

BRIDGE STATIONS LAY OUT (CONT'D)

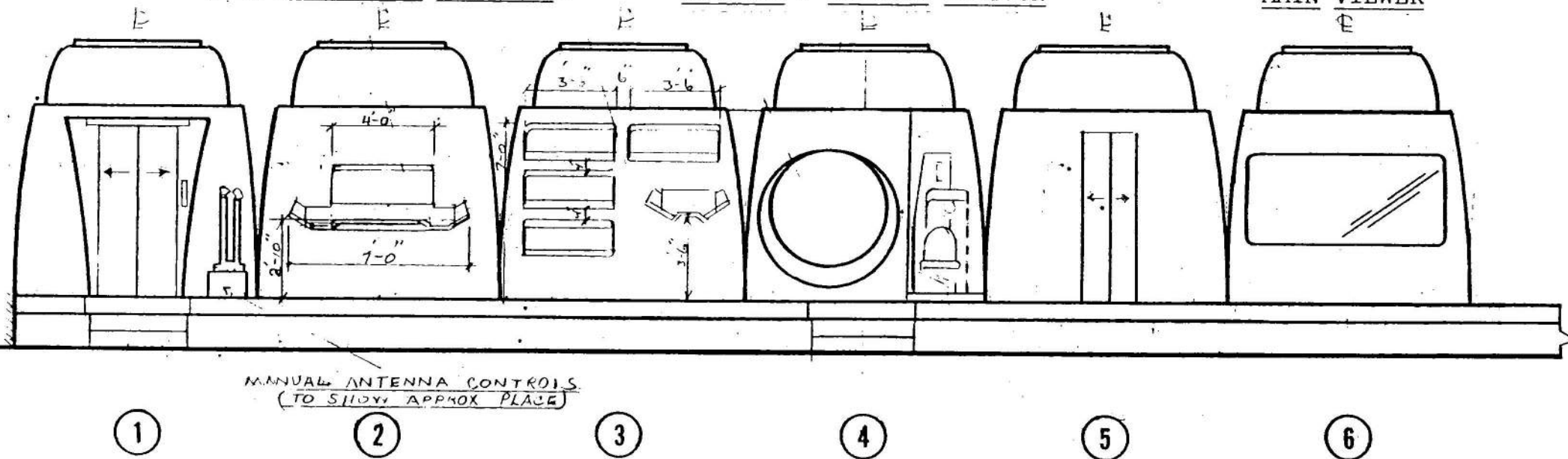
ELEVATOR

ENVIRONMENTAL
ENGINEERING STATION

COMMUNICATIONS STATION

WEAPONS & DEFENSE STATION

MAIN VIEWER



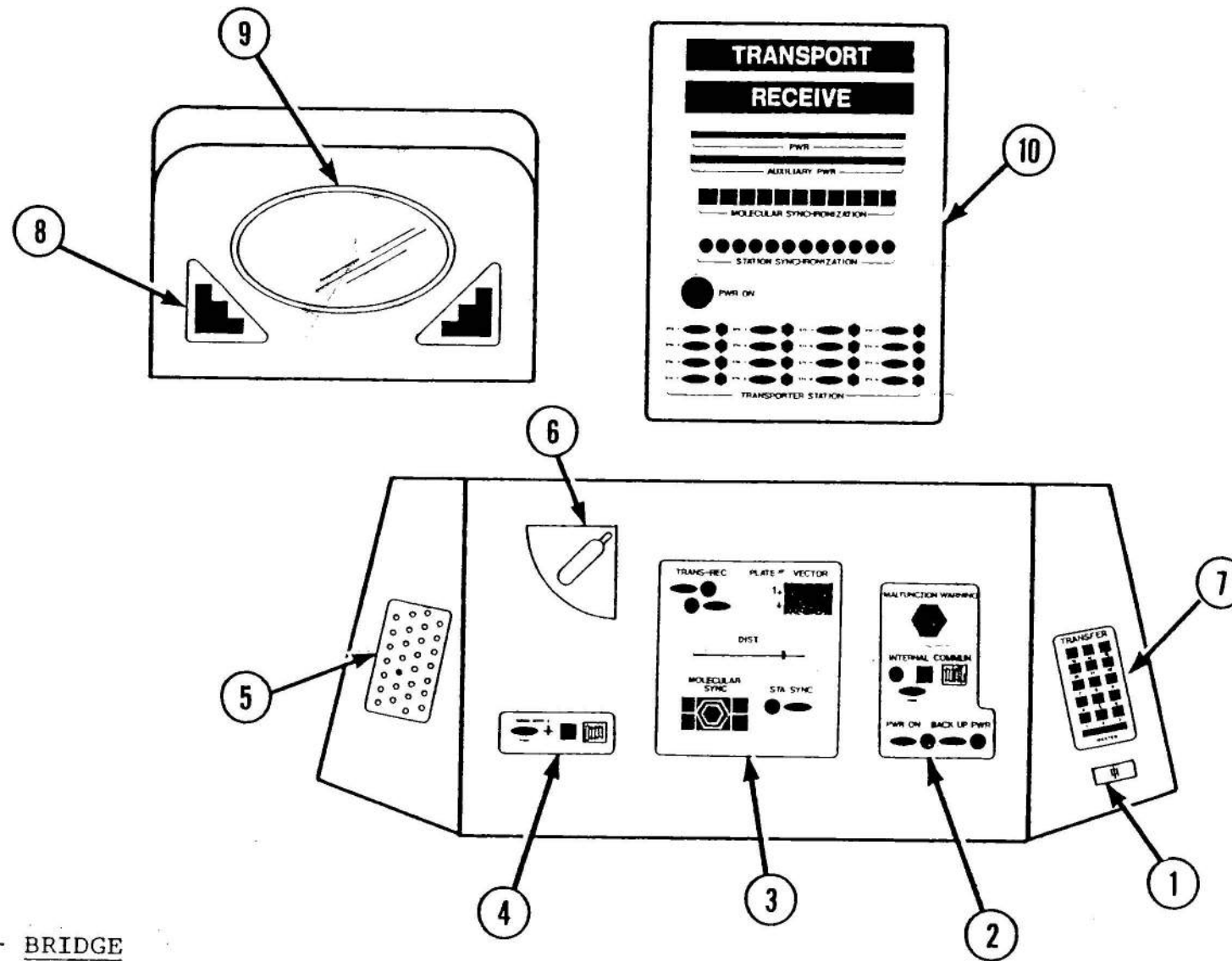
BRIDGE STATIONS LAY OUT (CONT'D)

INTERNAL TRANSPORTER - BRIDGE
(STAND UP CONSOLE)

THIS CONSOLE TRANSPORTS AND RECEIVES SMALL ITEMS WITHIN THE SHIP. (FOR EXAMPLE, A CREW MEMBER MIGHT REQUEST THE ENGINE ROOM TO SEND HIM UP A PAIR OF PLYERS.)

- 1 MASTER POWER SWITCH TURNS ON ALL POWER AND COPY FOR CONSOLE.
- 2 INTERCOM HAS MALFUNCTION WARNING LIGHT AT TOP WITH SPEAKER/MICROPHONE AND CONTROL IN CENTER WITH TWO SWITCHES AT BOTTOM MARKED POWER ON AND RESERVE POWER.
- 3 TRANSPORTER UNIT. TOP LEFT ELLIPTICAL SWITCHES SET EITHER TRANSPORT OR RECEIVE. TWO VECTOR KNOBS SET LOCATION. SLIDER KNOBS IN CENTER SETS DISTANCE. TWO GROUPS OF SWITCHES AT BOTTOM CONTROL FIRST THE MOMENT OF MOLECULAR SYNCHRONIZATION OF THE UNIT WITH THE OBJECT BEING TRANSPORTED AND SECONDLY, THE STATION SYNCHRONIZATION LIGHTS COME ON AS THE RECEIVING STATION LOCKS IN.
- 4 RETRIEVE MODE I UNIT TURNS ON INTERFACE WITH COMPUTER TO OBTAIN AN OBJECT THAT IS IN STORAGE.
- 5 COMPUTER INTERFACE. "ACCORDION" BUTTONS.
- 6 ACTIVATOR HANDLE RECESSED IN A WELL.
- 7 TRANSFER UNIT CAN TRANSFER SAME CONSOLE READ-OUTS TO VIEWER OF ANOTHER STATION ON BRIDGE OR SHIP.
- 8 INDICATOR LIGHTS FOR INTERCOM VIEWER.
- 9 INTERCOM VIEWER
- 10 TRANSPORTER READ-OUTS SHOW:
TRANSPORT OR RECEIVE
POWER AND AUXILIARY POWER
MOLECULAR SYNCHRONIZATION
STATION SYNCHRONIZATION
POWER ON
TRANSPORTER STATION SWITCHES 1 THRU 16.

TRANSPORTER



INTERNAL TRANSPORTER - BRIDGE
(STAND UP CONSOLE)

WEAPONS & DEFENSE STATIONS - BRIDGE

(SIT DOWN CONSOLE IN ALCOVE BESIDE ENEMY TRACKING SPHERE)

THIS CONSOLE TRACKS ENEMY SPACE CRAFT TO
FIRE PHASERS AND PHOTON TORPEDOES.

- ① MASTER POWER SWITCH TURNS ON ALL POWER
AND COPY FOR CONSOLE.
- ② COMPUTER-INTERFACE (WITH "ACCORDION"
BUTTONS) TO SEARCH AND "LOCK" ONTO
ENEMY CRAFT.
- ③ MONITOR FOR TRACKING SPHERE.
- ④ TORPEDO ADJUSTMENT SLIDER KNOBS.
- ⑤ MONITOR TUNING KNOBS.
- ⑥ TRACKING SYSTEM UNIT HAS TWO COORDINATES -
BY THREE LIGHTS WHICH LIGHT LEFT TO
RIGHT: SEARCH, COMPUTER LOCK, AND ARMING.
THE RANGE, OR DISTANCE AWAY, IS DISPLAYED
BY LIGHTS CHASING LEFT TO RIGHT ACROSS
BOTTOM. THE FOUR ROWS ARE LABELED:
QUADRANT 1, QUADRANT 2, QUADRANT 3, AND
QUADRANT 4, TO SHOW IN WHICH QUADRANT
OF THE MAP THE TWO ABOVE VECTORS MEET.
(ALL FOUR QUADRANTS CAN BE ACTIVE AT ONCE.)
- ⑦ PHOTON TORPEDOES UNIT HAS TWO LIGHTS AT
TOP: ARMING AND READY. BELOW ARE TEN
CROSS SWITCHES THAT LIGHT UP AS THEY
ARE FIRED.
- ⑧ PHASERS UNIT LIKE UNIT ABOVE HAS TWO LIGHTS:
ARMING AND READY THAT COME ON IN SEQUENCE.
BELOW ARE TWO ROWS OF SWITCHES MARKED
FWD PHASER AND AFT PHASER FOR THE TWO
PHASERS. THE SWITCHES LIGHT UP WHEN
TOUCHED AND TURN ON QUANTITY OF WARP
POWER FROM 1 TO 9.
- ⑨ INTERNAL COMMUNICATIONS UNIT IS DIRECT LINE
TO PHASER AND TORPEDO FIRING HATCHES
OF SHIP.

