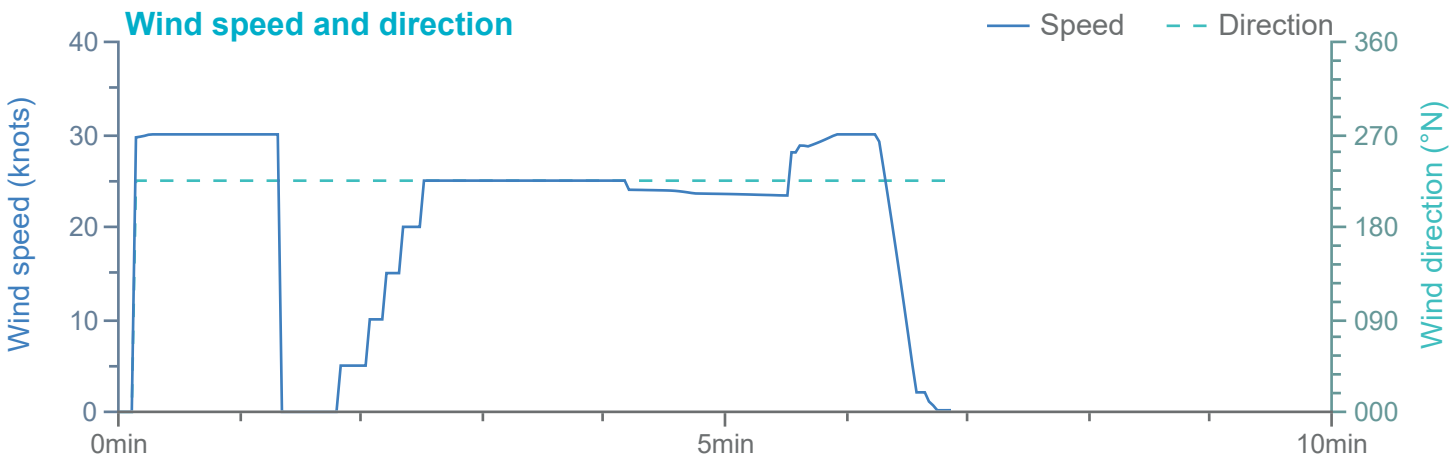
Ships plotted every 1 mins, highlight every 10 mins

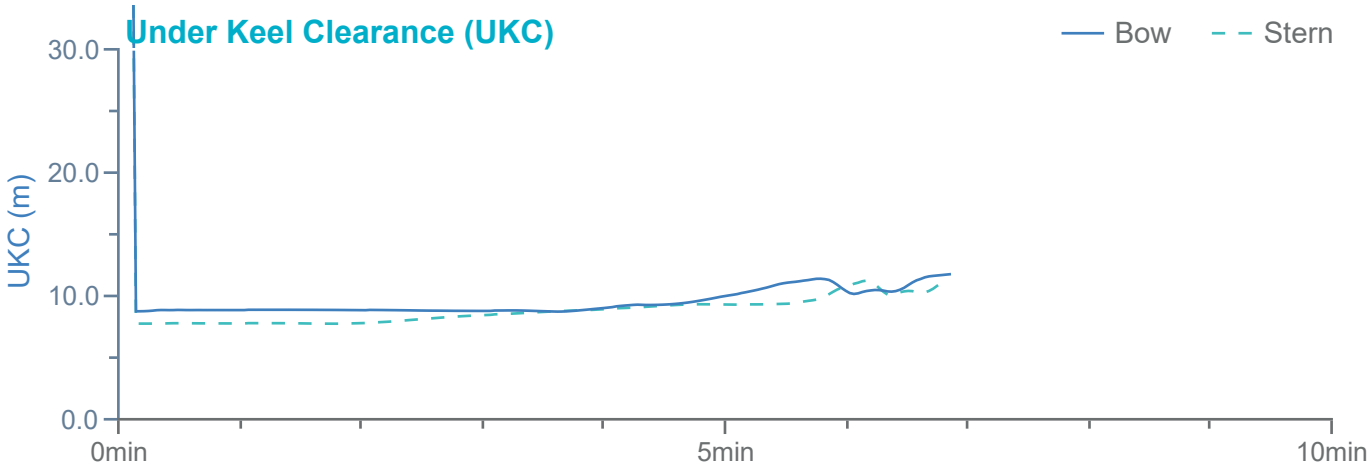
Manoeuvre track plot

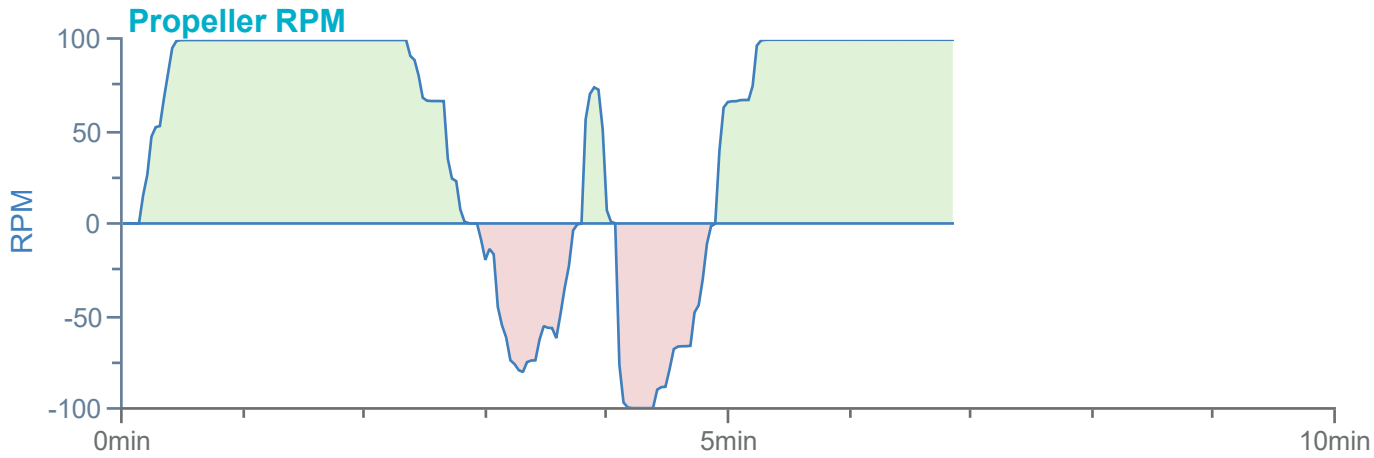


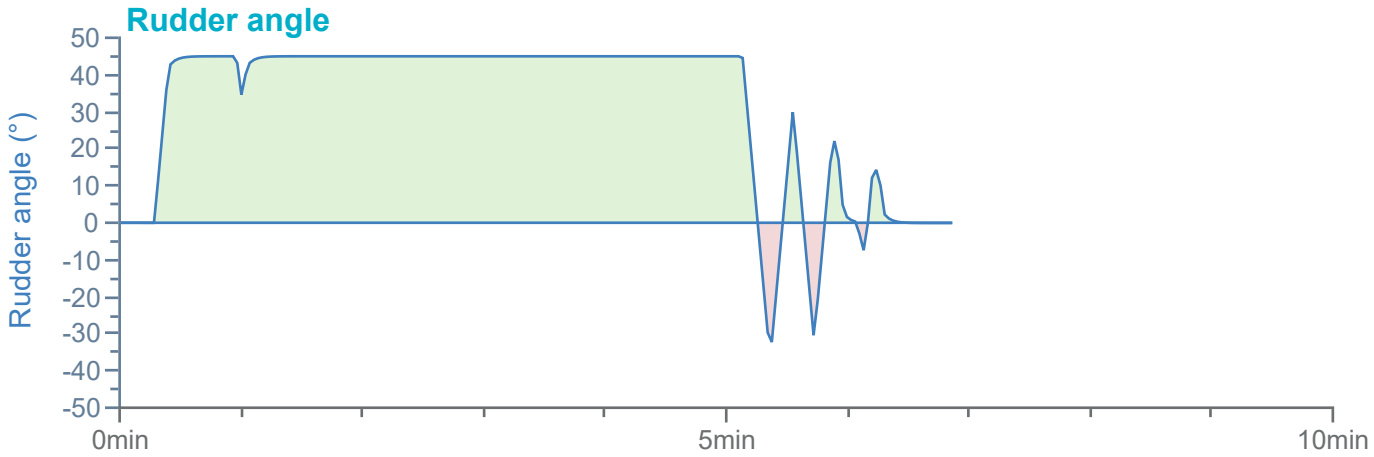
Ships plotted every 1 mins, highlight every 10 mins

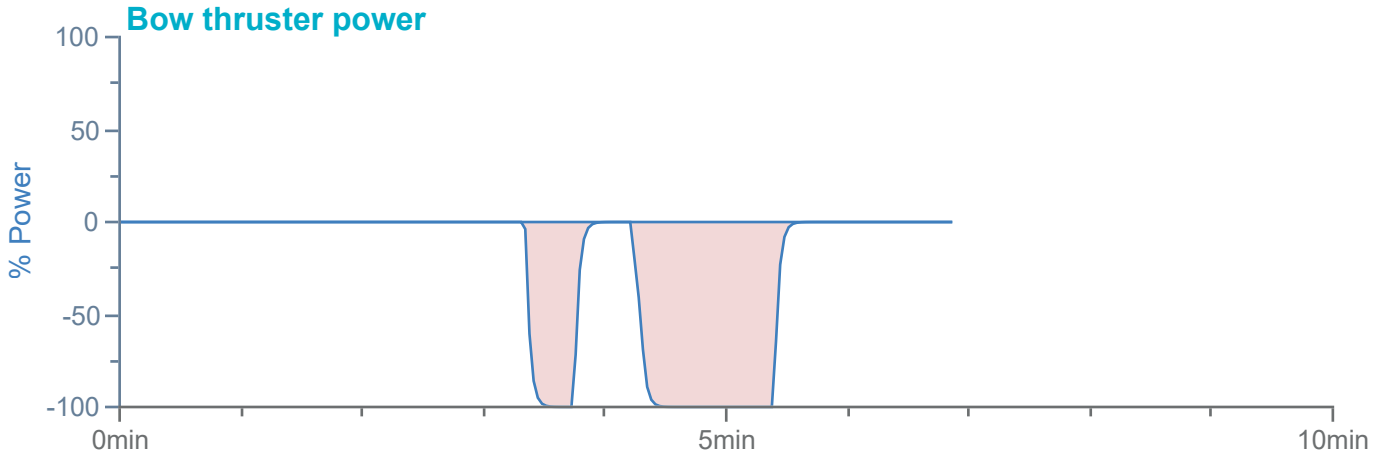

Current acting on ship
Speed
Dir
Current speed (knots)
5.0
4.0
3.0
2.0
1.0
0.0
Current direction to (°N)
360
270
180
090
000
0min
5min
10min

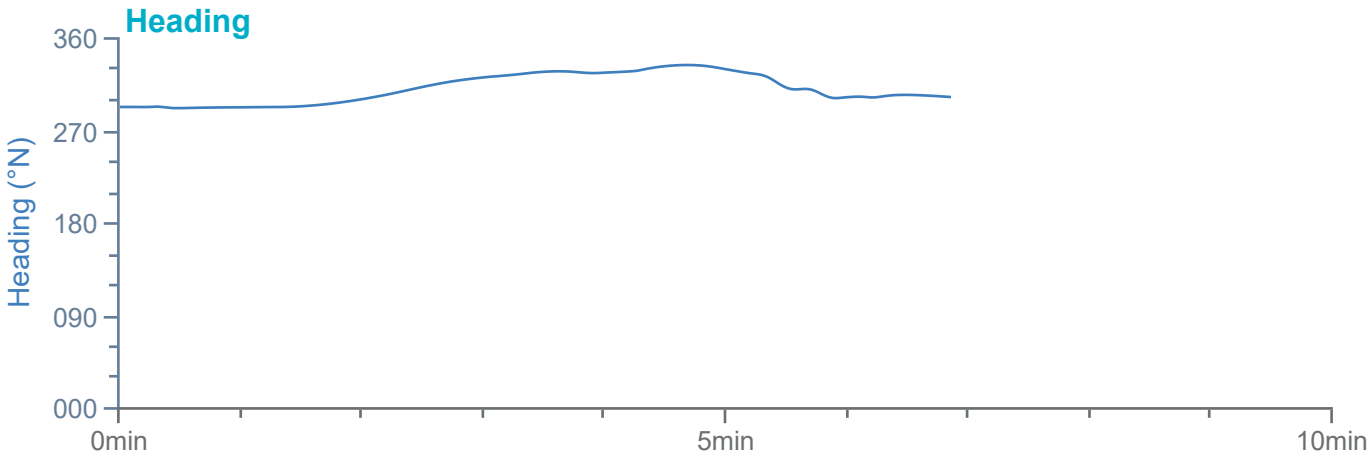

Wind speed and direction
Speed
Direction
Wind speed (knots)
40
30
20
10
0
Wind direction (°N)
360
270
180
090
000
0min
5min
10min

