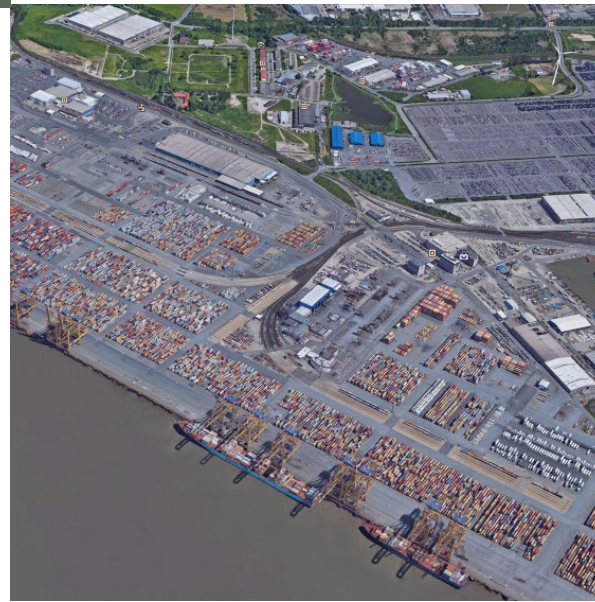
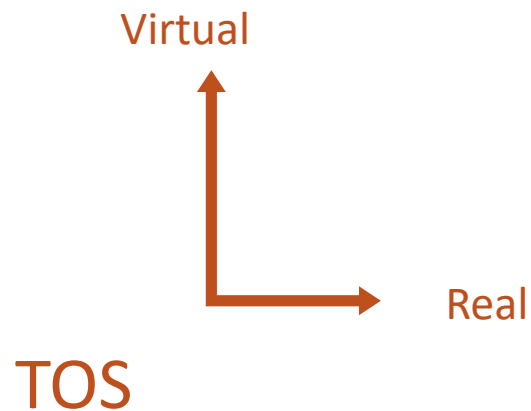




