



Australian Government

DEFSIM006 Fault find and repair simulator weapons systems

Release: 1

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Modification History

Release	Comments
1	This unit was released in DEF Defence Training Package release 1.0 and meets the Standards for Training Packages.

Application

This unit describes the knowledge and skills required to conduct fault finding and repairs to the simulator weapons systems including fire control, aiming and sighting systems. The unit includes analysing fault reports, identifying and rectifying faults, conducting functional tests and the documentation and certification processes. In the context of this unit, simulators are used to replicate land, air, sea and undersea systems to facilitate training and development.

Simulator weapons systems include simulated cannons/guns, non-guided weapons and guided weapons.

Simulator fire control systems include simulator fire control safety interlock systems, simulator armament control systems and simulator armament control buses.

Simulator aiming and sighting systems include simulator helmet mounted displays, simulator head-up displays, simulator head-in displays, simulator TV sighting systems, simulator on-screen displays and simulator infrared/thermal sighting systems.

This unit was developed in a Defence environment but may be relevant to others who work in this field.

The skills and knowledge described in this unit must be applied within the legislative, regulatory and policy environment in which they are carried out. Organisational policies and procedures must be consulted and adhered to.

Those undertaking this unit would work independently, or as part of a team, with minimal supervision, while performing complex tasks, including complex problem solving, in a limited range of contexts. They would use discretion and judgement and take responsibility for the quality of their outputs.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Competency Field

Simulator Operations

Elements and Performance Criteria

ELEMENTS	PERFORMANCE CRITERIA
Elements describe the essential outcomes	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the range of conditions section.
1. Receive and analyse fault report	1.1 Receive and analyse simulator weapons systems, fire control, aiming and sighting systems fault report. 1.2 Identify and select appropriate fault finding method(s) that will apply across the range of simulator weapon systems. 1.3 Prepare the simulator weapons systems, fire control, aiming and sighting systems for fault finding.
2. Identify and find fault	2.1 Apply fault finding method(s). 2.2 Identify and analyse fault indicators. 2.3 Identify simulator weapon systems fault. 2.4 Confirm that the fault is the one initially reported.
3. Repair fault	3.1 Identify and confirm cause of fault. 3.2 Identify and confirm repair method(s). 3.3 Complete simulator weapon systems repair. 3.4 Conduct post repair safety check. 3.5 Restart simulator weapons systems, fire control, aiming and sighting systems.
4. Conduct functional test	4.1 Test simulator weapons systems, fire control, aiming and sighting systems to ensure operational integrity. 4.2 Confirm operational parameters.
5. Finalise repair process	5.1 Finalise simulator weapons systems, fire control, aiming and sighting systems repair reports including a detailed synopsis of the fault and the repair process and any certification requirements. 5.2 Report the operational status of the simulator weapons systems, fire control, aiming and sighting systems.

Foundation Skills

The foundation skills demands of this unit have been mapped for alignment with the Australian Core Skills Framework (ACSF). The following tables outline the performance levels indicated for successful attainment of the unit.

ACSF levels indicative of performance:

1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
Learning					Reading					Writing					Oral communication					Numeracy				
Performance variables																								
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
Support					Context					Text complexity					Task complexity									

Further information on ACSF and the foundation skills underpinning this unit can be found in the Foundation Skills Guide on the GSA website.

Unit Mapping Information

No equivalent unit.

Links

Companion Volume implementation guides are found in VETNet - <https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=6bdbab1e-11ed-4bc9-9cba-9e1a55d4e4a9>

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