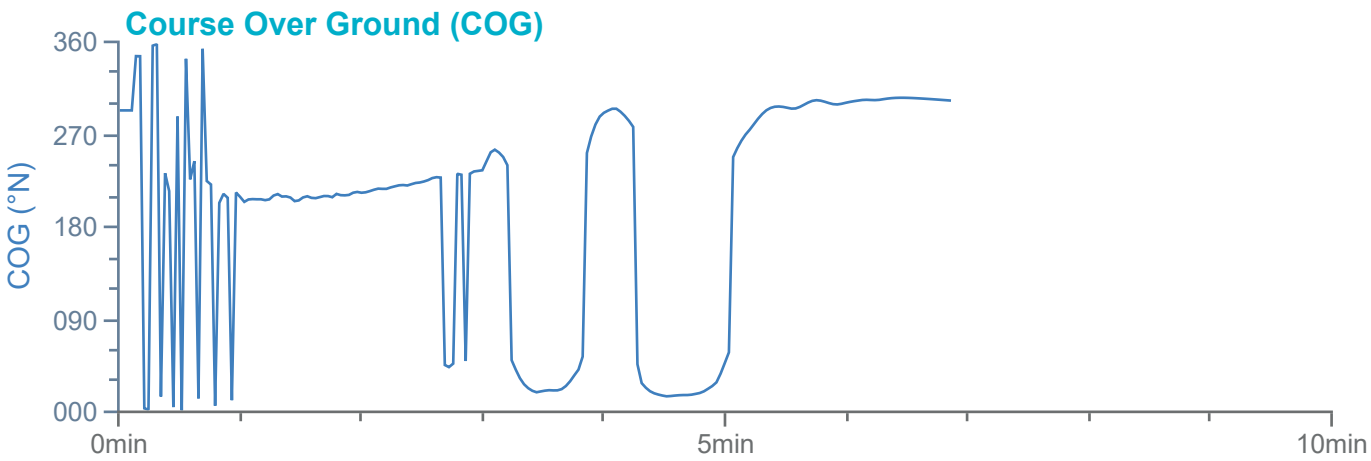

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min

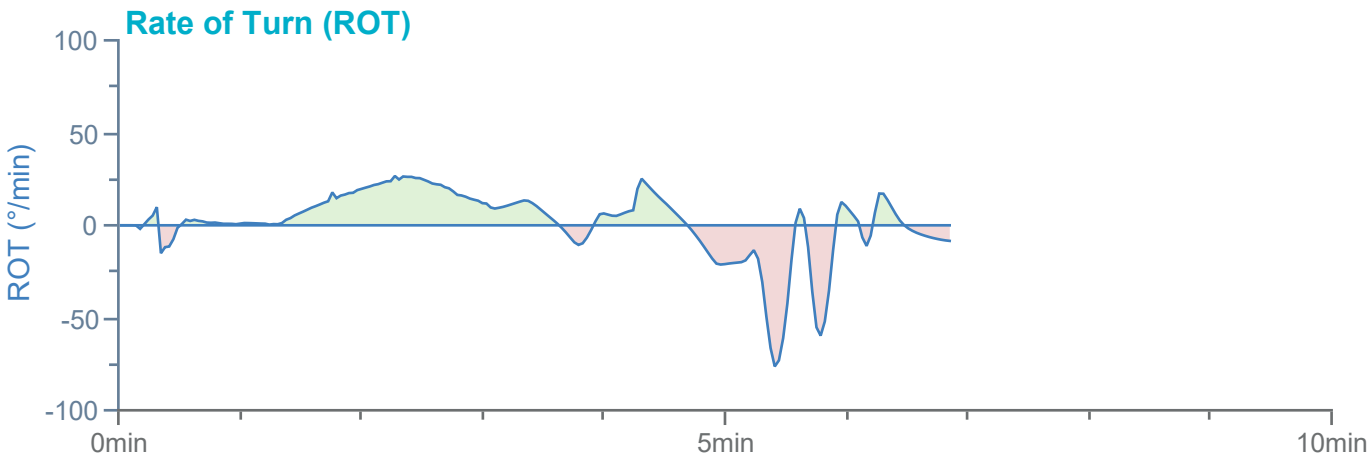

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min

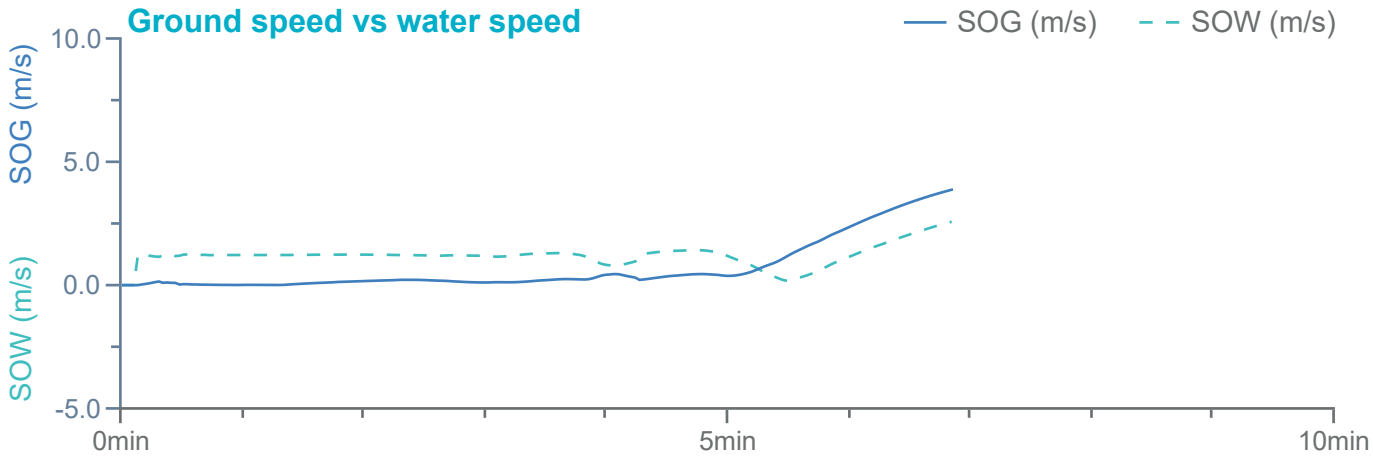

Rudder angle
Rudder angle (°)
50
40
30
20
10
0
-10
-20
-30
-40
-50
0min
5min
10min

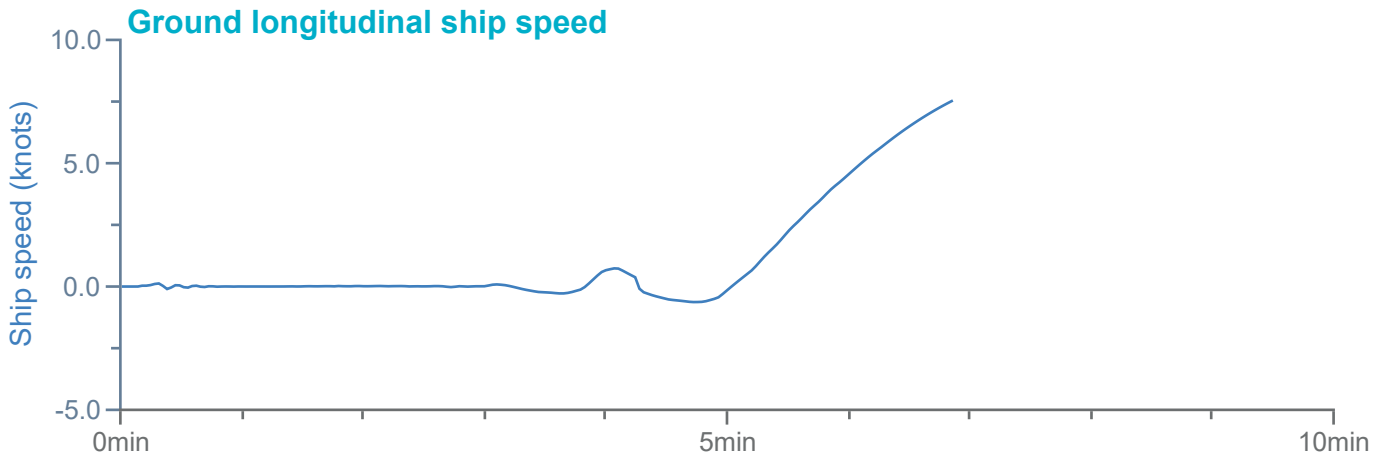

Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min

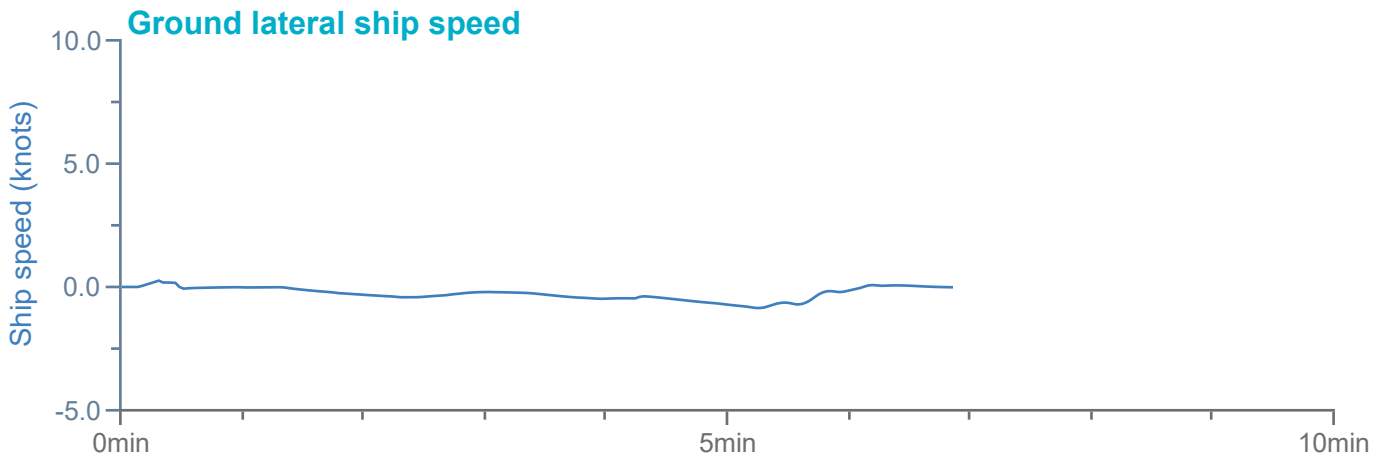

Heading
Heading (°N)
360
270
180
090
000
0min
5min
10min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
5min
10min