# CHESSCON

## VIRTUAL TERMINAL

# MAIN MISSION OF VIRTUAL TERMINAL WHAT CAN YOU DO WITH CHESSCON?



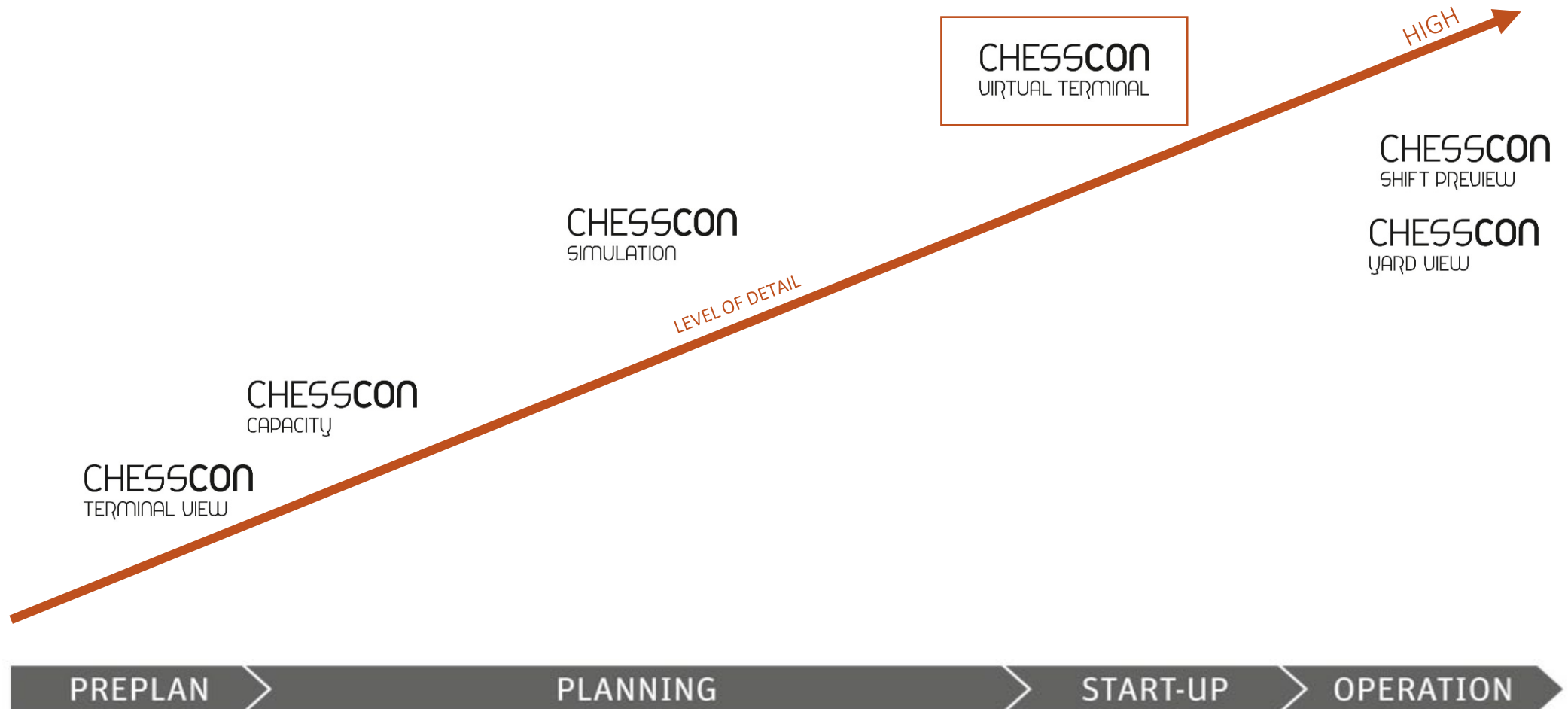
- use your Terminal Operation System (TOS)
- use your software interfaces
- but use a Virtual Container Terminal

# OPTIMIZATION SOFTWARE FOR CONTAINER TERMINALS

## CHESSCON Modules



CHESSCON  
DIGITAL TWINS



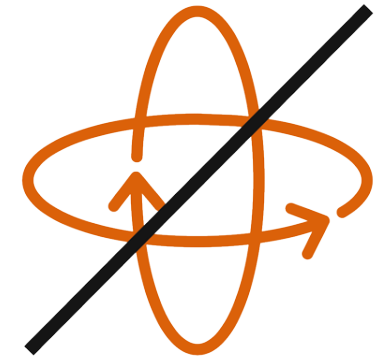
# MAIN FIELDS OF VIRTUAL TERMINAL

## WHAT CAN YOU DO WITH A VIRTUAL CONTAINER TERMINAL?

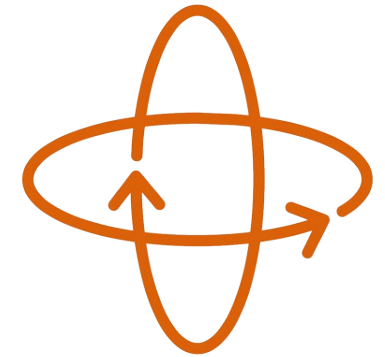
- Testing of Terminal Operation Systems (TOS)
- Fine tuning of TOS settings & strategies
- On-the-job training
- Stress-tests
- Expansion of existing terminals
- Start up of new container terminals
- and more
  - e.g. Yard-View, Shift Preview, Equipment location systems, special simulations, training or advertising movies.