WEAPONS

Photon Torpedos

PRACTICAL BUTTONS FOR ACTOR

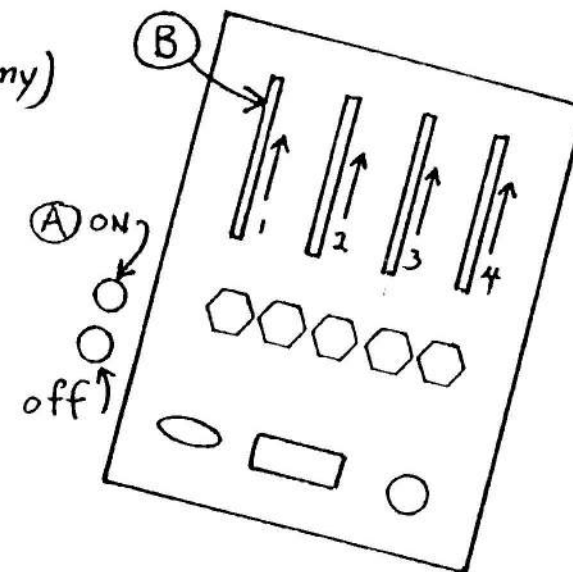
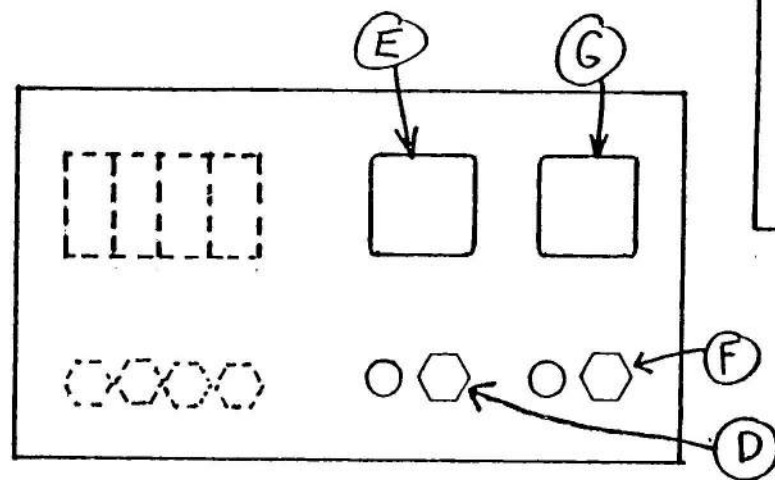
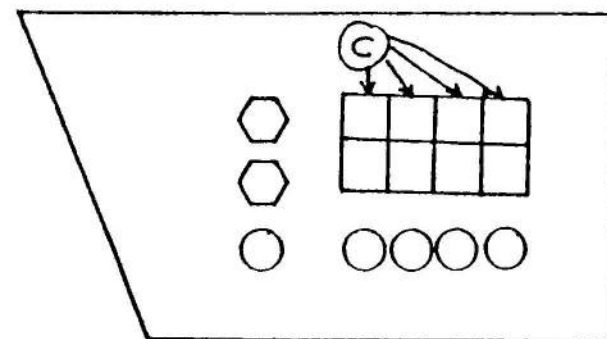
WEAPONS & DEFENSE

1. Actor presses button (A) to activate panel.
2. To load Torpedos, push sliders (B) up. Light (C) will turn on. Sliders should be pushed in succession, left-to-right. When the last slider is at the top, all of the (C) lights will blink.
3. To fire Torpedos, actor touches button (D) (dummy). Light (E) will turn on and two of light (C) will go out.

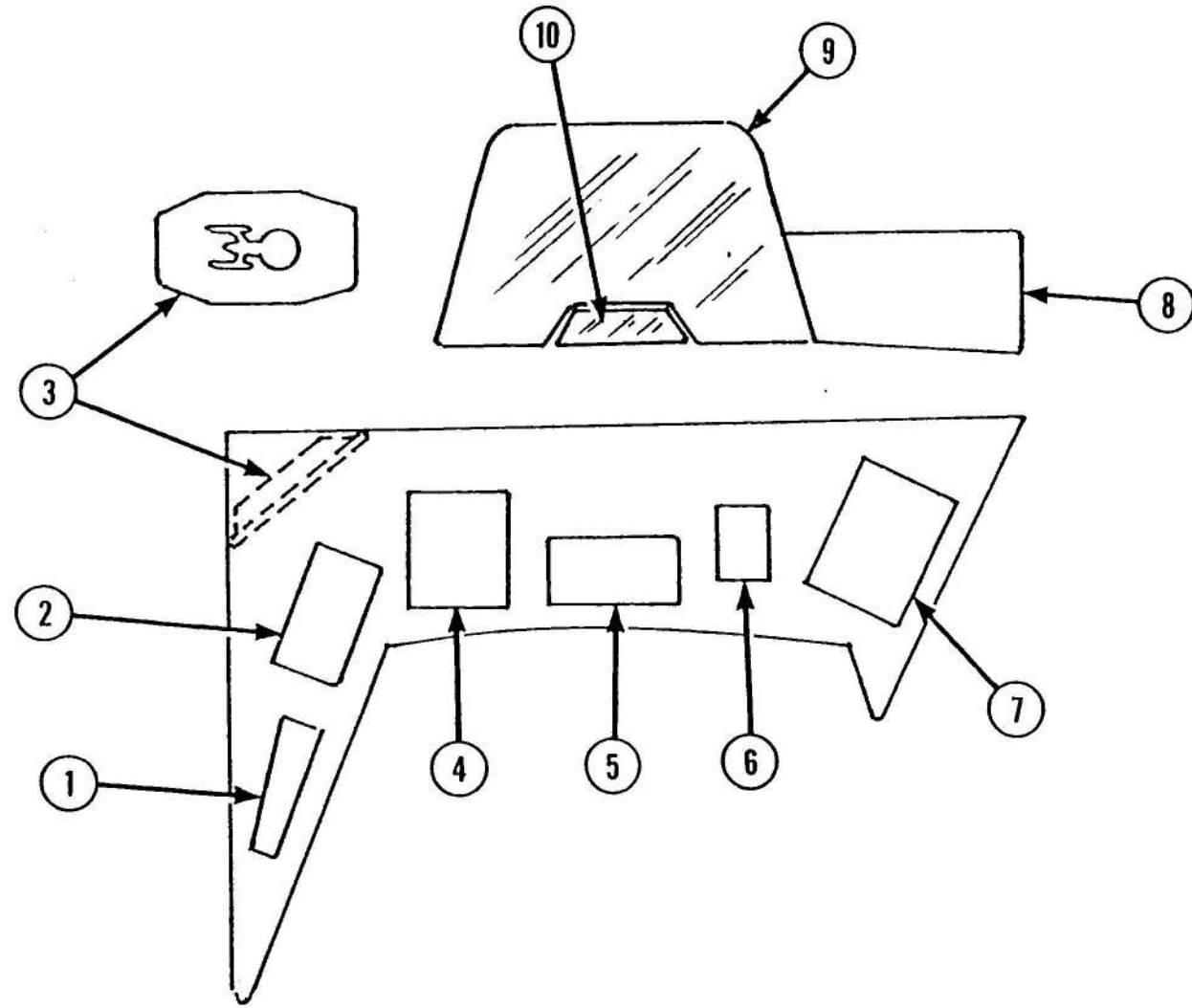
Second Torpedo: Touch (F). (G) will turn on; Two more (C) will go out.

Third Torpedo: Touch (D) again.

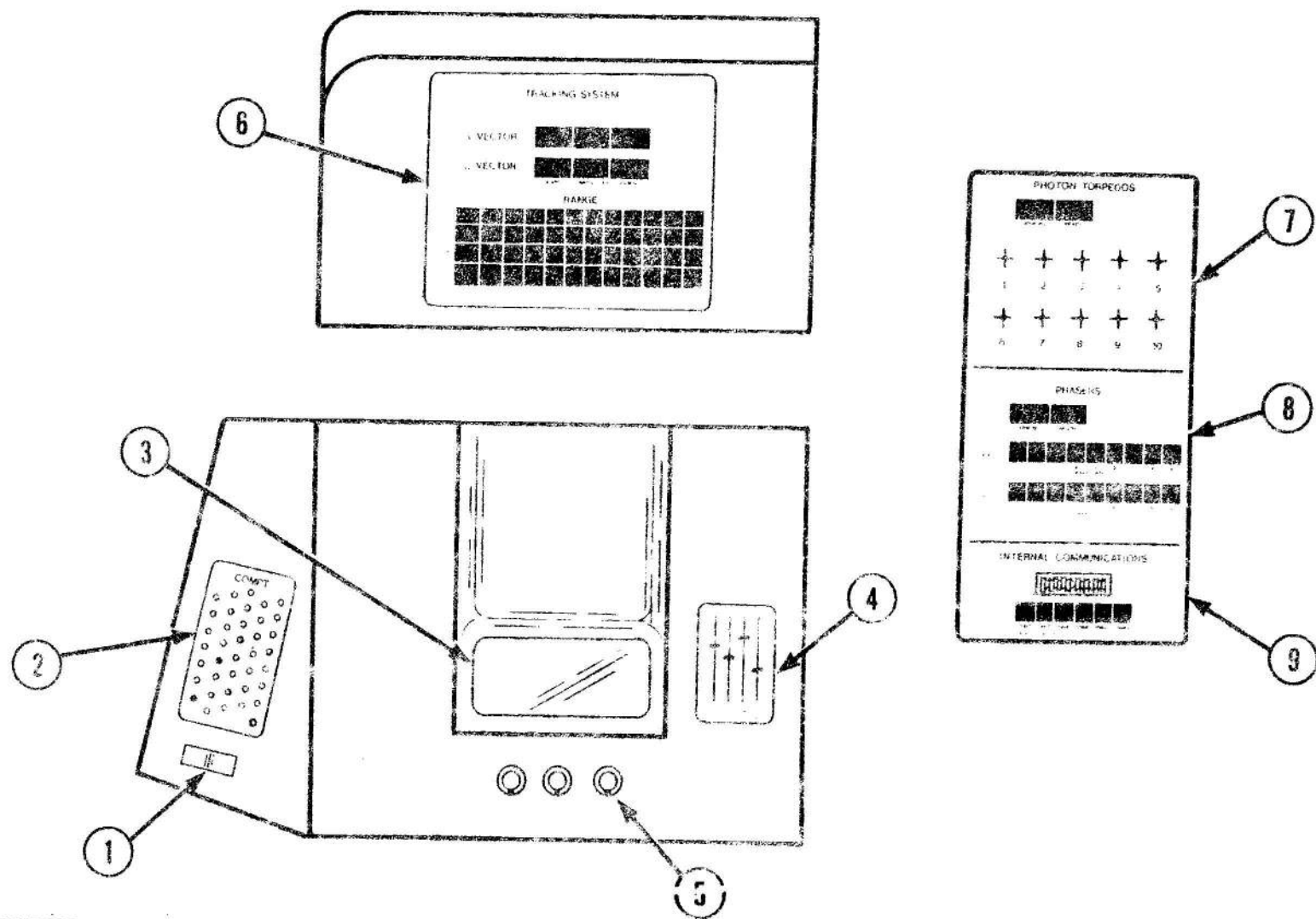
Fourth Torpedo: Touch (F) again. Computer (dummy)