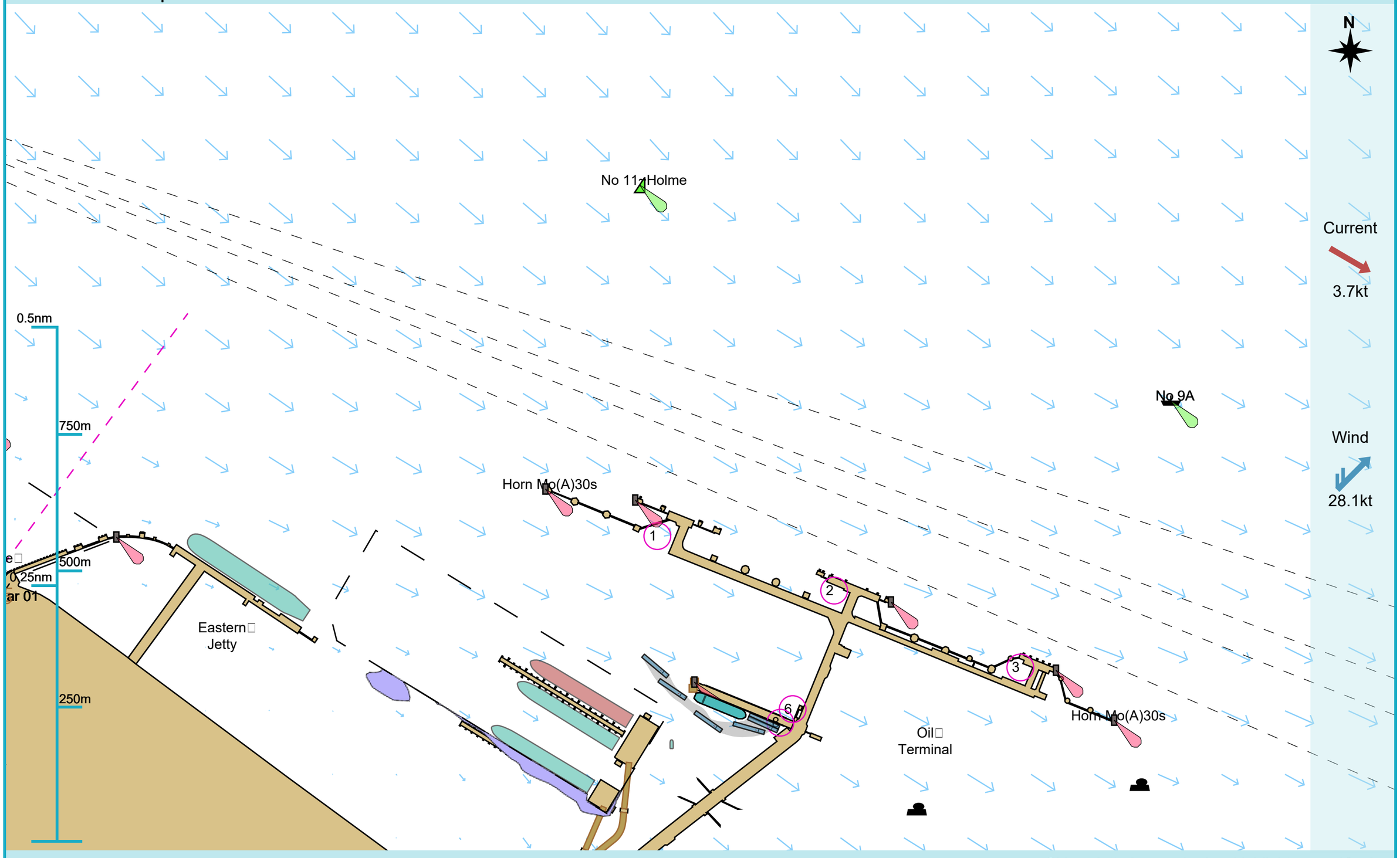

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
5min
10min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

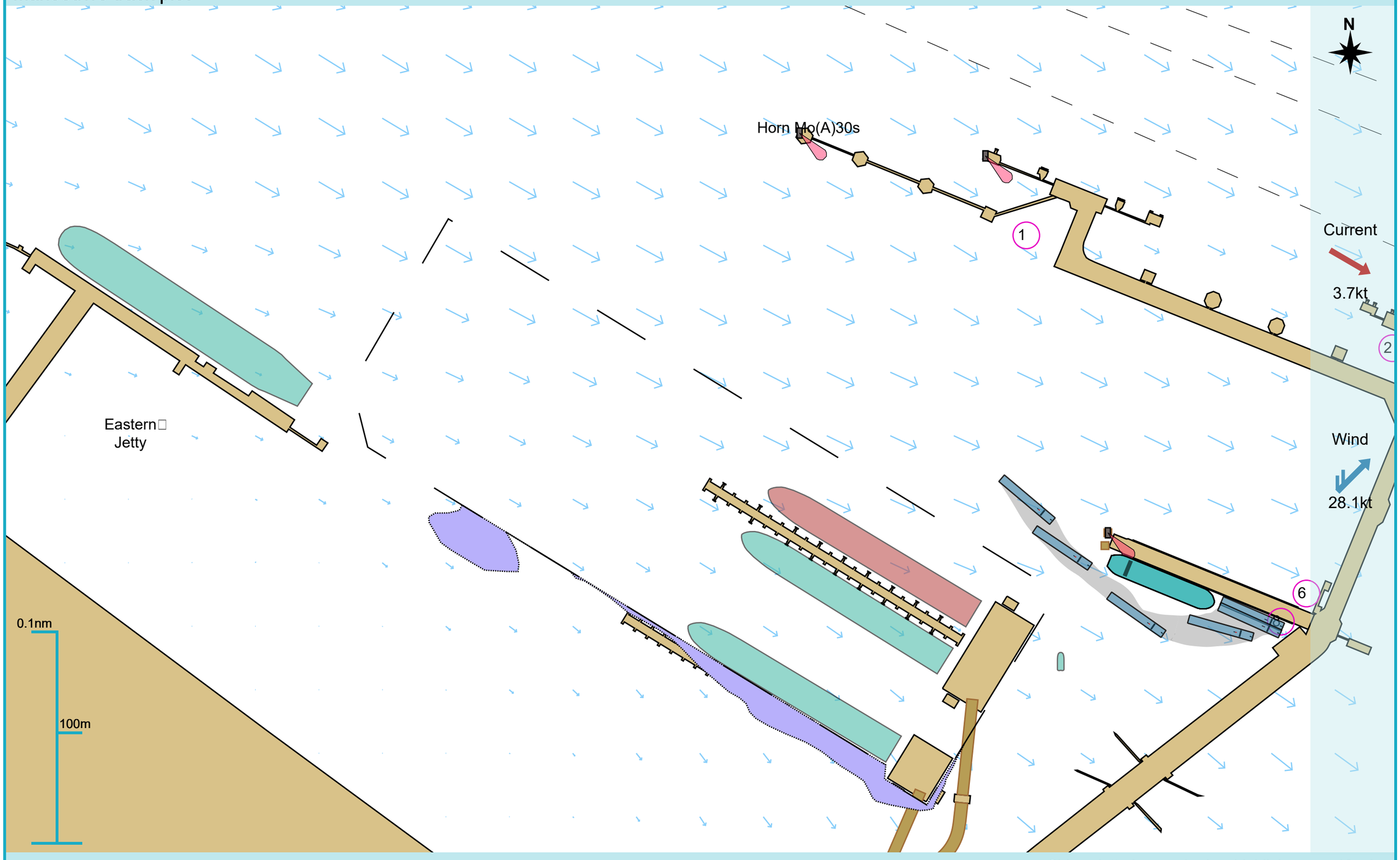

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min

Manoeuvre track plot

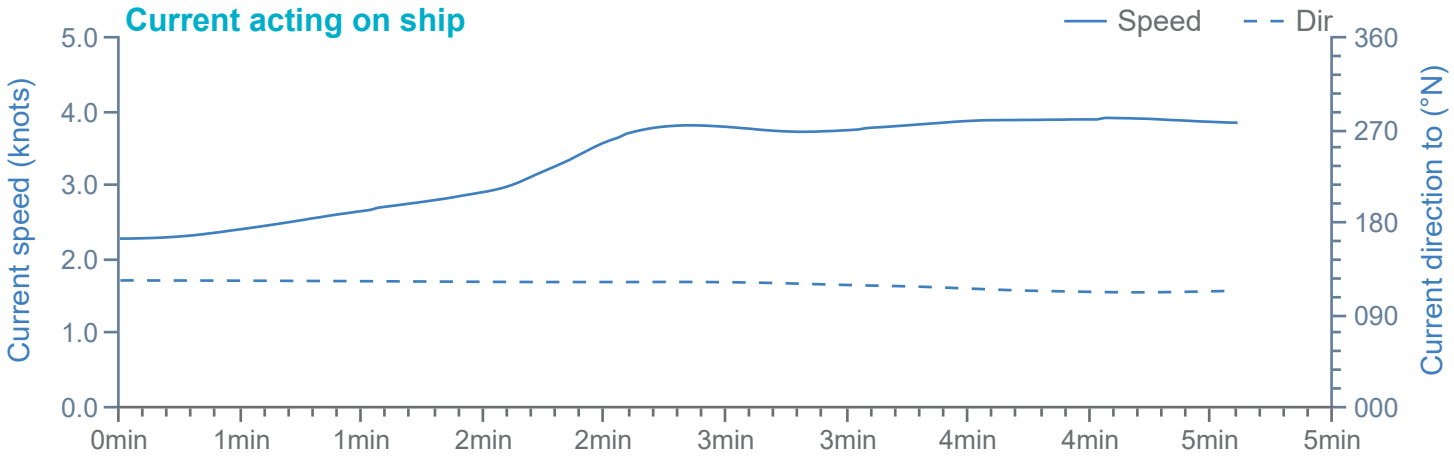


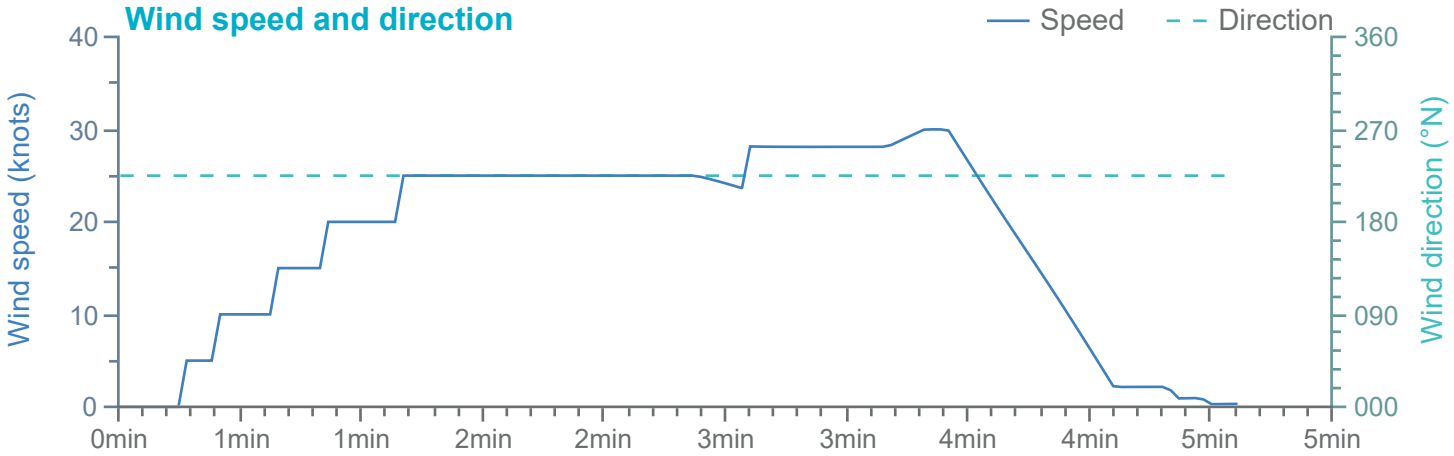
Ships plotted every 1 mins, highlight every 10 mins