# JADE WESER PORT, 11/2011, NO ON-SITE-TEST POSSIBLE



# JADE WESER PORT, 11/2011, FIRST VIRTUAL ON-SITE-TEST POSSIBLE



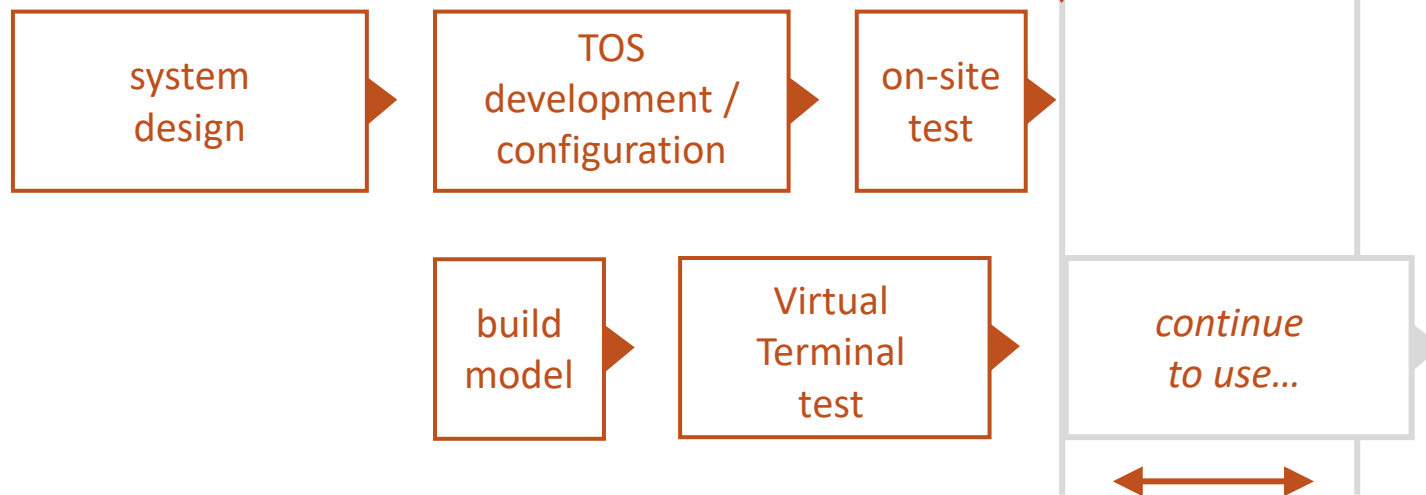
# TOS START-UP: TIME IS MONEY



Without emulation technology:



Using emulation technology:



SAVE TIME = EARNED MONEY

# BENEFITS USING CHESSCON VIRTUAL TERMINAL WHY IT MAKES SENSE TO USE IT



## IMPROVE YOUR TERMINAL

- productivity (e.g. with better TOS settings or better strategies)
- availability ( e.g. real devices not needed while testing)
- stability (e.g. more tested)

## REDUCE YOUR

- risk (e.g. more tests possible as with real terminal)
- cost (e.g. a virtual device generates no operational costs)





# KEY FEATURES OF CHESSCON VIRTUAL TERMINAL WHY NO OTHER SOFTWARE INSTEAD OF CHESSCON?



- User friendly (e.g. easy design of virtual terminals, ...)
- Flexible and scalable (e.g. take your own 3D models & emulators, ...)
- Open & service oriented architecture (e.g. open XML based interface, ...)
- Distributed module based system (e.g. more than one 3D animation possible, ...)
- 3D animation faster than real-time (e.g. 100 times faster as real-time, ...)
- Detailed on & off-line evaluation (e.g. On & off-line productivity charts, ...)

# SUPPORTED TERMINAL AREAS

## WHAT CAN YOU DESIGN WITH CHESSCON?



- Container stacks with single Containers (real position, size and color, more than 100,000 Ct's are no problem)
- Internal and external traffic network with one-way roads
- In/Out Gates
- Truck interchanges
- Other areas like warehouses, office buildings, ... (import of own 3D models is possible - e.g. in 3ds format)
- Rail tracks
- Berth (Quay) areas
- Parking areas