1. AUXILIARY DEFLECTOR CONTROL
2. DEFLECTOR SHIELD CONTROL
3. DEFLECTOR DISPLAY
4. PHASER CHARGING CONTROL
5. FIRE CONTROL PANEL
6. TARGET COMPUTER
7. PHOTON TORPEDO LOADING
8. TORPEDO LOAD DISPLAY
9. TARGET DISPLAY
10. AIM POINT VIEWER



WEAPONS + DEFENSE STATION
(SIT-DOWN STATION)



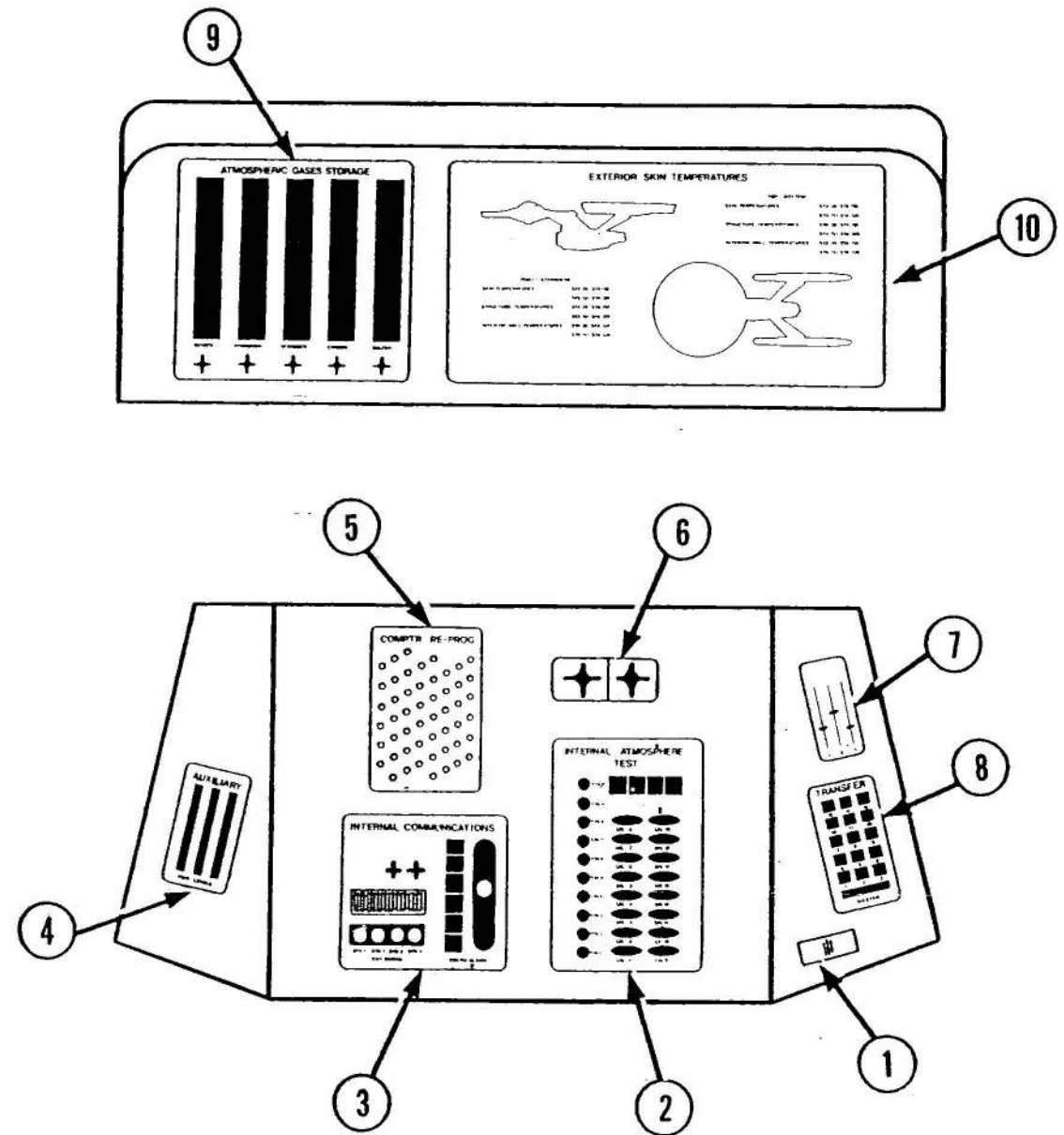
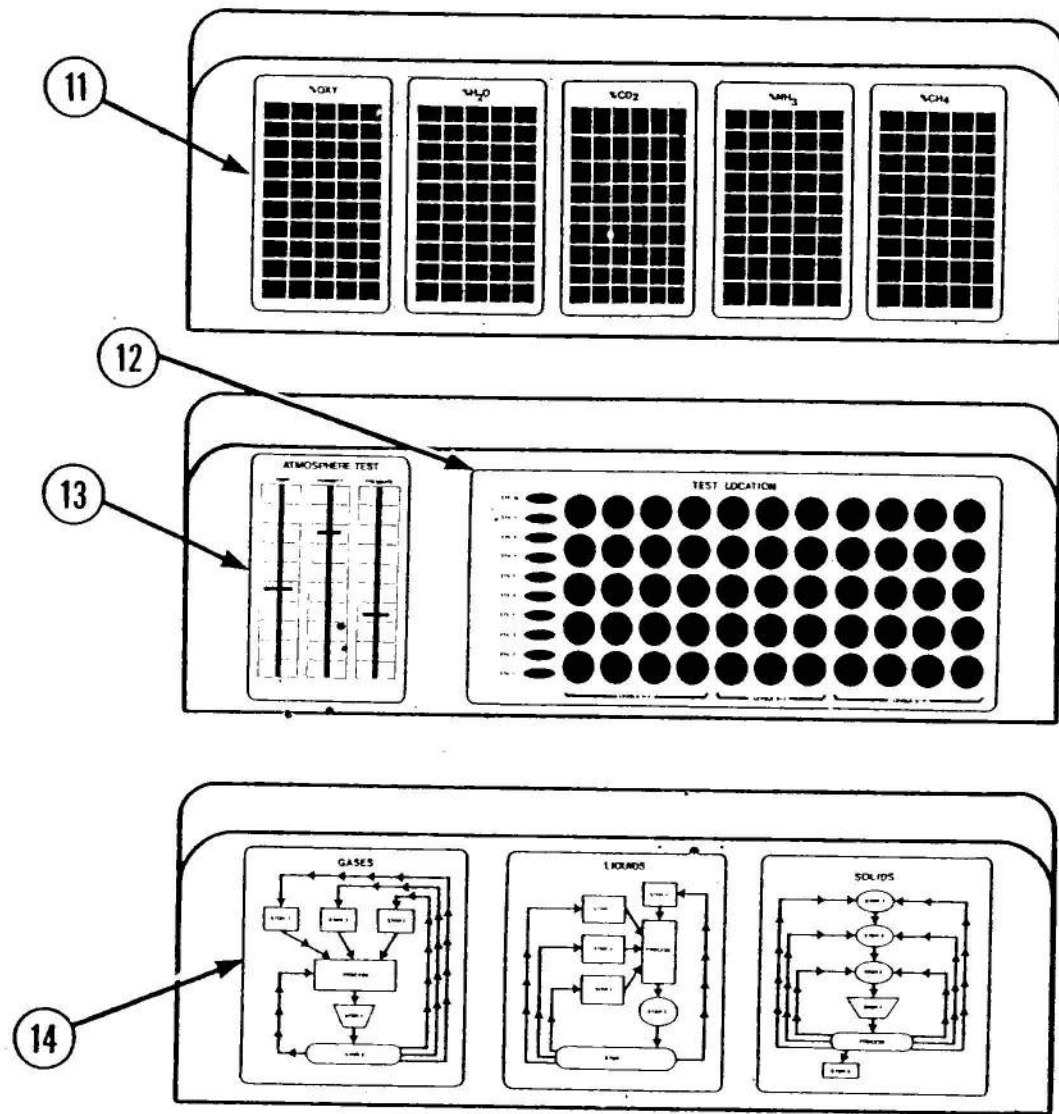
WEAPONS & DEFENSE STATIONS - BRIDGE
(SIT DOWN CONSOLE IN ALCOVE BESIDE ENEMY
TRACKING SPHERE)

ENVIRONMENTAL ENGINEERING STATION - BRIDGE
(STAND-UP CONSOLE OCCASIONALLY ATTENDED BY CREW MEMBER)

THIS STATION MONITORS THE SHIP'S INTERNAL ENVIRONMENT SUCH AS BREATHABLE ATMOSPHERE, RE-CYCLING OF GASES, LIQUIDS, AND SOLIDS, AND TEMPERATURE OF BOTH INTERIOR AND EXTERIOR POINTS ALONG SHIP.

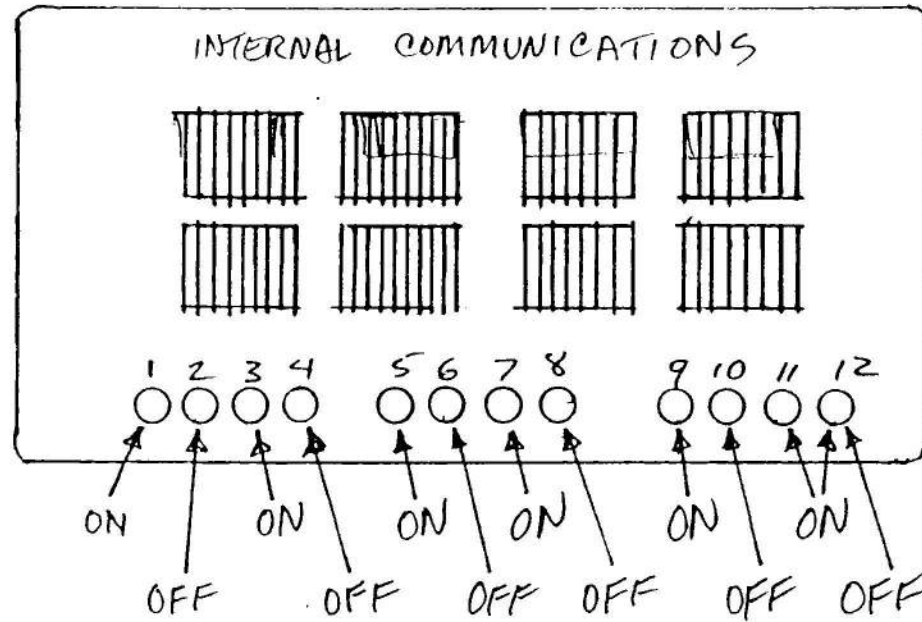
- 1 MASTER POWER SWITCH TURNS ON ALL POWER AND COPY AT THIS STATION.
- 2 INTERNAL ATMOSPHERE TEST UNIT CAN PUNCH UP ANY POINT ON SHIP BY LEVEL AND STATION NUMBER AND READ CONDITIONS BY INDICATOR LIGHTS AT TOP OF PANEL.
- 3 INTERNAL COMMUNICATIONS UNIT IS "AUDIO-ONLY" INTERCOM WITH COVERED SAFETY ALARM BUTTON.
- 4 AUXILIARY POWER LEVELS UNIT SHOWS EMERGENCY POWER DRAIN.
- 5 COMPUTER RE-PROGRAM IS MANUAL OVERRIDE PUNCHED IN ON "ACCORDION" BUTTONS.
- 6 INTERCEPTION ALARM IS TWO ALTERNATELY FLASHING RED LIGHTS WHICH DISPLAY WHEN EVER EXTERNAL FORCE MONITORS OR "JAMS" COMMUNICATIONS OF THE "ENTERPRISE".
- 7 DUMMY INSTRUMENT HAS THREE SLIDER KNOBS.
- 8 TRANSFER UNIT TRANSFERS READOUTS FROM THIS CONSOLE TO ANOTHER STATION ON THE BRIDGE OR SHIP.
- 9 ATMOSPHERIC GASES STORAGE DISPLAYS LEVELS OF SUCH GASES AS: OXYGEN, HYDROGEN, NITROGEN, CARBON, & SULFUR. THE RED CROSSES AT BOTTOM FLASH WHEN LEVELS ARE ABNORMAL.
- 10 EXTERIOR SKIN TEMPERATURES DIAGRAMS DISPLAY FLASHING RED LIGHTS AT STATION POINTS WHERE TEMPERATURES ARE ABNORMAL.
- 11 ATMOSPHERE COMPOSITION BY PERCENTAGE DISPLAYS ANY TEST POINT FOR BOTH INHABITED AND CARGO AREAS OF SHIP. FIVE METERS LIGHT UP LEFT TO RIGHT AND BOTTOM TO TOP UP TO 100% WHEN ALL LIGHTS ARE ON. FIVE LABELS READ % OXYGEN, % H₂O, % CO₂, % HN₃, and % CH₄.
- 12 TEST LOCATION DISPLAYS WHAT POINT IS BEING TESTED BY STATION AND LEVEL NUMBER.
- 13 ATMOSPHERE TEST UNIT DISPLAYS TEMPERATURE, HUMIDITY, AND PRESSURE.
- 14 RE-CYCLING DIAGRAMS OF GASES, LIQUIDS AND SOLIDS DISPLAY STORAGE AND PROCESSING CENTERS.