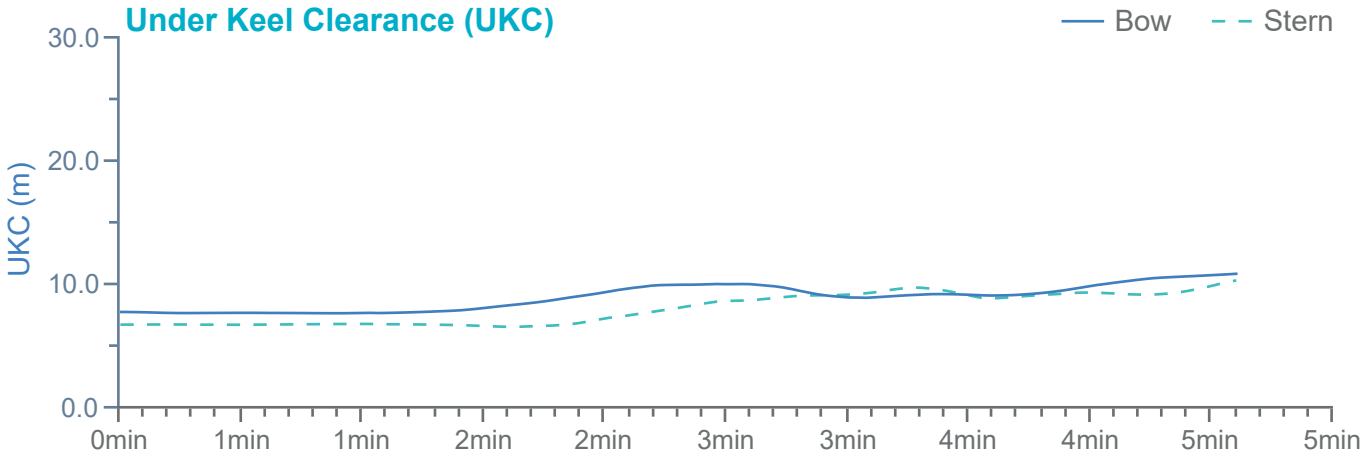
Manoeuvre track plot

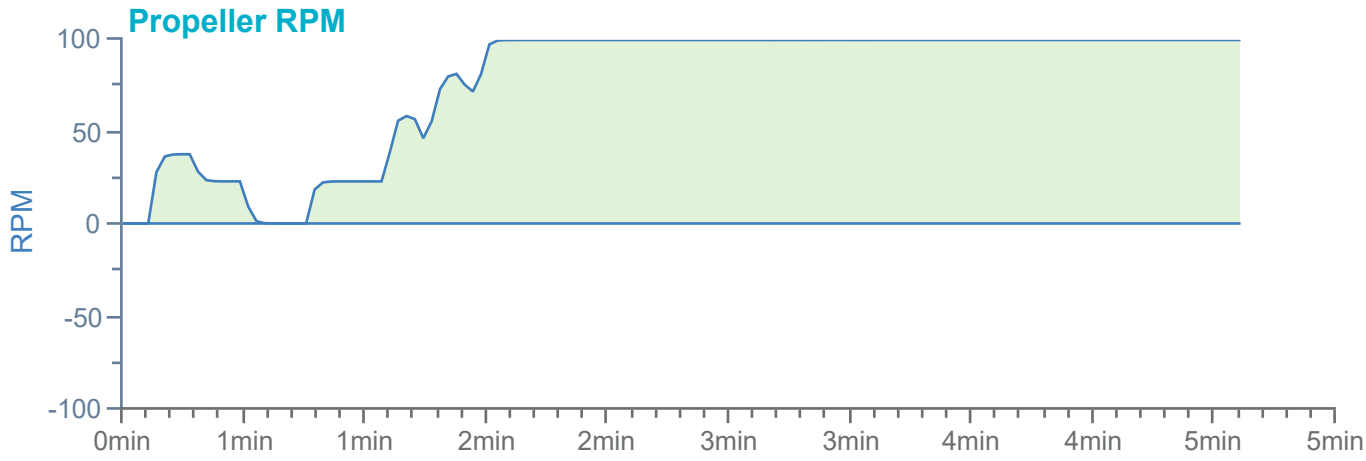


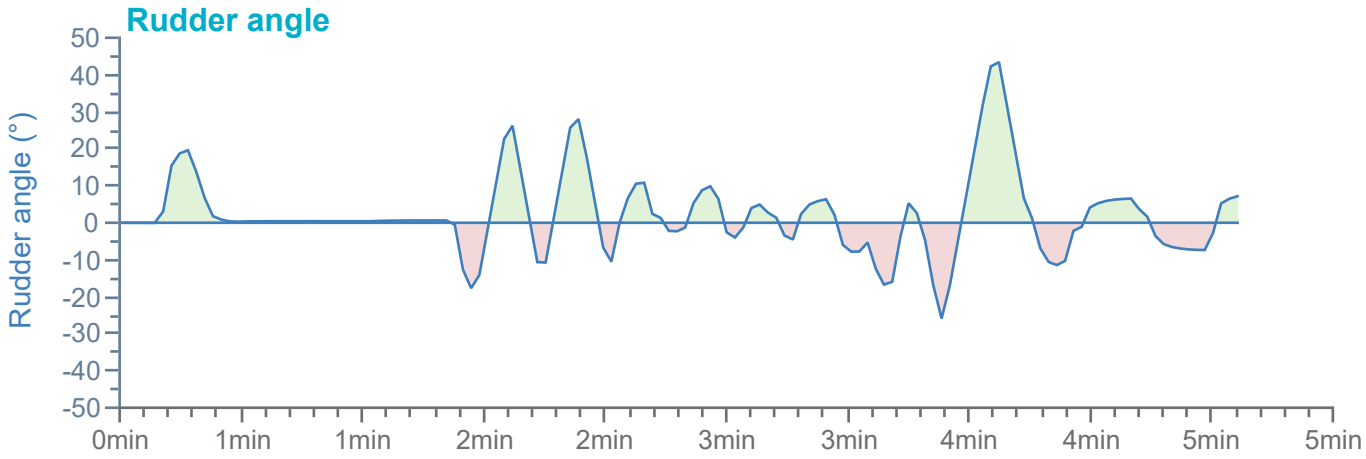
Ships plotted every 1 mins, highlight every 10 mins

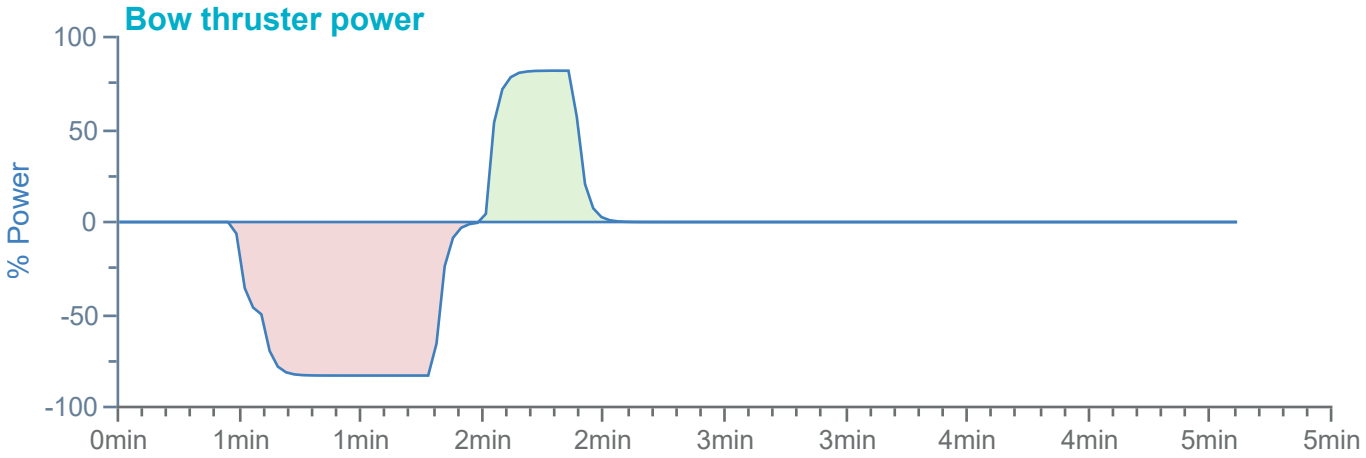

Current acting on ship
Speed
Dir
Current speed (knots)
Current direction to (°N)
5.0
4.0
3.0
2.0
1.0
0.0
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

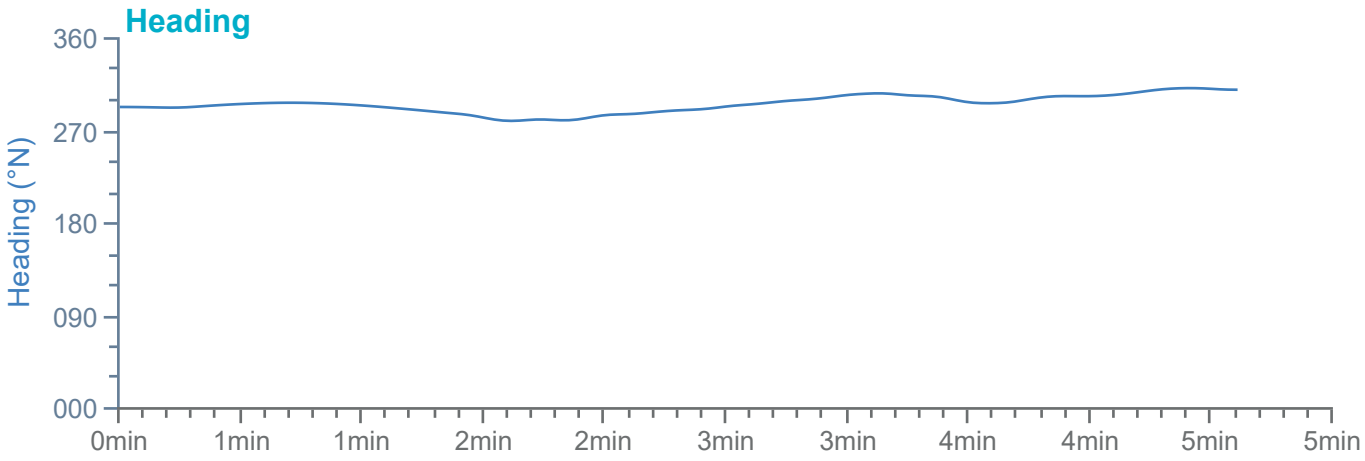

Wind speed and direction
Speed
Direction
Wind speed (knots)
Wind direction (°N)
40
30
20
10
0
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

