

MAREX OS 3D

SPECIFICATIONS



The joystick system Marex OS 3D takes the stress out of maneuvering in tight spaces. The intuitive ship control moves your ship smoothly and responsively.

It's a simple principle : The boater pushes or twists the joystick and the ship will mirror the movement exactly. Unwanted movements due to crosswind or current are being automatically compensated by a sophisticated vector control and integrated compass.

Marex OS 3D is based on a Marex OS III remote control system. This combination allows for the integration of up to six joysticks stations. Different control station variations are available, from stand-alone joysticks to stations which pair the joystick with a Marex OS III-control head. Depending on the configuration, two joystick operation modes can be selected: thruster-mode only the thrusters will be operated by the joystick while the engine control remains with the Marex OS III-control heads ; 3D-mode all driving units including thrusters, engines and steering gear will be controlled by your fingertips.

Whatever the specific equipment on the ship, the Marex OS 3D joystick system has the right interface for all types of engines, gearboxes and thrusters. Marex ship controls represent a state-of-the-art system solution including engine remote control, joystick operation and alarm and monitoring system.



DESIGN
State-of-the-art design
Ergonomic



USER EXPERIENCE
Flexible interface
Intuitive operation
Turnkey-solution



FEATURES
Integrated thruster interface
Suitable for all common engines & gearboxes
Delivery, engineering, and start-up out of one hand

MAREX OS 3D

Manoeuvring system

OPEN-SYSTEMS WITH FIRST CLASS COMPONENTS

FEATURES

JOYSTICK

Its ergonomic shape is perfect for fingertip operation and provides effortless maneuverability with confidence and ease.

VECTOR CONTROL

The Marine Propulsion Controller MPC 30 vector control unit is the heart of the Marex OS 3D-system. It processes the commands coming from the joystick and performs the vector calculations necessary to control the main propulsion and thrusters.

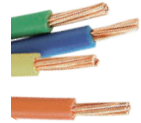
COMPASS

When the joystick is used as a fingertip control to move the ship in any direction - sideways, diagonally or turning on the spot - the electronic compass helps to suppress unwelcome movements due to crosswind or current for example.



FLEXIBLE INTERFACE

In addition to the flexible Marex OS III MPC interface for engines and transmissions, the Marex OS 3D joystick system offers an NMEA 2000 interface, as well as analog or digital signals for all thruster interfaces.



OPERATING MODULE

Functional and room-saving, the CAN operating module type 242 provides four keys to operate essential functions. Additional modules are available which will be configured according to your requirements.



TURNKEY SOLUTION

Complete delivery of all remote control components as well as engineering and start-up from a single source.

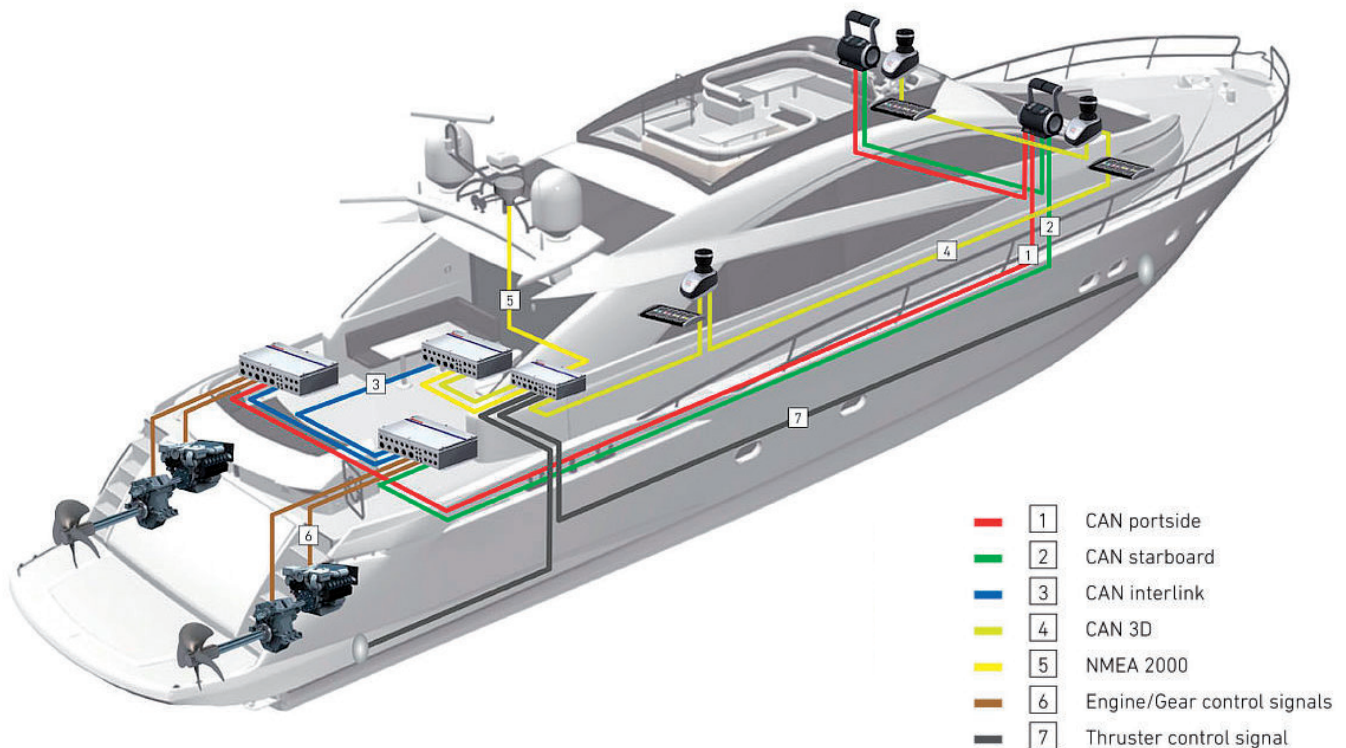


FLEXIBLE CONFIGURATION

FITTING YOUR SHIP LIKE A GLOVE

EASY-TO-INTEGRATE SYSTEM SOLUTION

WHERE SAFETY MEETS COMFORT



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