ENVIRONMENT



ENVIRONMENTAL ENGINEERING STATION - BRIDGE
(STAND-UP CONSOLE OCCASIONALLY ATTENDED
BY CREW MEMBER)

PRACTICAL BUTTONS FOR ACTOR



1 & 2 TURN ON PANELS # 4, #6, #7, #14
THEN PANEL #4 HAS ROW OF
PRACTICAL TOUCH SWITCHES

3 & 4 TURN ON PANELS # 5 & #11
THEN PANEL #11 HAS PRACTICAL
TOUCH SWITCHES

COMMUNICATIONS

5 & 6 TURN ON PANELS # 10, #12, #13

7 & 8 TURN ON PANEL # 9

9 & 10 TURN ON PANELS # 3, #8

11 & 12 TURN ON PANEL #17
(ABOVE)

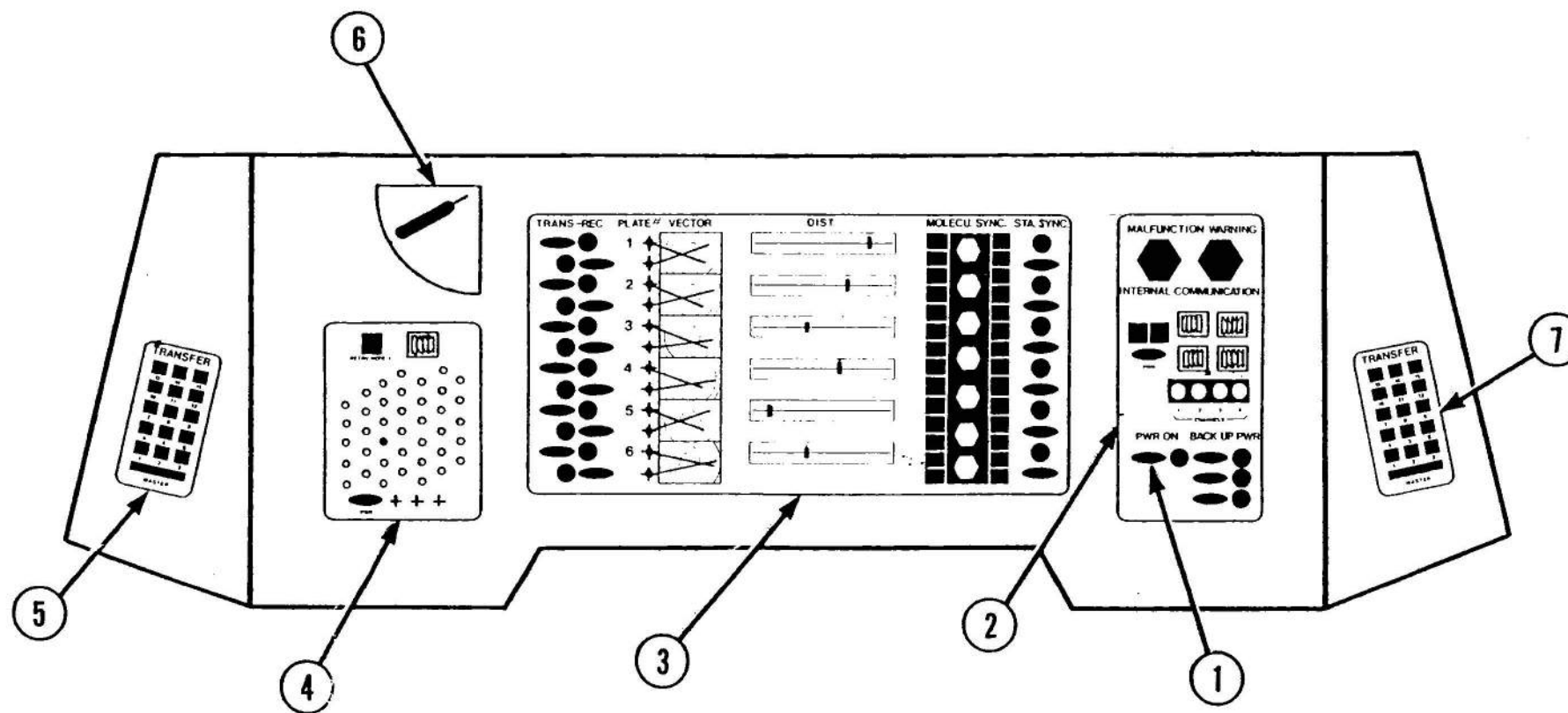
RED ALARM LIGHTS, FLASHING
SQUARES, AND VIEWER SCREENS
ARE OFF STAGE CONTROL -

TRANSPORTER ROOM CONSOLE

STAND-UP CONSOLE FOR ASSIGNED CREW MEMBER)

THIS CONSOLE OPERATES THE SHIP'S MAIN SIX-UNIT TRANSPORTER FOR TRANSPORTING PEOPLE AND LARGE OBJECTS DOWN TO PLANET SURFACES. THE SMALLER TRANSPORTER UNITS ARE ONLY FOR TRANSPORTING OBJECTS WITHIN THE SHIP.

- ① MASTER POWER SWITCH TURNS ON ALL POWER AND COPY FOR CONSOLE.
- ② EMERGENCY CONTROLS ARE AN INTERCOM SYSTEM TO OTHER PARTS OF SHIP, MALFUNCTIONS WARNING LIGHTS, AND AUXILIARY POWER SWITCHES.
- ③ MAIN CONTROLS LEFT TO RIGHT CONSIST OF SWITCH AND INDICATOR LIGHT FOR TRANSPORT OR RECEIVE, TWO KNOBS FOR VECTOR COORDINATES, SLIDER KNOBS FOR DISTANCE SETTINGS, ROWS OF INDICATOR LIGHTS FOR DISPLAYING WHEN MACHINE HAS REACHED MOLECULAR SYNCHRONIZATION WITH PERSON TO BE TRANSPORTED, AND SWITCH AND INDICATOR LIGHT TO SHOW WHEN RECEIVING STATION HAS ALSO REACHED SYNCHRONIZATION.
- ④ COMPUTER INTERFACE - COORDINATES ARE PUNCHED IN WITH "ACCORDION" BUTTONS. THE COMPUTER ANSWERS VERBALLY VIA THE SPEAKER/MICROPHONE (WHICH ALSO PULSES LIGHT WITH THE VOICE-OVER).
- ⑤ TRANSFER UNIT TRANSFERS CONSOLE READ-OUTS TO THE BRIDGE AND OTHER STATIONS ABOARD THE "ENTERPRISE".
- ⑥ MANUAL FINE-TUNING HANDLE IS RECESSED DOWN INTO A WELL.
- ⑦ TRANSFER UNIT ADDS ADDITIONAL STATIONS TO WHICH CONSOLE READ-OUT CAN BE TRANSFERRED.



TRANSPORTER ROOM CONSOLE

(STAND-UP CONSOLE FOR ASSIGNED CREW MEMBERS)

HELMSMAN'S AND NAVIGATOR'S CONSOLE AND CAPTAIN'S CHAIR.
(THREE SIT-DOWN STATIONS IN THE CENTER OF THE BRIDGE.)