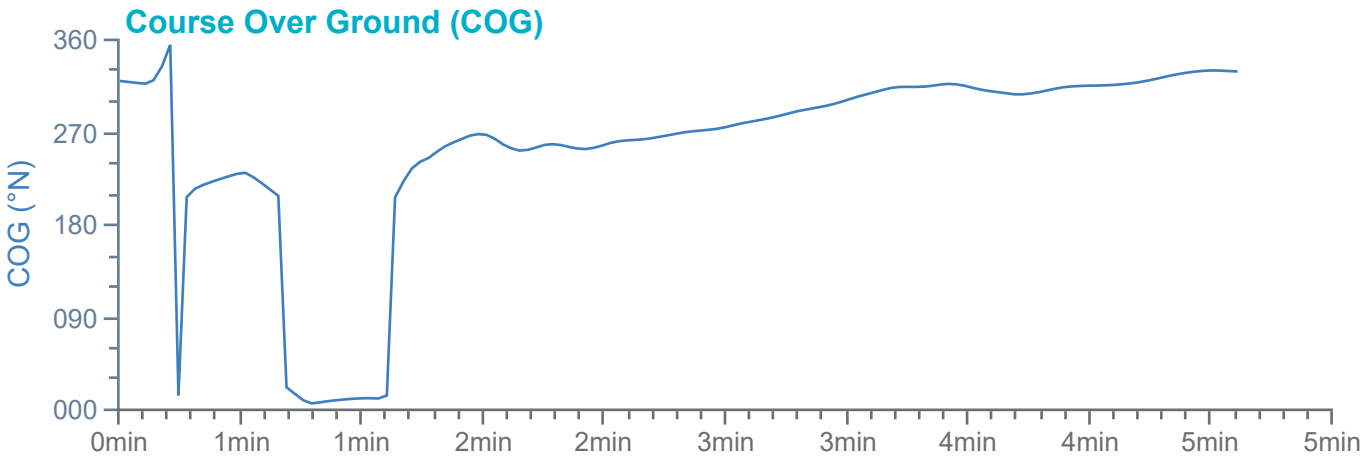

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

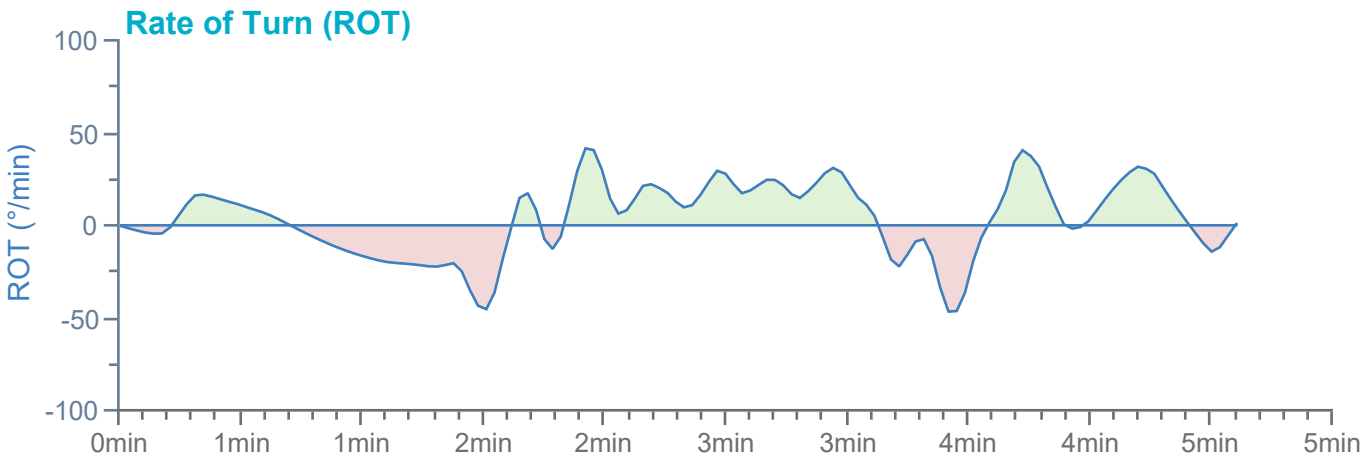

Propeller RPM
RPM
100
50
0
-50
-100
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

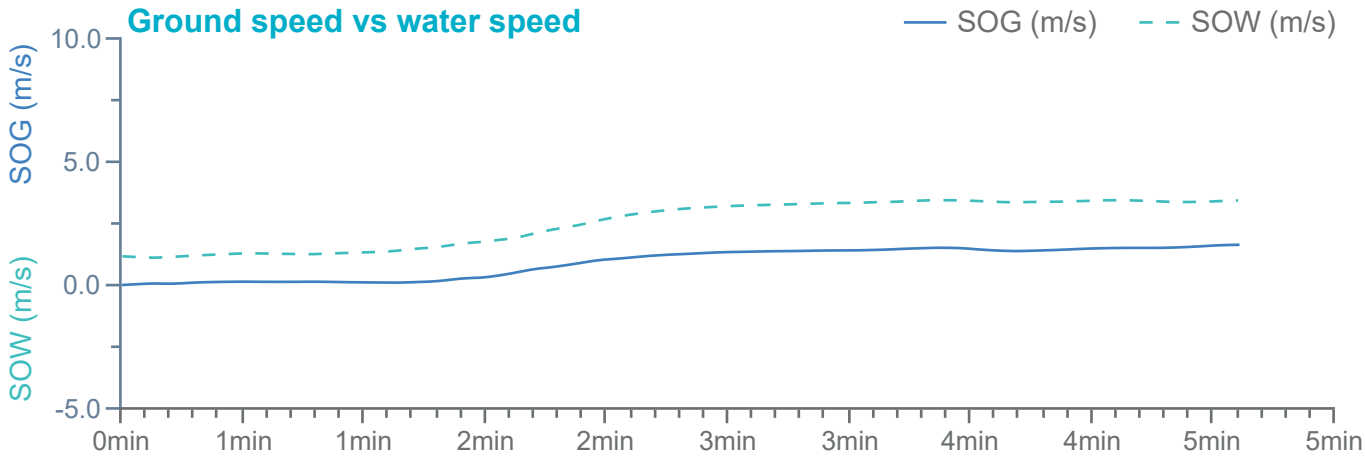

Rudder angle
Rudder angle (°)
50
40
30
20
10
0
-10
-20
-30
-40
-50
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

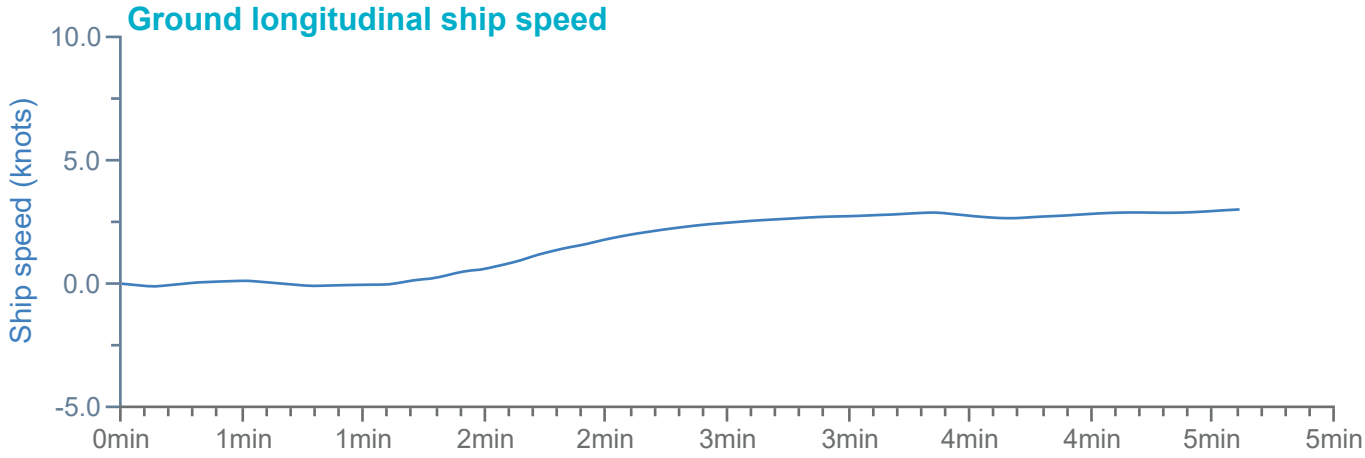

Bow thruster power
% Power
100
50
0
-50
-100
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

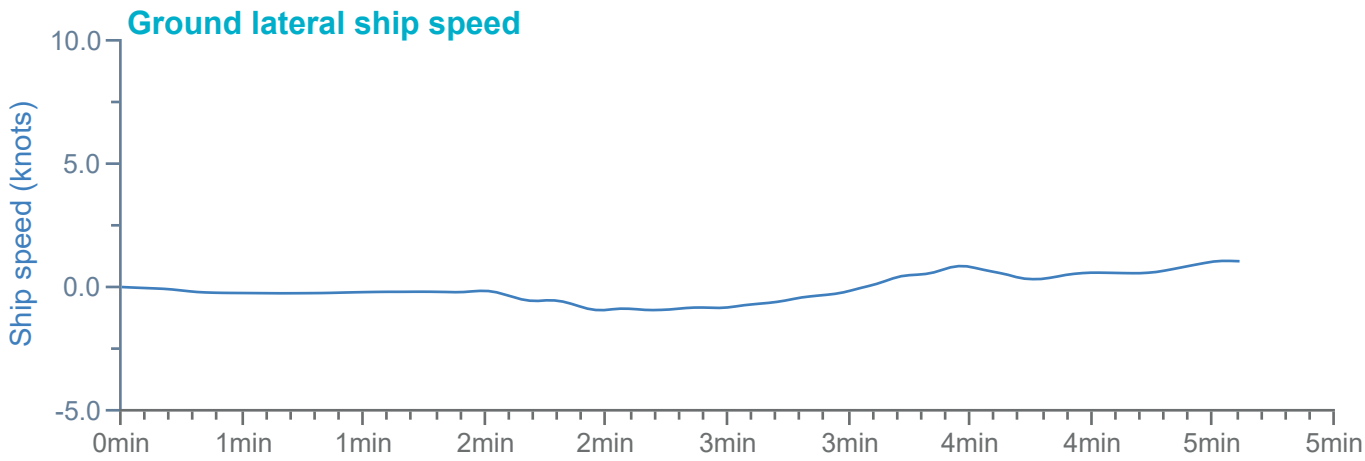

Heading
Heading (°N)
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min


Course Over Ground (COG)
COG (°N)
360
270
180
090
000
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

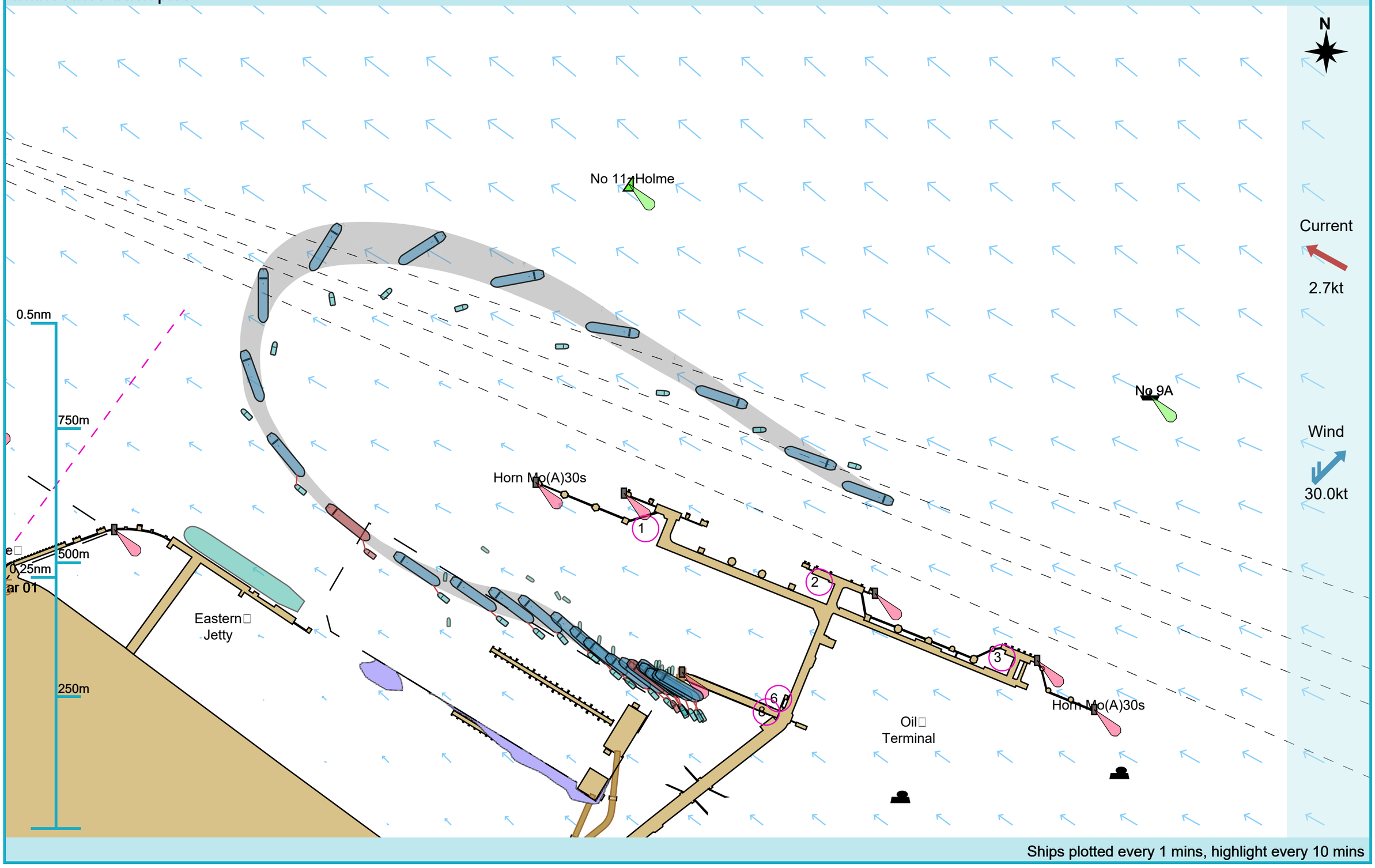

Rate of Turn (ROT)
ROT (°/min)
100
50
0
-50
-100
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min


