**INTRO to ERS**

**PART 2**

So from the three D menus, we can do these operations by traveling inside the ship. Or he did it inside the ship. We can do all these operations from the pages below, and we can do the same from the layout in the menu.

Now let me show you this. Where are we? Let me turn the generator like this. This was the local panel of our generator. It's here. Or if I don't go into 3D, I can do it directly from the menus. Where was I? I was in ER3.

I'm pressing it. Look, generator 1 2 local operation panel. I can open it from here... We usually don't use 3D for now. We will do all our operations through these menus. As I said, there was only one difference between the two screens. The 3D menu is loaded only on the right screen. Other than that, both pages are identical. On the left side of our screen, mine says console instructor. On yours it will say your table number. Console 01, 02, 12, 15... whatever... will show your desk number. Right next to it is your clock showing your working time. If the clock is paused, you know the system will not run. I've stopped the clock right now. Our system has stopped. I've put it on pause. We can have a break. If we start working when we return from the break, the system will continue from where it left off. Next to that, you can see the type of ship we have loaded at the moment, I have loaded an LCC tanker. I am currently working with an LCC tanker. Next to it is the loaded scenario. At the moment, our scenario named default is loaded and the system is working on it. We can prepare different scenarios for different vessels in different systems and we can put them here and run them for you. If you come to the right side, the buttons with a star on them will not work. They are inactive. There is an alarm button which is important for you. If there is any alarm in the system, the lamp will start to flash and warn you. There is a speaker button next to it. Here you can listen to the sound of the system. You can listen to the model sound, that is, the sound of the machines or the alarm. these can be turned on and off. Both are on right now. If we press the loudspeaker button next to it, if there is a normal sound right now, we can hear this sound. Right now I've turned it on and look, they're both on, there's no sound. So I don't hear anything. But if any machine was running, I would hear the sound of that machine from here. If I don't want to hear it, if I want to hear an alarm, I turn it off. So only the alarm remains on. If I don't want to hear an alarm, I turn that off too, then I don't hear anything. Next to that there is a trend analysis button. If you press this button, a screen will come up. I can get all the records of the generators and main machines of the machines running on this screen graphically.

This will be the menu we will use in machine lessons after learning the system. I am closing it for now. There is a balloon outside of it. Keep it always open. I told you a little while ago in 3D, if this is closed, when you stand on any system, I open it, let me open a page from SYS.

Look, I'm coming at it because I turned it off...Because I turned it off, it doesn't tell me what it is, and if I turn it on, it will tell me what it is.