NAVIGATOR'S HALF

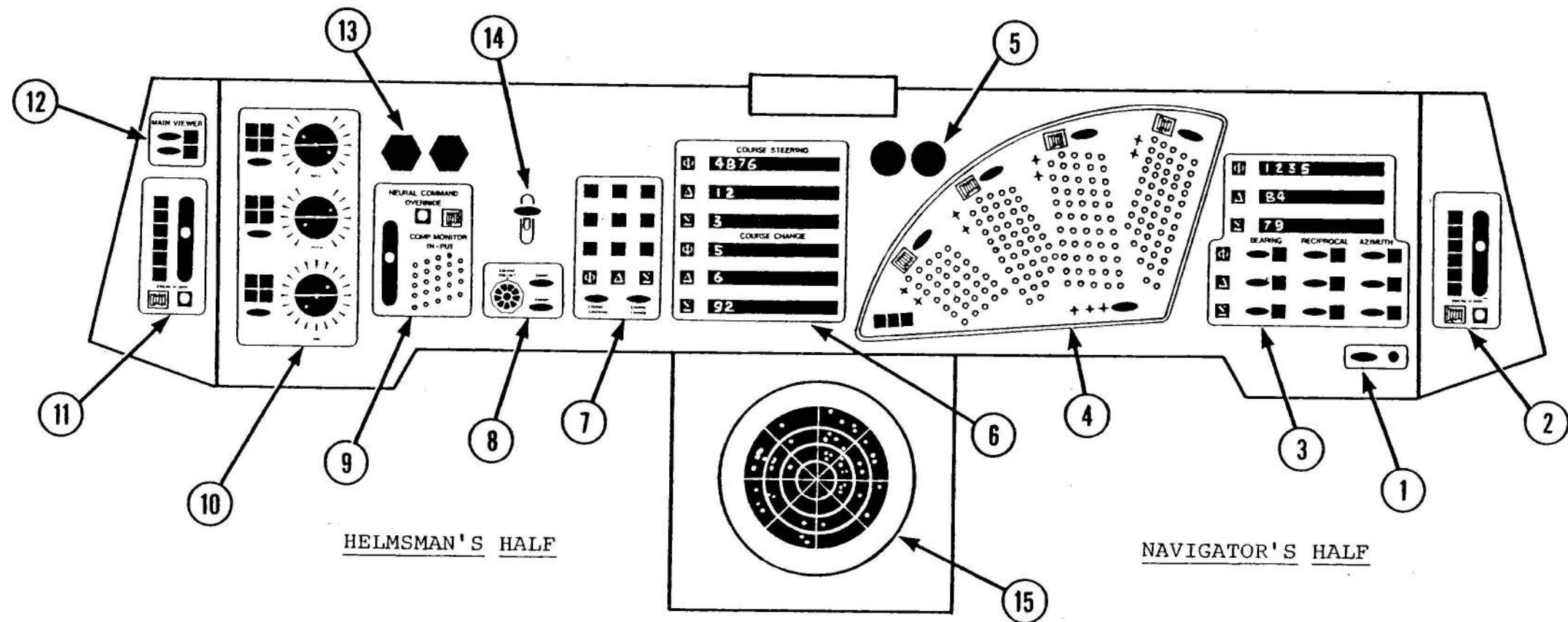
- ① MASTER POWER SWITCH AND INDICATOR LIGHT TURN ON ALL POWER AND COPY FOR CONSOLE.
- ② EMERGENCY ALARM WITH COVERED SAFETY SWITCH AND RED LIGHTS CHASING BOTTOM TO TOP.
- ③ NAVIGATION CO-ORDINATES — THREE ROWS OF SWITCHES READ: BEARING, RECIPROCAL, AND AZIMUTH.
- ④ COMPUTER INTERFACE. CO-ORDINATES ARE PUNCHED IN ON "ACCORDION" BUTTONS AND CREW MEMBER CAN CONVERSE WITH COMPUTER VERBALLY VIA THE FOUR SPEAKER/MICROPHONES ACROSS TOP. FOUR BANKS OF BUTTONS ARE RETRIEVE MODE I - IV.
- ⑤ INTERCEPTION ALARM IS TWO ALTERNATELY FLASHING RED LIGHTS THAT DISPLAY WHENEVER AN EXTERNAL FORCE MONITORS OR "JAMS" THE COMMUNICATIONS OF "ENTERPRISE".
- ⑩ ATTITUDE UNIT DISPLAYS PITCH, ROLL AND YAW OF THE SHIP ACCORDING TO ITS GYROSCOPE WHICH IS SET FOR A PARTICULAR PLANET.
- ⑪ EMERGENCY ALARM COVERED SAFETY SWITCH SOUNDS GENERAL ALARM AND DISPLAYS RED LIGHTS CHASING BOTTOM TO TOP. ALSO HAS INTERCOM UNIT AT BOTTOM.
- ⑫ MAIN VIEWER SWITCHES CAN DISPLAY CONSOLE READOUTS ON GIANT WALL VIEWER OF THE BRIDGE.
- ⑬ INTERCEPTION ALARM IS TWO ALTERNATELY FLASHING RED HEXAGONS THAT DISPLAY WHEN EXTERNAL FORCE MONITORS OR "JAMS" THE COMMUNICATIONS OF THE "ENTERPRISE".
- ⑭ MANUAL OVERRIDE LEVEL CONTROLS SPEED OF SHIP LIKE A THROTTLE.
- ⑮ CELESTIAL MAP HEMISPHERE IS RAISED DOME WITH GLASS COVER THAT PROJECTS DIFFERENT SECTORS OF THE GALAXY.

HELMSMAN'S HALF

- ⑥ COURSE STEERING AND COURSE CHANGE. SIX ROWS OF NUMBERS DISPLAY WHAT COURSE IS SET AND BELOW HOW MUCH DEVIATION FROM COURSE.
- ⑦ AUXILIARY STEERING DATA DISPLAYS NINE NUMBERS AND SWITCHES MARKED COURSE STEERING AND COURSE CHANGE.
- ⑧ COURSE PRE-SET CAN PUNCH UP THE NEXT SEQUENCE OF PRE-SET CO-ORDINATES FOR THE NEXT PHASE OF THE MISSION.
- ⑨ NEURAL COMMAND OVERRIDE. FOR CRITICAL MANEUVERS THE HELMSMAN ATTACHES A NERVE-IMPULSE SENSING MECHANISM TO HIMSELF TO SPEED HIS ABILITY TO OVERRIDE THE COMPUTER MANUALLY.

CAPTAIN'S CHAIR

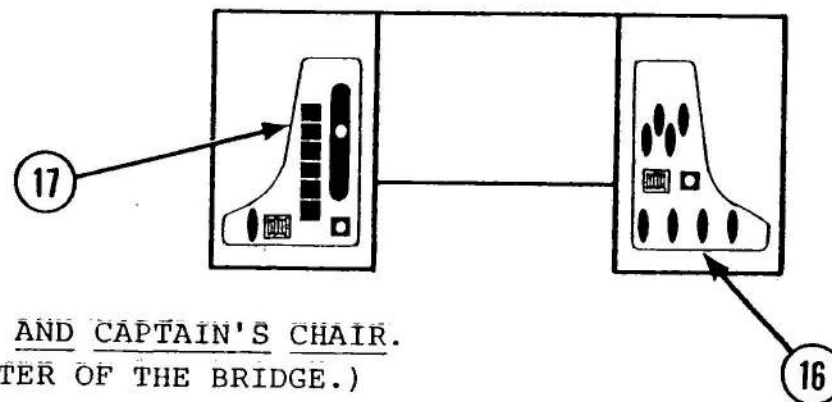
- ⑬ DUMMY INSTRUMENTS WITH INTERCOM IN THE CENTER. MAY BE USED FOR MAIN VIEWER CONTROLS.
- ⑰ EMERGENCY ALARM AND INTERCOM UNIT.



HELMSMAN'S HALF

NAVIGATOR'S HALF

CAPTAIN'S CHAIR



HELMSMAN'S AND NAVIGATOR'S CONSOLE AND CAPTAIN'S CHAIR.
(THREE SIT-DOWN STATIONS IN THE CENTER OF THE BRIDGE.)

(ADDITIONAL CONSOLES FOR XON OR SUBORDINATE)

THESE TWO CONSOLES ROLL OUT FROM BELOW SCIENCE
CONSOLE AS NEEDED - LEFT, RIGHT OR BOTH.

- ① MICROSCOPY - FOR HIGH MAGNIFICATION
EXAMINATION OF EITHER SAMPLE SPECIMEN
OR OBJECT ON PLANET SURFACE. MICRO-
SCOPE RAISES UP FROM WELL TO EYE LEVEL.
SWITCHES READ:
POWER
RAISE/LOWER (MICROSCOPE - SEE ②)
VIEWER (TURNS ON VIEWER ON WALL ABOVE)

AT THIS POINT XON SPEAKS TO SHIP COMPUTER
AND ASKS FOR CERTAIN SAMPLE. THEN TWO
ELLIPTICAL LIGHTS ABOVE LIGHT UP ONE AT A
TIME:

SAMPLE ACQUIRED
POSITIONED

THE SWITCH AT LEFT RAISES MAGNIFICATION EACH
TIME IT'S DEPRESSED AND LIGHTS ANOTHER LIGHT
(LEFT TO RIGHT) LABELED "MAGNIFICATION".

- ② MICROSCOPE -

- ③ COMPUTER CLONE - THIS UNIT TAKES THE DNA
CODE FROM ANY SINGLE ORGANIC CELL AND
DISPLAYS A COMPUTER IMAGE OF WHAT THE
COMPLETED ORGANISM WOULD LOOK LIKE
(AS AN ADULT). THEN A HOLOGRAM IMAGE
IS PROJECTED IN A PORTABLE 6" LUCITE
BALL (SEE ④).

- ④ COMPUTER CLONE HOLOGRAM BALL -

- ⑤ GRAVITATION_{WALL} WAVES - THIS UNIT ANALYSES THE
GRAVITY OF A PLANET. THE TWO SPIRALS
REVOLVE. THE SWITCHES READ:

POWER
VIEWER
FREQUENCY

ROW OF LIGHTS TO RIGHT LIGHT UP BOTTOM
TO TOP.

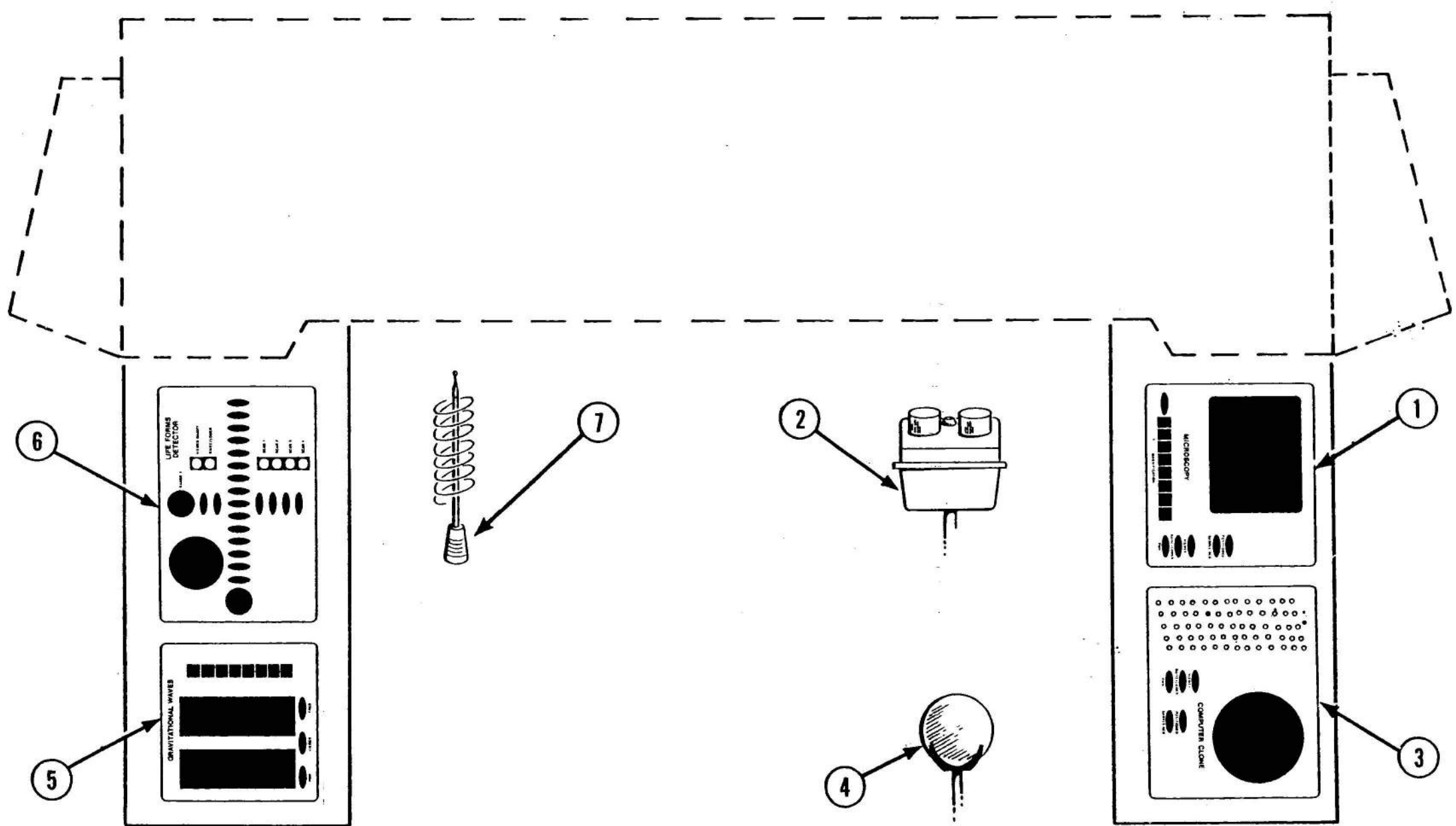
- ⑥ LIFE FORMS DETECTOR - THIS UNIT ANALYSES
LIFE FORMS ON A PLANET. AT TOP AND
LEFT ARE TWO KNOBS THAT PULL UP TWO
RODS OUT OF WELLS. THESE SET THE
COORDINATES (THE CORRESPONDING ROWS

OF LIGHTS). AN INSTRUMENT RAISES OUT
OF THE WELL FOR MANUAL "FINE TUNING"
OF THIS UNIT. BUTTONS READ:

VIEWER ON/OFF
RAISE/LOWER (SEE INSTRUMENT 7)
SCAN 1
SCAN 2
SCAN 3
SCAN 4

- ⑦ THERAMIN - LIKE INSTRUMENT - THIS IS
MANUAL "FINE TUNING" FOR LIFE FORMS
UNIT. LIKE THE "THERAMIN" MUSICAL
INSTRUMENT THIS WORKS BY WAVING YOUR
TWO HANDS NEAR IT - ONE HAND VERTICALLY,
ONE HORIZONTALLY. IT MAKES ELECTRONIC
HUMMING SOUND EFFECTS.