Ground speed vs water speed
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

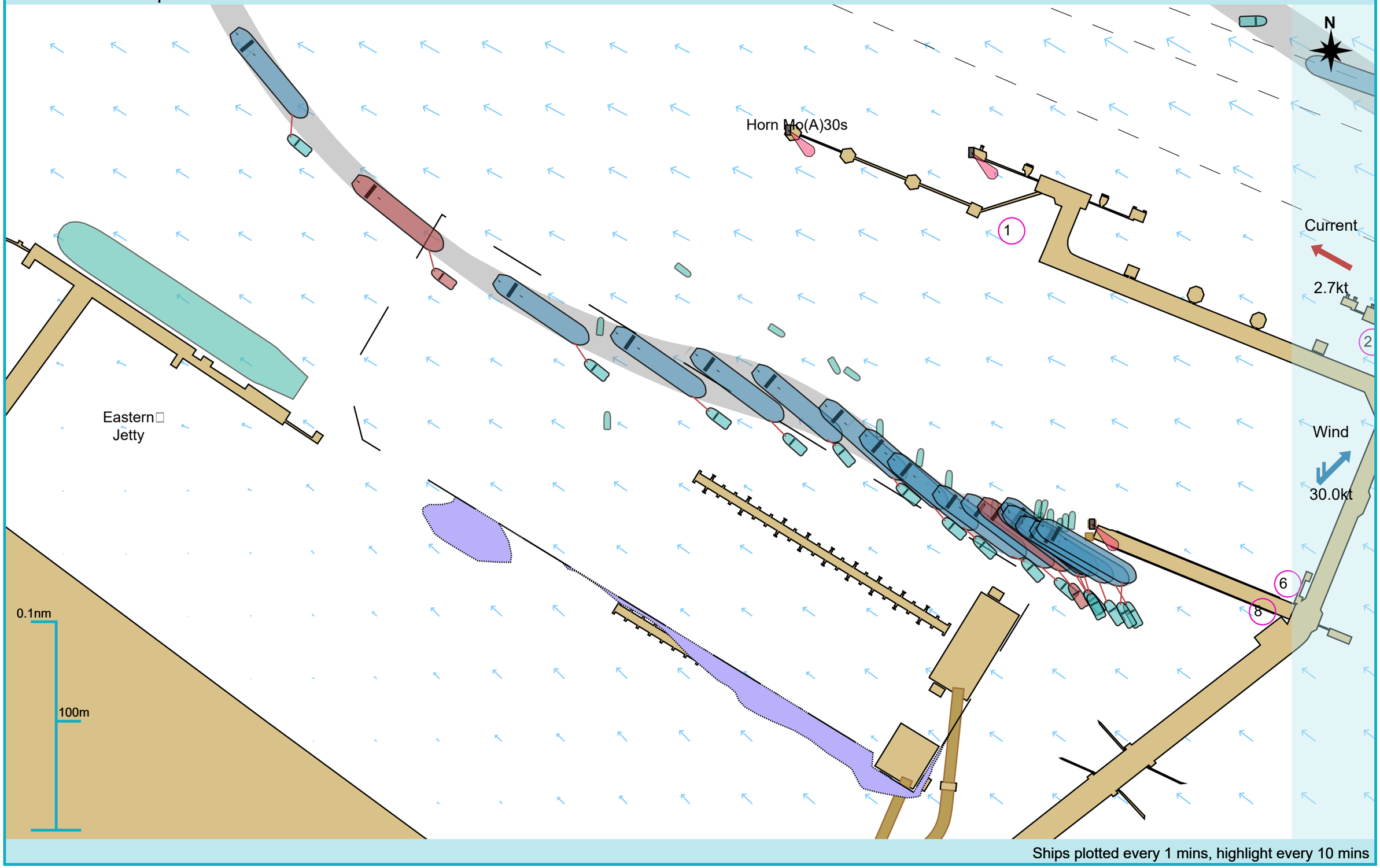

Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
1min
1min
2min
2min
3min
3min
4min
4min
5min
5min

Manoeuvre track plot

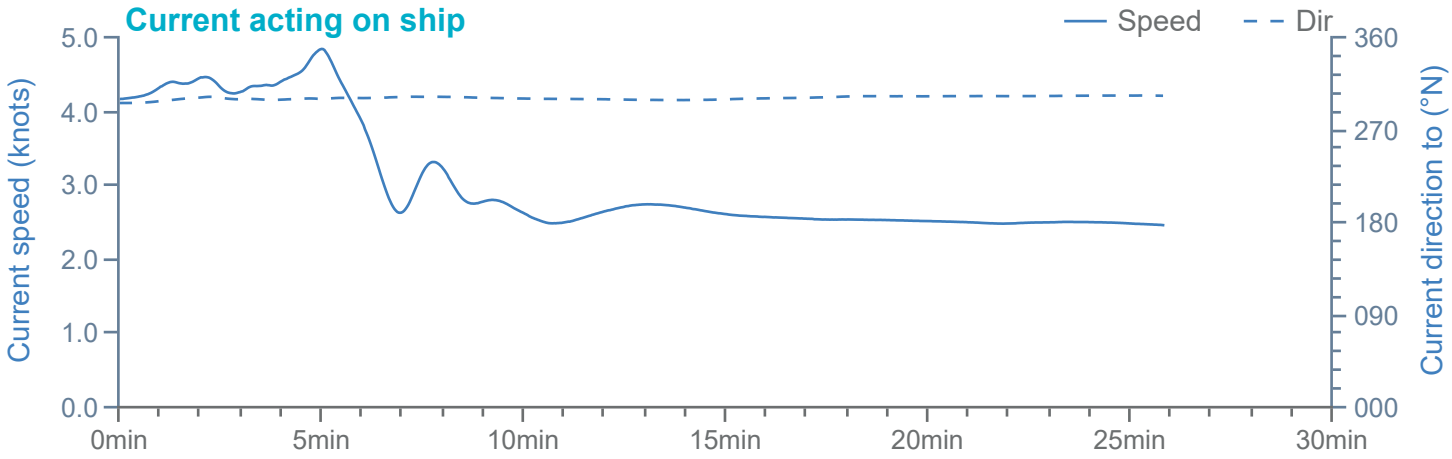


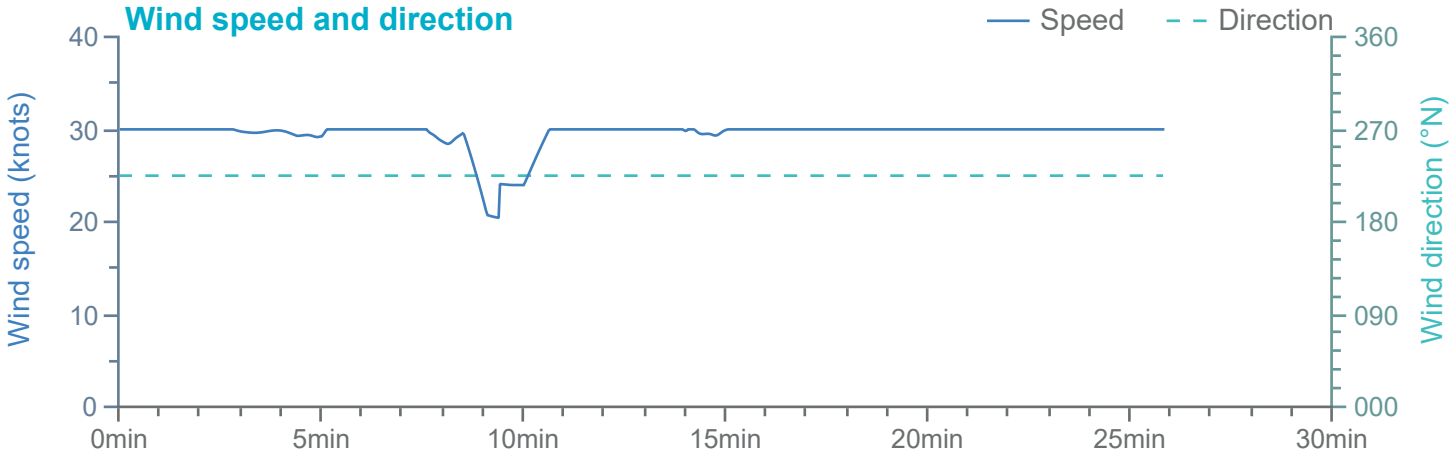
Ships plotted every 1 mins, highlight every 10 mins