# SUPPORTED TERMINAL EQUIPMENT

## WHAT CAN BE MOVED WITH CHESSCON?



- Vessels (real dimension, Baplie import, variable quay position, ...)
- Quay Cranes (twin, tandem, dual cycling, variable active lanes, collision control ...)
- Straddle Carriers (single and twin lift, several types, ....)
- Front Loader, Reachstacker (single and twin lift, several types, ....)
- External Trucks (round trips, twin, ...)
- RMG, ASC and RTG
- Terminal-Chassis and AGVs

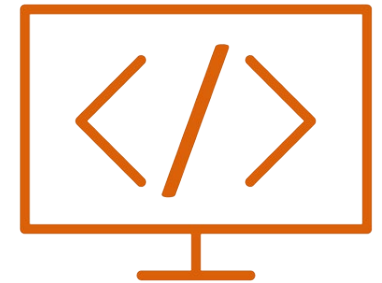
# INDIVIDUAL FEATURES

## WHAT CAN BE DONE ADDITIONALLY WITH CHESSCON?

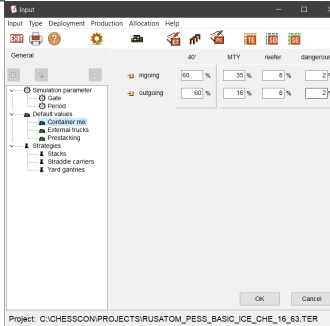
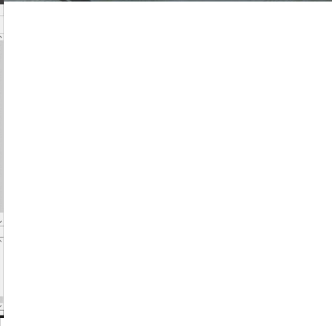
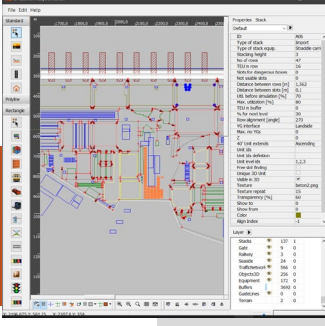
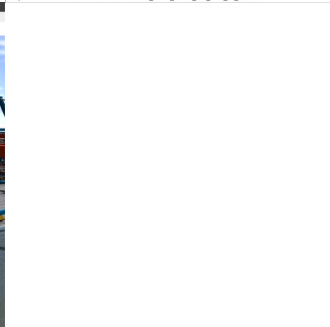
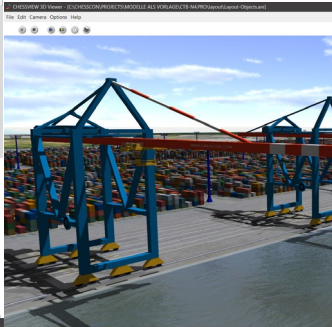
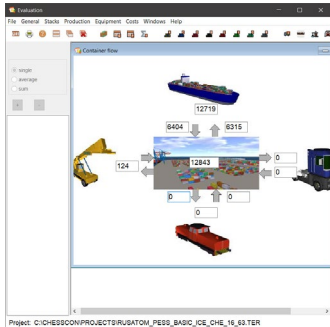
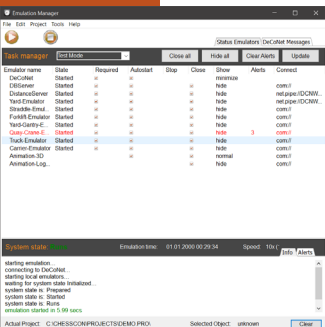
Use the CHESSCON Software Development Kit (SDK/API)

- Interface to TOS
- Special Equipment
- Other special behavior ...

available for several Programming Languages like: C#, C++, Java, Delphi



# CHESSCON MAIN MODULES WHICH PROGRAMS CAN BE USED?



- Project Manager
- 2D Terminal Editor
- 3D Terminal Viewer
- Input Module (base data)
- Emulation Manager (with more than 10 emulators)
- Evaluation Module
- Utilities (e.g. vessel designer, check programs, ...)

akquinet



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