SCIENCE AUX.



SCIENCE OFFICER'S STATION - BRIDGE
EXTRA ROLL-OUT CONSOLES

(ADDITIONAL CONSOLES FOR XON OR SUBORDINATE)

COMMUNICATIONS STATION - BRIDGE

(SIT-DOWN CONSOLE FOR LT. UHURA OR SUBORDINATE)

THIS BRIDGE STATION HANDLES ALL INCOMING AND OUTGOING COMMUNICATION TRANSMISSIONS. ADDITIONAL FUNCTIONS ARE HANDLING THE CONTROLS FOR THE SHIP'S LOG, THE MAIN VIEWER, AND HOLOGRAPHIC PROJECTIONS.

1 MASTER PWR SWITCH - TURNS ON THE POWER AND ALL COPY FOR CONSOLE.

2 DATA CARTRIDGE SLOT - IS WHERE SPECIAL MESSAGE CASSETTES ARE INSERTED.

3 EXTERNAL COMMUNICATIONS VIEWER - OPERATES THE VIDEO TRANSMISSIONS. THE PANEL HAS TWO IDENTICAL SETS OF CONTROLS - ONE FOR IMPULSE DRIVE AND ONE FOR WARP DRIVE.

THE PRW SWITCH TURNS ON THE LIGHTED BAND AND CALIBRATIONS TO THE LEFT AND THE SEVEN LIGHTS, ONE AT A TIME, TO THE RIGHT.

THE MONITOR SWITCH ABOVE TURNS ON ONE OF THE VIEWERS ON WALL ABOVE.

THE MAIN VIEWER SWITCH TURNS ON THE SMALL ROUND VIEWER ON WALL ABOVE.

"WARP DRIVE" IS IDENTICAL. WHEN THE PWR (POWER) ON SWITCH TURNS ON, THE IMPULSE SET BELOW AUTOMATICALLY GOES OFF.

THE CALIBRATED SLIDER KNOBS ARE FOR FINE TUNING VIEWER.

THE SPEAKER/MICROPHONE ON BOTTOM OF UNIT PULSES LIGHT WITH THE VOICE-OVER.

4 EXTERNAL COMMUNICATIONS - AUDIO - THIS ALSO IS IN TWO IDENTICAL PARTS - IMPULSE DRIVE AND WARP DRIVE.

THE PWR ON SWITCH LIGHTS THE SQUARES TO THE RIGHT (ADDITIVELY). THE LONGER YOU HOLD THE SWITCH DOWN THE MORE LIGHTS COME ON. IT ALSO LIGHTS THE BAND AND CALIBRATIONS TO THE RIGHT.

THE DISPLAY SWITCH TURNS ON THE VOICE-GRAPH VIEWER (SEE 16 ON WALL ABOVE). ALSO THE LIGHTS TO THE RIGHT LIGHT UP ADDITIVELY LEFT TO RIGHT (THE LONGER THE BUTTON IS DEPRESSED).

COMPUTER RECEIVE SWITCH LIGHTS UP LIGHTS TO RIGHT AND ENGAGES THE FULL SHIP'S COMPUTER LIBRARY TO TRANSLATE THE INCOMING MESSAGE INTO ENGLISH. MOMENTARILY A VOICE-OVER STARTS.

THE COMPUTER TRANSLATE SWITCH LIGHTS THE ROW OF LIGHTS TO RIGHT AND STARTS LIBRARY TRANSLATION AND OUTGOING TRANSMISSION OF EVERYTHING BEING SAID BY LT. UHURA.

THE NAVIGATION-LOCATE SWITCH LIGHTS UP LIGHTS TO RIGHT AND LOCKS IN WITH NAVIGATION SYSTEM TO RECEIVE AND BROADCAST THE CO-ORDINATES OF TRANSMISSION LOCATION.

THE WARP DRIVE SYSTEM ABOVE IS IDENTICAL TO THE IMPULSE SYSTEM JUST DESCRIBED. WHEN THE (WARP) POWER SWITCH IS PRESSED IT AUTOMATICALLY TURNS OFF THE IMPULSE SYSTEM BELOW.

THE CALIBRATIONS AND SLIDER KNOBS TO THE RIGHT ARE FOR FINE TUNING THE AUDIO TRANSMISSION.

5 INTERNAL COMMUNICATIONS UNIT - OPERATES THE SYSTEM WITHIN THE SHIP. THE BUTTONS ALONG BOTTOM LIGHT THE SQUARE AROUND IT AND TURN ON THE VIEWER ON WALL ABOVE. ALSO BUTTON STARTS THE RAISED PLASTIC "SPEAKER/MICROPHONE" ABOVE IT PULSING LIGHT WITH LT. UHURA OR VOICE-OVER. THERE ARE TWELVE BUTTONS FOR CALLING DIFFERENT STATIONS AROUND THE SHIP.

6 TRANSFER UNIT IS FOR SWITCHING A COMMUNICATION OVER TO ANOTHER BRIDGE OR SHIP STATION. THE SQUARES ARE LIGHTED BUTTONS. THE "MASTER" BUTTON AT BOTTOM WOULD TURN ON ALL STATIONS AT ONCE.

7 LANGUAGE TRANSLATION UNIT - IS FINE TUNING FOR THE VOICE-GRAPH VIEWER ON WALL ABOVE. THE SHIP'S COMPUTER AUTOMATICALLY DOES THE TRANSLATION SEARCH.

8 HOLOGRAPHIC TRANSMISSION UNIT PROJECTS AN IMAGE IN THE CENTER OF BRIDGE OR IN THE BRIEFING ROOM, ETC. WHEN TRANSMISSION IS INCOMING THE RED CROSS STARTS FLASHING -

LT. UHURA THEN PRESSES THE "RECEIVE-ON" BUTTON AND THE IMAGE APPEARS ON SMALL ROUND MONITOR ON WALL ABOVE. THEN SHE FINE TUNES WITH THE LIGHTED, SQUARE BEARING "X", "Y", OR "Z AXIS" BUTTONS SLOTS. THE COMPUTER AUTOMATICALLY ADJUSTS THE SOUND WHICH IS DISPLAYED BY THE LIGHTED BAND IN MIDDLE.

9 LOG MEMORY IS THE SHIP'S LOG UNIT. LT. UHURA WORKS CONTROLS FOR THE CAPTAIN, WHO CAN RECORD FROM HIS CHAIR. THE SWITCHES ARE POWER, RECORD MODE, PLAY MODE, AND ERASE. EACH SWITCH LIGHTS UP A ROW OF COLORED CROSSES TO THE RIGHT. A RAISED PLASTIC SPEAKER/MICROPHONE AT BOTTOM PULSES LIGHT WITH VOICE-OVER.

10 MANUAL ANTENNA CONTROL UNIT IS A MANUAL OVERRIDE FOR AUTOMATIC SYSTEM. THE SWITCHES ARE "POWER", "FORWARD", AND "AFT". THEY LIGHT RED SQUARES TO RIGHT.

11 AUTOMATIC BEACON SYSTEM BOTH RECEIVES "SOS" SIGNALS FROM OTHER CRAFT AND TRANSMITS "SOS" SIGNAL FOR ENTERPRISE. ALSO HAS THE CAPABILITY OF EJECTING A MESSAGE - TRANSMITTING POD INTO SPACE IN CASE THE "ENTERPRISE" FEARS TOTAL DESTRUCTION.

12, 13, & 14 POWER LEVEL BANDS DISPLAY POWER LEVELS OF TRANSMITTERS. 12 IS AN AUXILIARY GENERATOR WITH 3 ROWS OF LIGHTS TO SHOW WHEN IT REACHES FULL POWER.

HOODED VIEWER PANEL

15 VIEWER INDICATOR LIGHTS PANELS - SQUARE, COLORED LIGHTS THAT BLINK AT RANDOM - INDICATE BY COLOR-CODE WHAT SYSTEM IS DISPLAYING ON VIEWER.

16 ALIEN VOICE-GRAPH VIEWER - DISPLAYS ALIEN VOICE FOR TRANSLATION ANALYSIS BY COMPUTER. TURNED ON BY PANEL 4 "DISPLAY" SWITCH.

17 EMERGENCY DISTRESS BEACON VIEWER - NOT REAR PROJECTION BUT IS A REMOVABLE FILM POS OF A DIGITAL CODE (MADE UP OF A 9 POINT BRAILLE-LIKE SYSTEM). This

COMMUNICATIONS

SCIENCE OFFICER'S STATION - BRIDGE

(SIT-DOWN CONSOLE WITH TWO AUXILIARY ROLL-OUT CONSOLES FOR XON OR SUBORDINATE)

THIS BRIDGE STATION HANDLES THE SCIENTIFIC INVESTIGATION OF PLANET SURFACES AND ANY DEEP SPACE PHENOMENON ENCOUNTERED IN ROUTE. THIS CONSOLE IS THE MOST ELABORATE COMPUTER LIBRARY INTERFACE ON THE BRIDGE.

1 POWER ON SWITCH - TURNS ON ALL POWER AND COPY ON CONSOLE AND THE READ-OUT PANELS ABOVE.

2 RADIOMETRICS - TESTS FOR TYPES OF RADIATION. GRAPH ON RIGHT SHOWS ALPHA, BETA AND GAMMA RAYS. TWO RED CROSSES LIGHT UP FOR DANGER LEVELS.

THE SWITCHES READ:

| | |
|-----------------|-------|
| POWER | ALPHA |
| SCAN SPEED | BETA |
| SCALE EXPANSION | GAMMA |

3 COMPUTER LIBRARY KEYBOARD -
POWER ON - SWITCH TURNS ON THE THREE COLORED CROSSES AND THE THREE LIGHTS TO THE RIGHT.

RETRIEVE MODE I - SWITCH TURNS ON THE LIGHTED SPEAKER/MICROPHONE TO THE RIGHT (PULSES WITH VOICE OF COMPUTER), THE TWO RED CROSSES AND THE BANK OF "ACCORDION" BUTTONS BELOW. LIKE THE MUSICAL ACCORDION YOU CAN OPERATE THESE BUTTONS WITHOUT LOOKING - BY TOUCH ONLY. THE RED BUTTON IN CENTER HAS AN INDENTATION TO GIVE YOU A REFERENCE POINT. XON CAN BE WATCHING VIEWER WHILE HE OPERATES THESE BUTTONS.