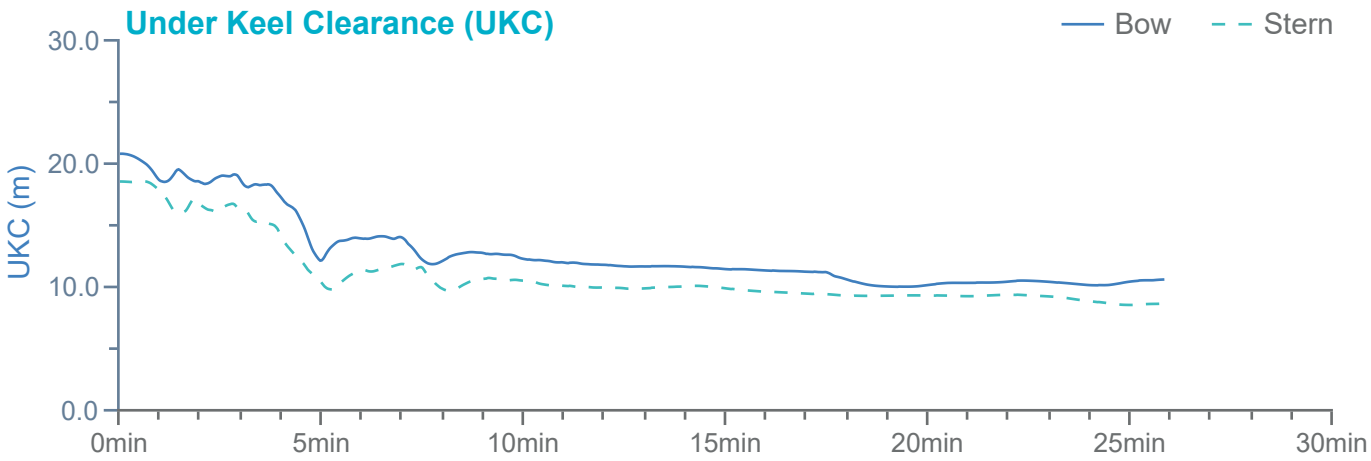
Manoeuvre track plot

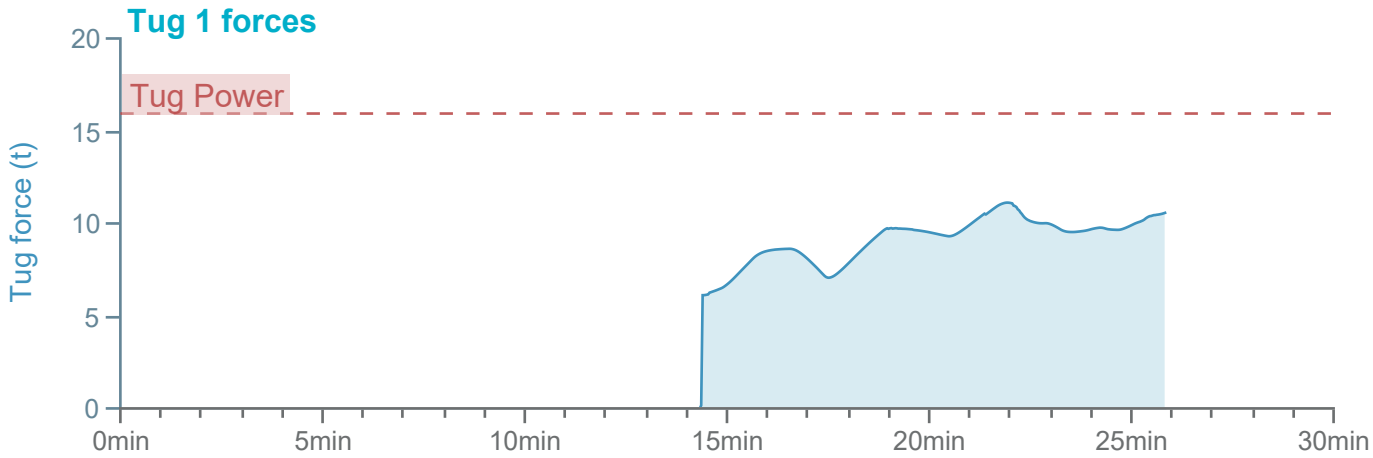


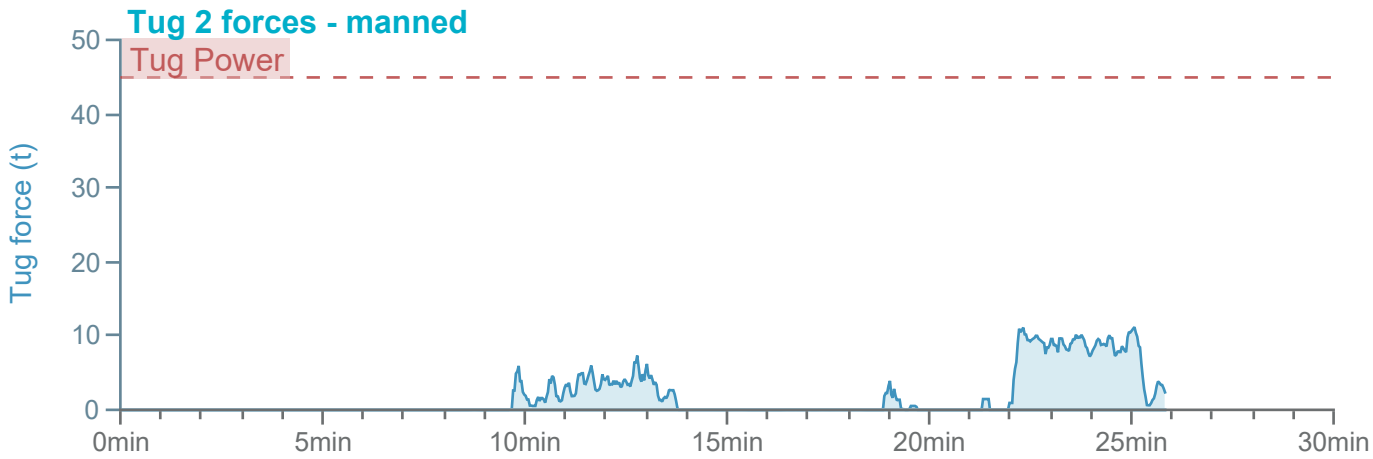
Ships plotted every 1 mins, highlight every 10 mins

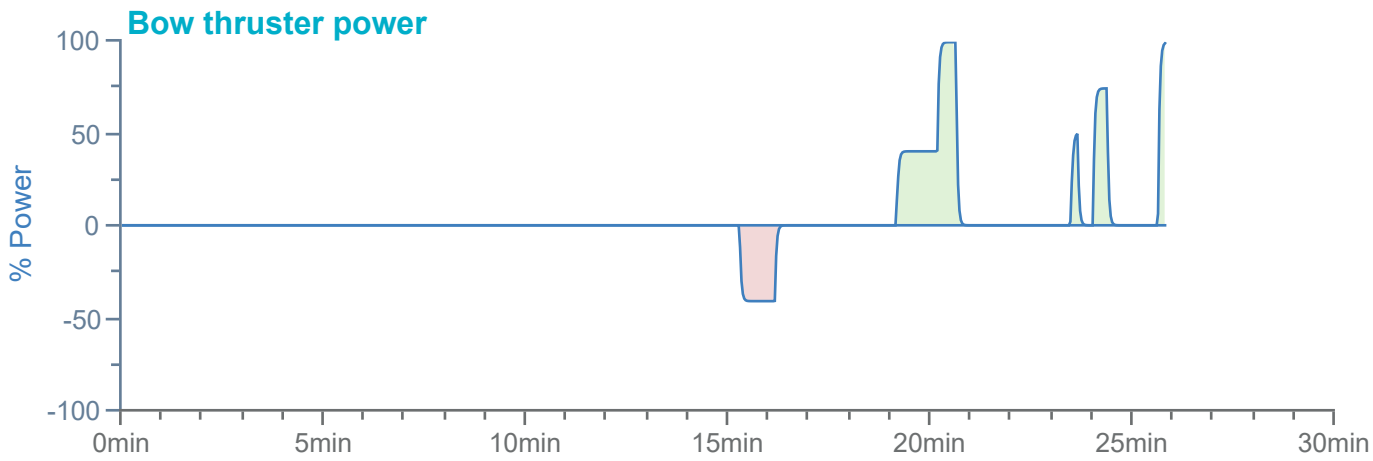

Current acting on ship
Speed
Dir
Current speed (knots)
5.0
4.0
3.0
2.0
1.0
0.0
Current direction to (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min

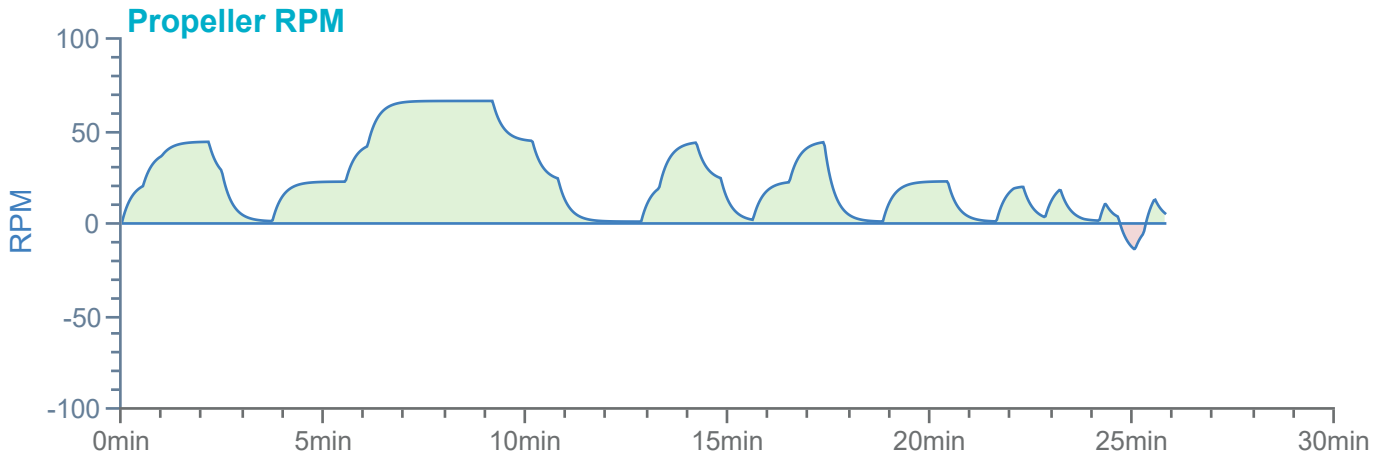

Wind speed and direction
Speed
Direction
Wind speed (knots)
40
30
20
10
0
Wind direction (°N)
360
270
180
090
000
0min
5min
10min
15min
20min
25min
30min

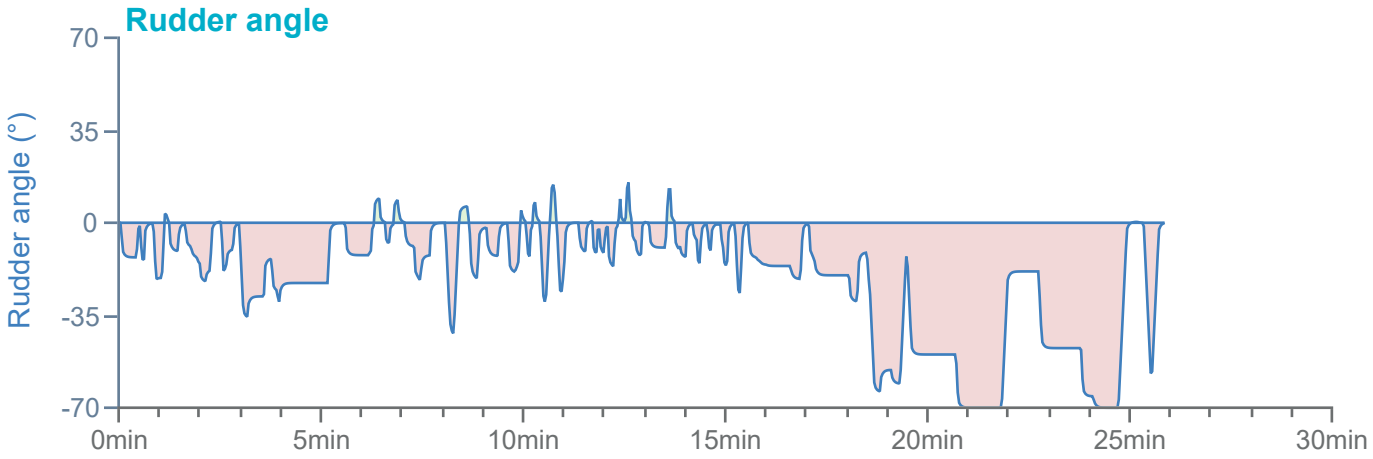

Under Keel Clearance (UKC)
Bow
Stern
UKC (m)
30.0
20.0
10.0
0.0
0min
5min
10min
15min
20min
25min
30min


Tug 1 forces
Tug Power
Tug force (t)
20
15
10
5
0
0min
5min
10min
15min
20min
25min
30min

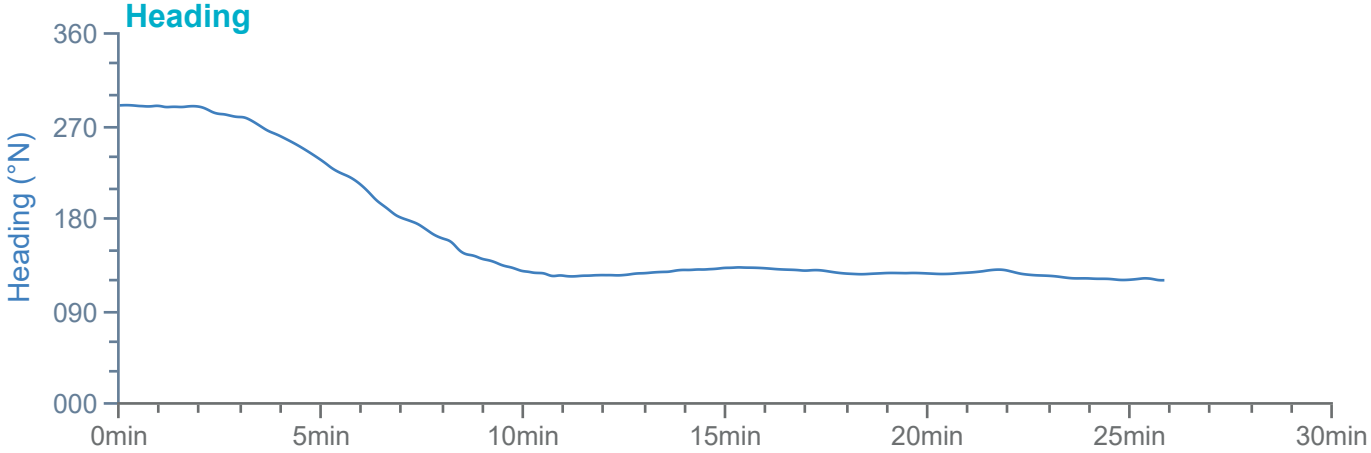

Tug 2 forces - manned
Tug Power
Tug force (t)
50
40
30
20
10
0
0min
5min
10min
15min
20min
25min
30min


