

1980s

1986 HR Wallingford and Maritime Dynamics begin to work together. The original Maritime Dynamics ship simulator in Llantrisant, Wales, is based on six linked BBC micros, using Econet with a total of 150k RAM.

1 The three visual screens are capable of daylight and night views, with further displays for radar and instruments. The modular design means it can be taken to client sites in a van. Versions of this simulator are sold to customers around the world, from the USA to Australia.

2000s

2000 A large monitor is added behind the control station to provide a permanent aft view and a joystick function is included to provide a look-down capability in addition to the 360 degree look-around.

4 2004 Demand for our facilities continues to grow and we move to a larger building. The upgraded simulator has five rear projected screens and a plasma screen for the aft view.

5 The additional space gives us room to create a separate control room along with briefing/debriefing and observation areas.

6 2006 We move to a dedicated simulator suite, designed and constructed to house the next generation

technology. The six screen configuration remains, but with the latest generation high resolution projectors, updated controls and a new console. The new simulator is christened 'Charlie'.

High demand for our simulation services soon results in the construction of a second simulator, named 'Oscar'.

7 2008 We introduce a dedicated tug simulator, named 'Victor', with a combination of three projected front screens and 15 high definition plasma screen monitors to give a full 360 degree view.

8 Our Ship Simulation Centre now comprises two ship bridge simulators and a tug bridge simulator, with associated conference and observation rooms.

The future...

Constant development and upgrading to maintain quality and enhanced features, along with looking for other possible locations.

Perhaps development of new simulators, in the UK, where 'Juliet' may meet 'Romeo'.

1990s

1991 HR Mardyn, a joint-venture is formed between HR Wallingford and Maritime Dynamics. The growing business moves to a purpose built facility in Pontyclun, where a new simulator is built.

The new single screen simulator has an improved console named 'Pigcon2', affectionately known as 'Pig' because it was so heavy! A joystick control allows a full 360 degree view.

2 1997 The simulator is relocated to Howbery Park, where the latest technology Silicon Graphics computer is used to generate a high quality visual scene.

3 1998 The simulator is upgraded to three rear projection screens to extend the visual scene and improve the user experience.

2010s

2011 To provide direct support to our clients in Western Australia, we collaborate with the existing Fremantle Maritime Simulation Centre near Perth, in their facility based in an old Port of Fremantle building, 'D'.

9 2012 With the Australian business growing, HR Wallingford and FMSC decide to move a few hundred metres to a purpose built facility on the top floor of 1 Pakenham Street, Fremantle.

With the growing need for a tug simulator in Fremantle, 'Victor' emigrates to Australia and is renamed 'Tango'.

10 The 'Victor' replacement in the UK is a new generation tug simulator. It comprises 25 of the latest technology, HD LED screens to create a state-of-the-art tug bridge simulator.

2013 We build 'Mike', a transportable tug station simulator to enable us

to independently simulate a ship and three tugs, all being individually controlled within the same simulated environment.

11 2014 (February) In Australia, we invest a further £1 million to create our own Fremantle Ship Simulation Centre on the ground floor of 1 Pakenham Street. We build three further tug simulators ('Sierra', 'Whiskey' and 'Zulu') and a VTS simulator, with associated observation and conference areas.

This facility is linked to and complements the facilities on the top floor totalling seven simulators.

12 2014 (October) The purpose built UK Ship Simulation Centre is built as part of a £3 million investment at Howbery Park.

13 The new development will house up to six real-time simulators, including two full 360 degree view ship bridge simulators ('Charlie' and 'Oscar'), two full 360 degree view tug bridge simulators ('Victor' and 'Lima'), two tug stations ('Mike' and 'Romeo') and a VTS simulator.

