Australian Government

DEFSIM019 Fault find and repair simulator weapons systems

Release: 1

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Modification History

Release 1. This is the first release of this unit of competency in the DEF Defence Training Package Release 4.0.

Application

This unit describes the knowledge and skills required to conduct fault finding and repairs to the simulator weapons systems which may include 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 which may include simulated cannons/guns, non-guided weapons and guided weapons.

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

Simulator aiming and sighting systems which may 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.

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.

Pre-requisite Unit

Not applicable.

Competency Field

Simulator Operations

Unit Sector

Not applicable.

Elements and Performance Criteria

ELEMENTS	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1 Receive and analyse fault report	**1.1** Receive and analyse simulator weapons 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, for fault finding
2 Identify and find fault	**2.1** Apply fault finding method(s) to weapon systems
	2.2 Identify and analyse fault indicators to weapon systems
	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
4 Conduct functional test	**4.1** Test simulator weapons systems, to ensure operational integrity
	4.2 Confirm operational parameters to weapon systems
5 Finalise repair process	**5.1** Finalise simulator weapons systems 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

Foundation Skills

Foundation skills essential to performance are explicit in the performance criteria of this unit of competency.

Range of Conditions

Range is restricted to essential operating conditions and any other variables essential to the work environment.

Non-essential conditions may be found in the Companion Volume Implementation Guide.

Unit Mapping Information

This unit replaces and is equivalent to DEFSIM006 Fault find and repair simulator weapons systems

Links

Companion Volume Implementation Guides are found on VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=6bdbab1e-11ed-4bc9-9cba-9e1a55d4e4a9