Bow thruster power
% Power
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min

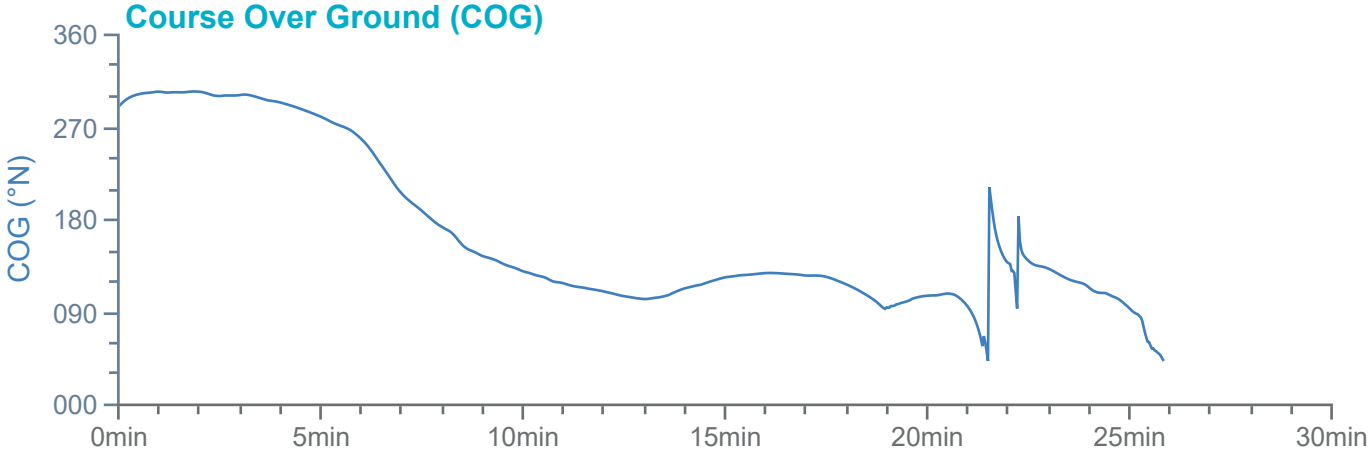

Propeller RPM
RPM
100
50
0
-50
-100
0min
5min
10min
15min
20min
25min
30min


Rudder angle
Rudder angle (°)
70
35
0
-35
-70
0min
5min
10min
15min
20min
25min
30min

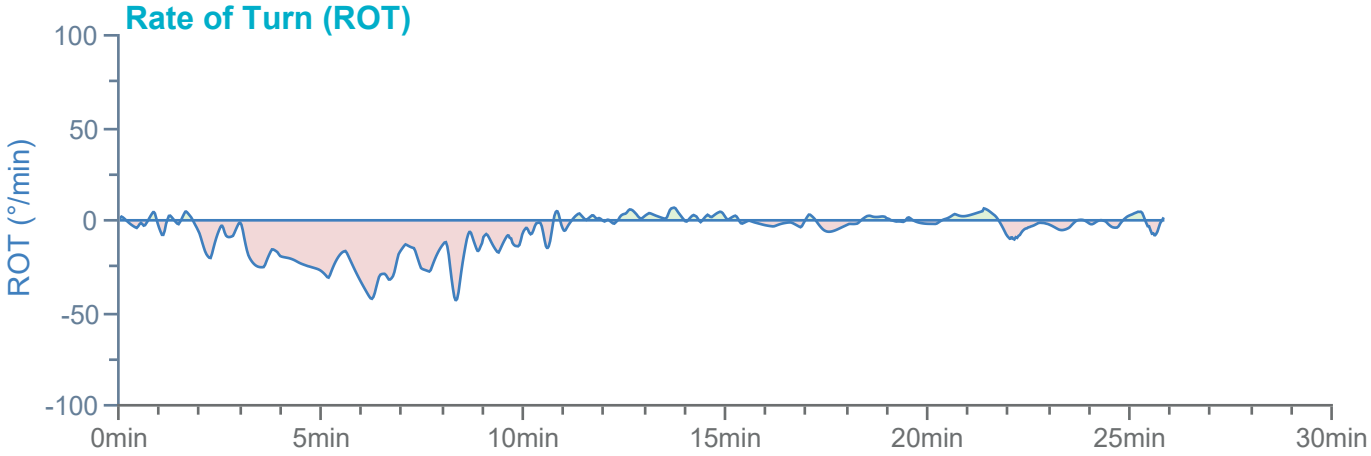
Heading

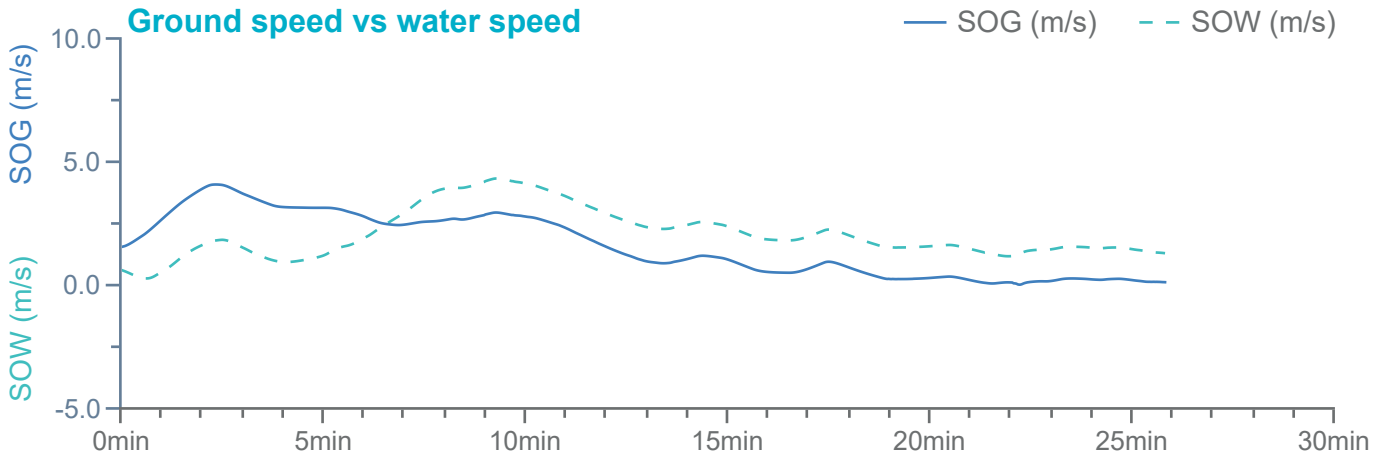


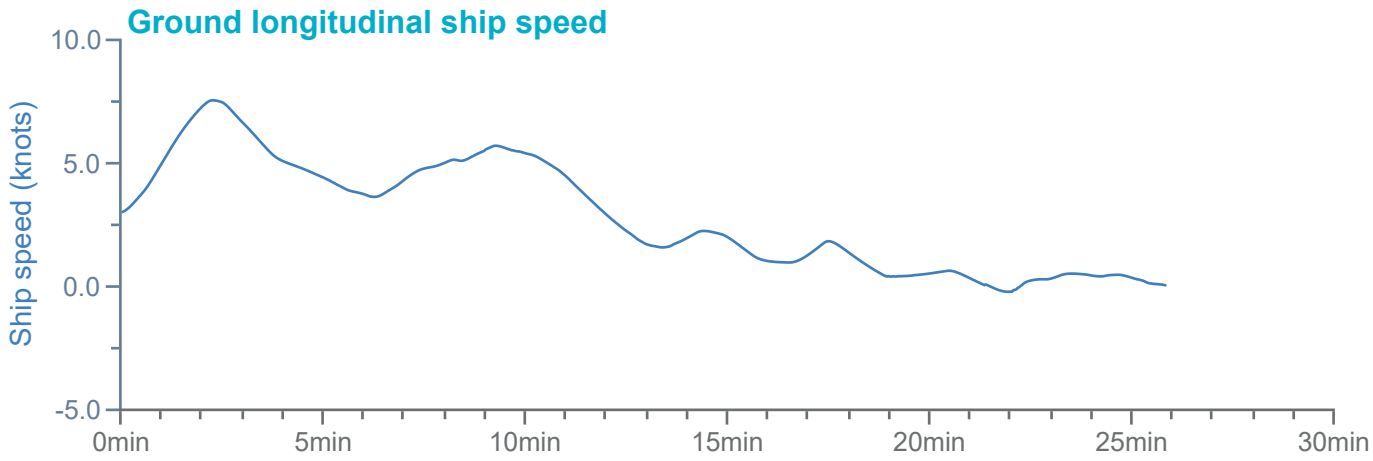
Course Over Ground (COG)

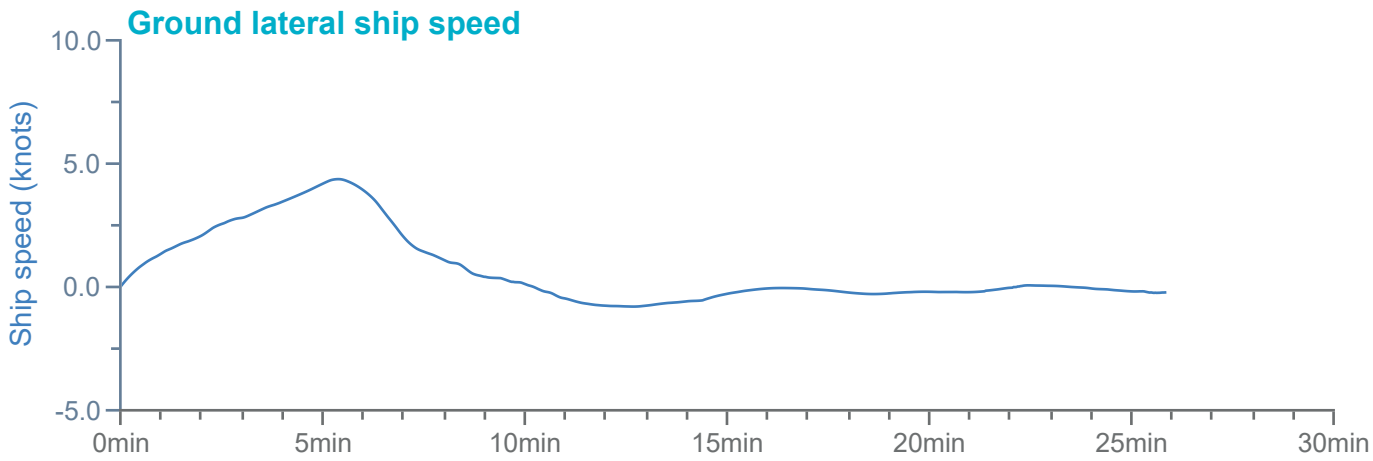


Rate of Turn (ROT)




Ground speed vs water speed
SOG (m/s)
SOW (m/s)
SOG (m/s)
SOW (m/s)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min


Ground longitudinal ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min


Ground lateral ship speed
Ship speed (knots)
10.0
5.0
0.0
-5.0
0min
5min
10min
15min
20min
25min
30min

HR Wallingford
Working with water

We design smarter, more resilient solutions across both the natural and built environment to help everyone live and work more sustainably with water.

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