RETRIEVE MODE II - THE SAME

RETRIEVE MODE III - ETC.

RETRIEVE MODE IV - ETC.

4 RIGHT AUXILIARY CONSOLE - SWITCH THAT ROLLS OUT THE ADDITIONAL CONSOLE ON THE RIGHT. (SEE FOLLOWING PAGES FOR DETAILS)

5 LEFT AUXILIARY CONSOLE - SAME AS ABOVE

6 INTERNAL COMMUNICATIONS - THE CONTROLS FOR THE VIDEO INTERCOM SYSTEM POWER ON SWITCH BUTTONS 1 THRU 8 ARE THE DIFFERENT INTERCOM STATIONS ON THE SHIP. THE CORRESPONDING SPEAKER/MICROPHONES ABOVE PULSE WITH VOICE-OVER. THE TWO VIEWERS ABOVE (SEE 16) ARE FOR THIS UNIT. ON THE RIGHT IS THE SAFETY SWITCH FOR THE GENERAL ALARM.

7. MAGNETOSTATICS - THIS UNIT TESTS THE MAGNETIC PROPERTIES OF A PLANET SURFACE. THE ACCORDION BUTTONS ARE THE CO-ORDINATES ON THE PLANET. IN THE CENTER IS A "TELEGRAPH KEY" CONTROL THAT LIGHTS THE ORANGE CROSSES BELOW AND THE RED AND GREEN LIGHTS TO RIGHT. THE ELLIPSE SWITCHES ARE TITLED EMF (ELECTROMOTIVE FORCE) AND READ:

| | |
|---|------------------------|
| FLUX 1 | FLUX 2 |
| W (WORK) | Q (CHARGE) |
| POLARITY | CURRENT |
| REV (REVERSIBLE) | IRREV (IRREVERSIBLE) |
| MAG 6x10 ⁻⁸ (MAGNETIC FIELD) | MAG 8x10 ⁻⁸ |
| MAG 2x10 ⁻⁸ | MAG 4x10 ⁻⁸ |
| POS | NEG |

8 TEMPERATURE - UNIT MEASURES TEMPERATURE OF PLANET SURFACE OR OF A SPACE PHENOMENON. TO RIGHT IS HOLDER WITH LIGHT PEN. PEN TURNS ON UNIT WHEN LIGHT HITS THE COORDINATES ON GRAPH TO LEFT. BLUE LIGHTS BLINK ON AND OFF AS UNIT SCANS VARYING TEMPERATURES.

9 DUMMY INSTRUMENT

10 DUMMY INSTRUMENT

11 REMOTE PROBES - UNIT MAKES VARIOUS TESTS OF PLANET SURFACE:

(A) SURFACE TENSION - SWITCHES ARE ACCORDION BUTTONS AND TWO LIGHTS THAT READ HARD OR SOFT.

(B) DENSITY - SWITCHES READ:

| | |
|-----------------|---------------------|
| PWR (POWER ON) | MASS |
| VIB (VIBRATION) | ATM WT. (ATOMIC WT) |

(C) VISCOSITY - TWO SLIDER KNOBS WITH LIGHTED BANDS.

(D) TENSILE STRENGTH - SWITCHED READ:

| | |
|---|---|
| 1 | 2 |
| 3 | 4 |
| 5 | 6 |

SEE 17 18 19 AND 20 FOR VIEWER DISPLAYS OF THESE CONTROLS.

12 AUXILIARY POWER - LIGHTED BAND DISPLAYS POWER FROM AUXILIARY GENERATOR.

13 POWER LEVELS - DISPLAYS POWER TO SCIENCE UNITS. LIGHTED BANDS LABELED CIRCUIT I, CIRCUIT II, CIRCUIT III, CIRCUIT IV.

14 INDICATOR LIGHTS - SHOW WHICH UNIT IS DISPLAYING IMAGES ON VIEWER ABOVE. COPY ON LIGHTS READS:

LIFE FORMS, CLONE, ENERGY EMISSION, MICROSCOPY, MAGNETOSTATICS, ATOMIC STRUCTURE.

15 DUMMY LIGHTS

16 VIEWERS

17 TENSILE STRENGTH VIEWER - LIGHTED BAND WITH CALIBRATIONS.

18 DENSITY VIEWER - GRID WITH MOVING LIGHTS.

19 TEMPERATURE VIEWER - UNIT SHOWS "INFRARED"-TYPE PATTERNS. RED AND GREEN CROSSES TO RIGHT INDICATE SAFETY LEVELS.

20 SURFACE TENSION VIEWER - MOVING LIGHT ON CALIBRATIONS.

21 VIEWERS -

22 WAVE DISPERSION VIEWER - FOR SPECTRUM OF WAVE ANALYSES

23 RADIATION LEVELS VIEWER - LIGHTED DOT PATTERNS REVOLVING BEHIND RODS. VIEWER FOR RADIOMETRICS.

24 VISCOSITY VIEWER - BALL DROPS IN CALIBRATED TUBE. COUNTING DIALS ARE TO RIGHT.

SCIENCE

PRACTICAL BUTTONS FOR ACTOR

SCIENCE

PANELS # 2, 28 ARE TURNED ON
FROM #2 — LEFT="ON", RIGHT="OFF"

THE AUXILIARY CONSOLES ROLL OUT
FROM CUE BACK STAGE

PANEL #3 — LEFT="ON", RIGHT="OFF"
THEN TOUCH SWITCHES ARE PRACTICAL —
THE LOWER RIGHT HAND OVAL SWITCH
TURNS OFF THE COMPUTER PANELS

PANEL #6 — TOP="ON", BOTTOM="OFF"

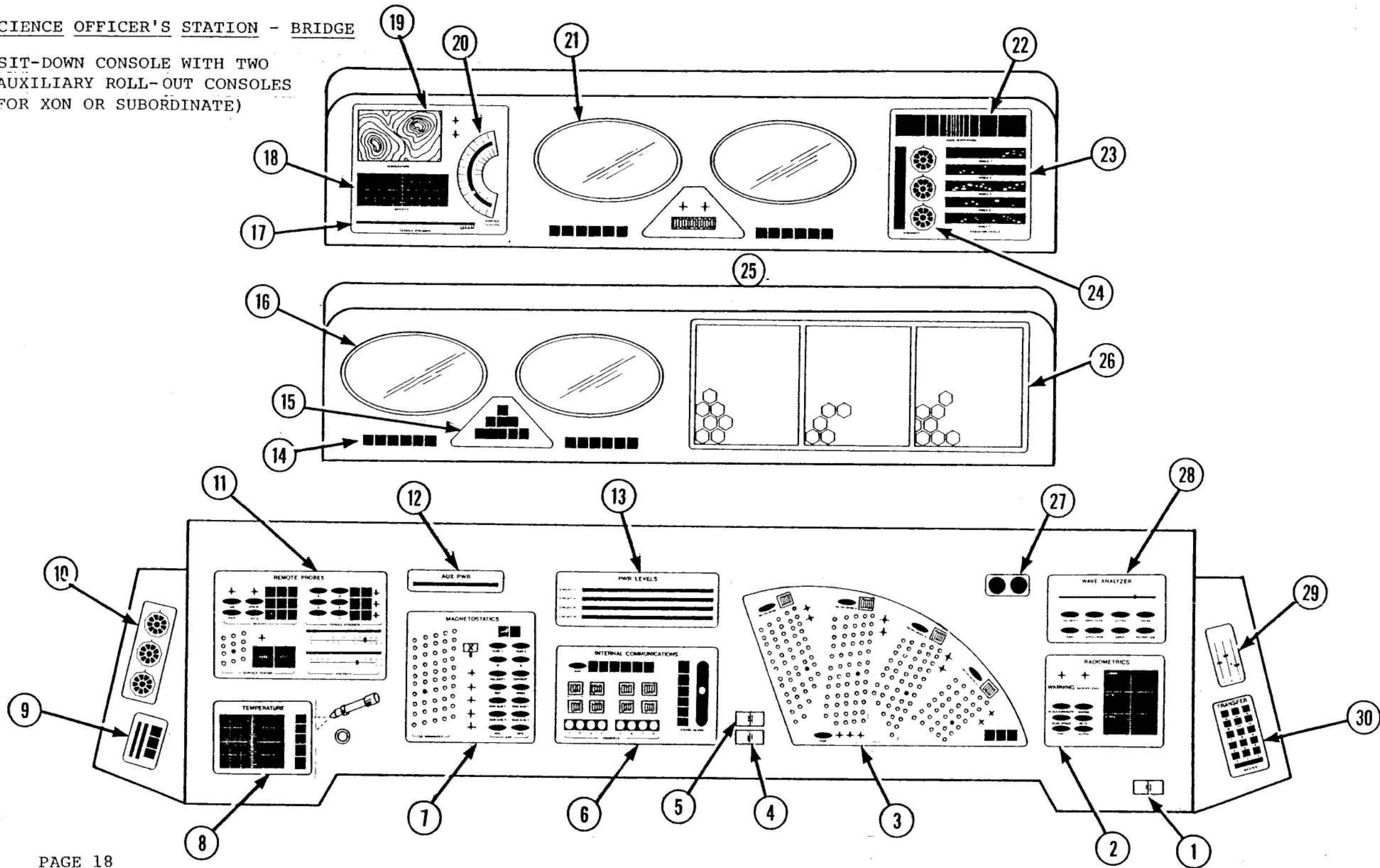
PANEL #7 — LEFT="ON", RIGHT="OFF"

PANELS # 9, #12, #13 ARE ALWAYS ON
(CAN BE SHUT OFF BACK STAGE)

PANEL # 11, #8 ARE TURNED ON FROM
#11 — LEFT="ON", RIGHT="OFF"

SCIENCE OFFICER'S STATION - BRIDGE

(SIT-DOWN CONSOLE WITH TWO
AUXILIARY ROLL-OUT CONSOLES
FOR XON OR SUBORDINATE)



TRACTOR BEAM UNIT OF ENGINEERING STATION - BRIDGE

(STAND-UP TO LEFT OF SCIENCE CONSOLE FOR
COMMANDER "SCOTTY" SCOTT OR SUBORDINATE)

NOTE: THIS UNIT TO BE BUILT ON REQUEST FOR
SCRIPT.

THIS UNIT FOLDS DOWN FROM WALL TO THE LEFT OF
ENGINEERING STATION. TWO "JOY STICK" HANDLES
PULL UP OUT OF THE CONSOLE TO CONTROL THE TRACTOR
BEAM. ONE BEAM IS OUT OF THE PORT SIDE WHILE
THE OTHER IS OUT OF THE STARBOARD. THE BEAM
CAN BE SET TO EITHER ATTRACT OR REPEL SO AN
OBJECT CAN BE "GRABBED" AND MANEUVERED IN SPACE.

