Simulators are being increasingly recognised by the marine industry as having great potential for use in maritime skill acquisition, training and assessment, providing accelerated and intensive experience in a safe and controlled environment, risk-free emergency response training and optimisation of shipboard procedures.

For this reasons, the "MISTRAL 4000" Full Mission Shiphandling Simulator has been developed in connection with the latest "State-of-the-Art" technology and the constant increase of on-board automation.

- Ergonomic configuration and user-friendly set-up
- Adaptable to specific customer requirements
- Replica of realistic on-board experience
- Interface with any real marine equipment
- Based on Intel Pentium Processors® and Microsoft Windows 2000/XP®
Together with a second Own Ship, "MISTRAL 4000" fulfils all requirements as per STCW'95 Code in Sections A-1/12 (Parts 1 and 2) and B-1/12 (Parts 1 and 2).

Up to 16 own ships can be linked for multi-trainee sessions.

Fully compatible with:
- "SHIPSIM" trainee station
- VTS simulator
- "TUGSIM 1000" tug simulator
- Anti Submarine Warfare simulator
- MARS - Military Product Line

The bridge consoles are tailor-made according to customer's requirements.

A typical configuration is fitted with the following standard equipment [picture from left to right]:
- External Vision Image Generation System "VISION-E" (Sindel's development)
- Chart table and NAVAIDS "NAVSIM 2"
- Real ECDIS
- Binocular/bearing display
- Generic RADAR/ARPA Display, "RADSIM 2" or real RADAR/ARPA
- Conning console "MANSIM EXTENDED"
- Independent Steering Stand
- Generic RADAR/ARPA Display, "RADSIM 2" or real RADAR/ARPA
- VHF and Intercom panel
- Alarm monitor and anchors control panel
- "Near-Replica" GMDSS console, "BSC 6200"
- Overhead instrument panel
- Sound and vibration system
- Conning console for high-speed crafts (HSC) with real azimuthal controls

For more information on single products please consult the relevant leaflets/brochure.