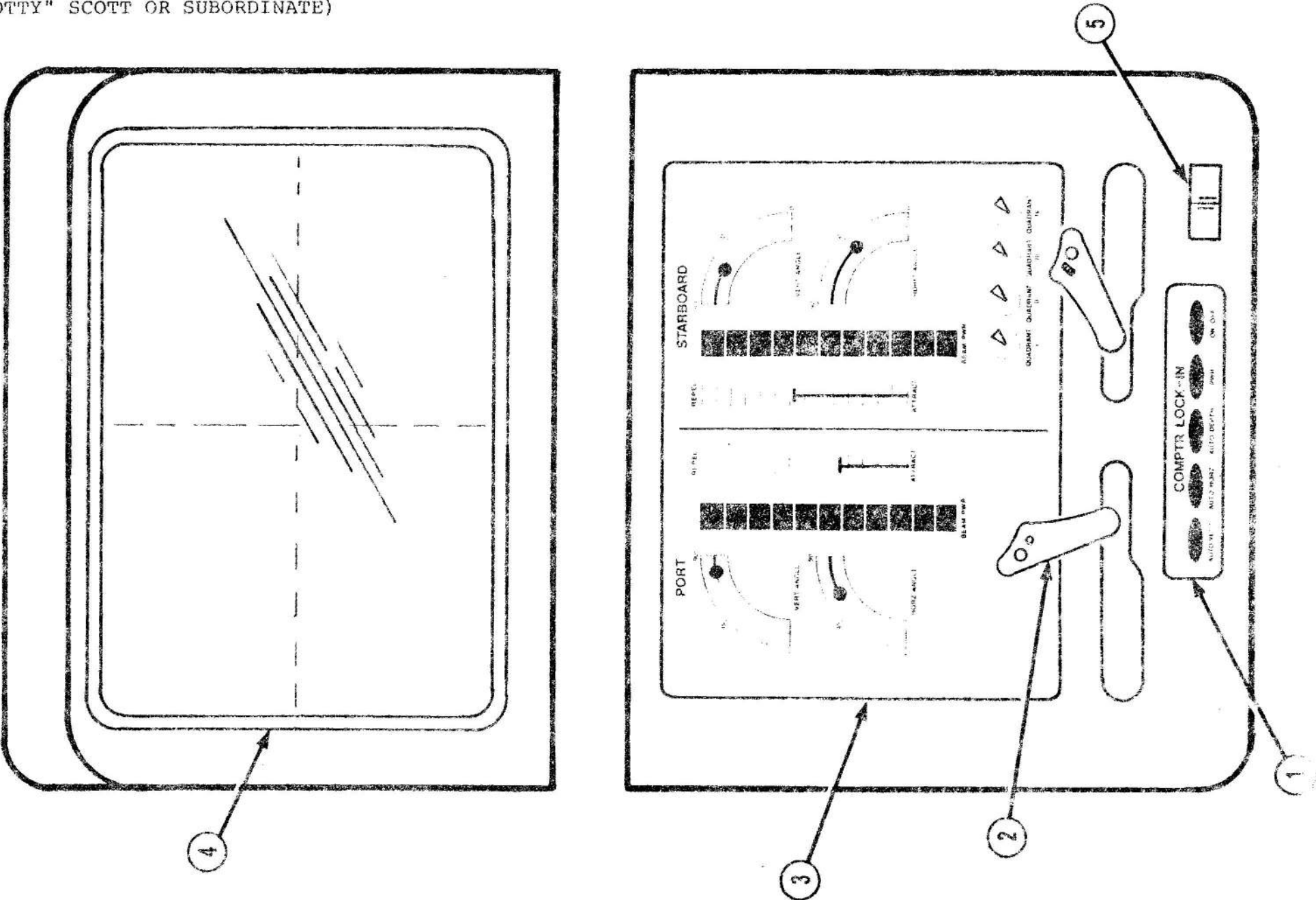
- 1 COMPUTER LOCK-IN UNIT - TURNS ON MACHINE
AND LOCKS THE COMPUTER CONTROL SYSTEM
INTO TRACTOR BEAM FOR LONG DISTANCE
"TOWING" OF AN OBJECT. SWITCHES READ:

ON/OFF
POWER (EACH TIME IT'S DEPRESSED THE
TWO COLUMNS ABOVE LIGHT UP
BOTTOM TO TOP ADDITIVELY)
AUTO-DEPTH (COMPUTER HOLDS AT THIS
DISTANCE)
AUTO HORIZONTAL (COMPUTER HOLDS ON
THIS COORDINATE)
AUTO VERTICAL (COMPUTER HOLDS AT
THIS COORDINATE)
- 2 CONTROL HANDLES - MANUAL CONTROLS. THESE
DISPLAY ON THE CALIBRATIONS ABOVE
FOLD BACK DOWN INTO UNIT AS IT GOES
BACK INTO WALL.
- 3 CONTROL PANEL AND DISPLAY - CALIBRATIONS
IN CENTER DISPLAY SCALE OF "ATTRACT"
UP TO "REPEL". ROWS OF LIGHTS DISPLAY
POWER BEING EXPENDED. QUARTER CIRCLE
CALIBRATIONS DISPLAY ANGLE OF BEAM
AND ARE SET BY FOUR KNOBS BELOW.
- 4 VIEWER - DISPLAYS IMAGE OF OBJECT FROM
FOUR DIFFERENT VIEWERS. (SCREEN
DIVIDED IN QUARTERS)
- 5 CONSOLE RETRACT - SWITCH RETRACTS UNIT
BACK INTO WALL.

TRACTOR BEAM

TRACTOR BEAM UNIT OF ENGINEERING STATION - BRIDGE

(STAND-UP TO LEFT OF SCIENCE CONSOLE FOR
COMMANDER "SCOTTY" SCOTT OR SUBORDINATE)



ENGINEERING STATION - BRIDGE

(SIT-DOWN CONSOLE FOR COMMANDER "SCOTTY" SCOTT WHEN HE IS IN BRIDGE
OR MANNED BY SUBORDINATE IN A GENERAL QUARTERS SITUATION.)

THIS STATION IS MAINLY A DISPLAY MONITOR FOR
ENGINEERING. "SCOTTY" CALLS ON THE INTERCOM
TO HAVE CONTROLS ADJUSTED IN THE ENGINE ROOM.

- (1) MASTER POWER - TURNS ON ALL COPY AND POWER
FOR CONSOLE AND VIEWERS.
- (2) INTERNAL POWER SYSTEM - DISPLAYS GENERATORS
1, 2 AND AUXILIARY GENERATOR. TWO
ROWS OF WARNING LIGHTS AT BOTTOM READ
"OVERLOAD" AND "MASTER CAUTION".
- (3) EMERGENCY ALARM UNIT - TURNS ON MASTER ALARM
THROUGHOUT SHIP. LIGHTS UP THE CHASING
LIGHTS TO THE LEFT.
- (4) INTERNAL COMMUNICATIONS - SPEAKER/MICROPHONE
PULSES LIGHT WITH VOICE-OVER FROM INTERCOM
AND COMPUTER VOICE. FOUR BUTTONS AT
RIGHT CALL STATIONS IN ENGINE ROOM AND
TURN ON VIEWER ABOVE. READ:
STATION 1
STATION 2
WEAPONS/DEFENSE
ENVIRONMENTAL CONTROLS

WHEN "SCOTTY" WANTS TO INPUT DIRECTLY INTO
COMPUTER HE SPEAKS INTO MICROPHONE AND
PRESSES ELLIPSE BUTTONS ON LEFT:
MEMORY
INPUT
RE-PROGRAM DATA

THESE SWITCHES TURN ON LIGHTS TO RIGHT.
- (5) TRACTOR BEAM SWITCH - LOWERS UNIT FROM
WALL ON LEFT.
- (6) IMPULSE SYSTEM IGNITION - ROWS OF LIGHTS
TURN ON ONE AT A TIME FROM LEFT TO
RIGHT AS ENGINES FIRE UP (LASER POWERED):
POWER ON (CHANNELS 1 THRU 4)
INPUT
LOAD
PHOTON OUTPUT
BEAM EMISSION
IGNITION (ENGINES 1 THRU 4)
- (7) IMPULSE SYSTEM FUEL QUALITY - THIS UNIT TESTS
THE FUEL IN FOUR STORAGE TANKS. THE
FOUR BANKS OF RANDOMLY BLINKING LIGHTS
ARE LABELED STORAGE UNIT 1, STORAGE UNIT 2,
STORAGE UNIT 3, STORAGE UNIT 4.
- (8) TRANSFER - THE BUTTONS ON THIS TRANSFER A
READ-OUT TO ANOTHER STATION IN THE SHIP.
THE MASTER SWITCH AT BOTTOM TRANSFERS TO
ALL CONNECTED STATIONS AT ONCE.
- (9) TRACTOR BEAM UNIT - FOLDS DOWN FROM WALL
WHEN SWITCH 5 ON CONSOLE DEPRESSED.
SEE SEPARATE PAGE FOR DETAILS. NOTE:
THIS UNIT TO BE BUILT WHEN CALLED FOR
IN SCRIPT.
- (10) IMPULSE ENGINE READ-OUTS - FOUR GRAPHS TO
LEFT SHOW THRUST OF THE FOUR ENGINES.
THE CENTER CALIBRATIONS SHOW CHAMBER
PRESSURE. THE FOUR BARS AT RIGHT
DISPLAY RADIOACTIVITY OUTPUT.
- (11) VIEWER - VIDEO HALF OF INTERCOM SYSTEM.
- (12) POWER LEVELS-DEFENSE - DISPLAYS THE POWER
BEING EXPENDED FOR DEFENSE "SCREENS".
- (13) WARP SYSTEM ENGINES - THE "SPEEDOMETER"
DISPLAYING SPEED. NOW UP TO "WARP 9".
LIGHTS UP LEFT TO RIGHT.
- (14) WARP SYSTEM FUEL MANAGEMENT - HONEYCOMB
UNITS AT LEFT SHOW WHICH FUEL CELLS ARE
ACTIVE. THE HEXAGONS IN CENTER MEASURE
THE SIZE OF THE DILITHIUM CRYSTALS.
THE CALIBRATIONS TO RIGHT MEASURE THE
QUALITY OR "CONDUCTIVITY" OF THE FUEL
SYSTEM.
- (15) TRANSPORTER POWER - LIGHTED BANDS SHOW POWER
EXPENDED BY EACH UNIT IN TRANSPORTER ROOM.
POWER FAILURE DURING TRANSMISSION IS
CRITICAL.
- (16) IMPULSE SYSTEM FUEL MANAGEMENT - LEFT HALF
OF UNIT DISPLAYS WHICH STORAGE TANK
IS FEEDING WHICH ENGINE. THE RIGHT
HALF DISPLAYS FUEL QUALITY FOR WHATEVER
STORAGE TANK IS CALLED OUT IN CENTER
BOX (WHICH READS "STORAGE UNIT 1",
THEN CHANGES TO "STORAGE UNIT 2", ETC.)
- (17) INTERCEPTION ALARM - RED FLASHING LIGHTS TURN
ON WHEN OUTSIDE FORCES MONITOR OR JAM
ENTERPRISE'S COMMUNICATIONS.
- (18) DUMMY INSTRUMENT - LABELED "AUXILIARY POWER
LEVELS" AND HAS THREE LIGHTED BANDS. MAY
BE ASSIGNED AS REQUIRED.

ENGINEERING

PRACTICAL BUTTONS FOR ACTOR

ENGINEERING (BRIDGE)

PANELS #2, #18 TURN ON FROM BUTTONS ON #2 (TOP=ON - BOTTOM=OFF)

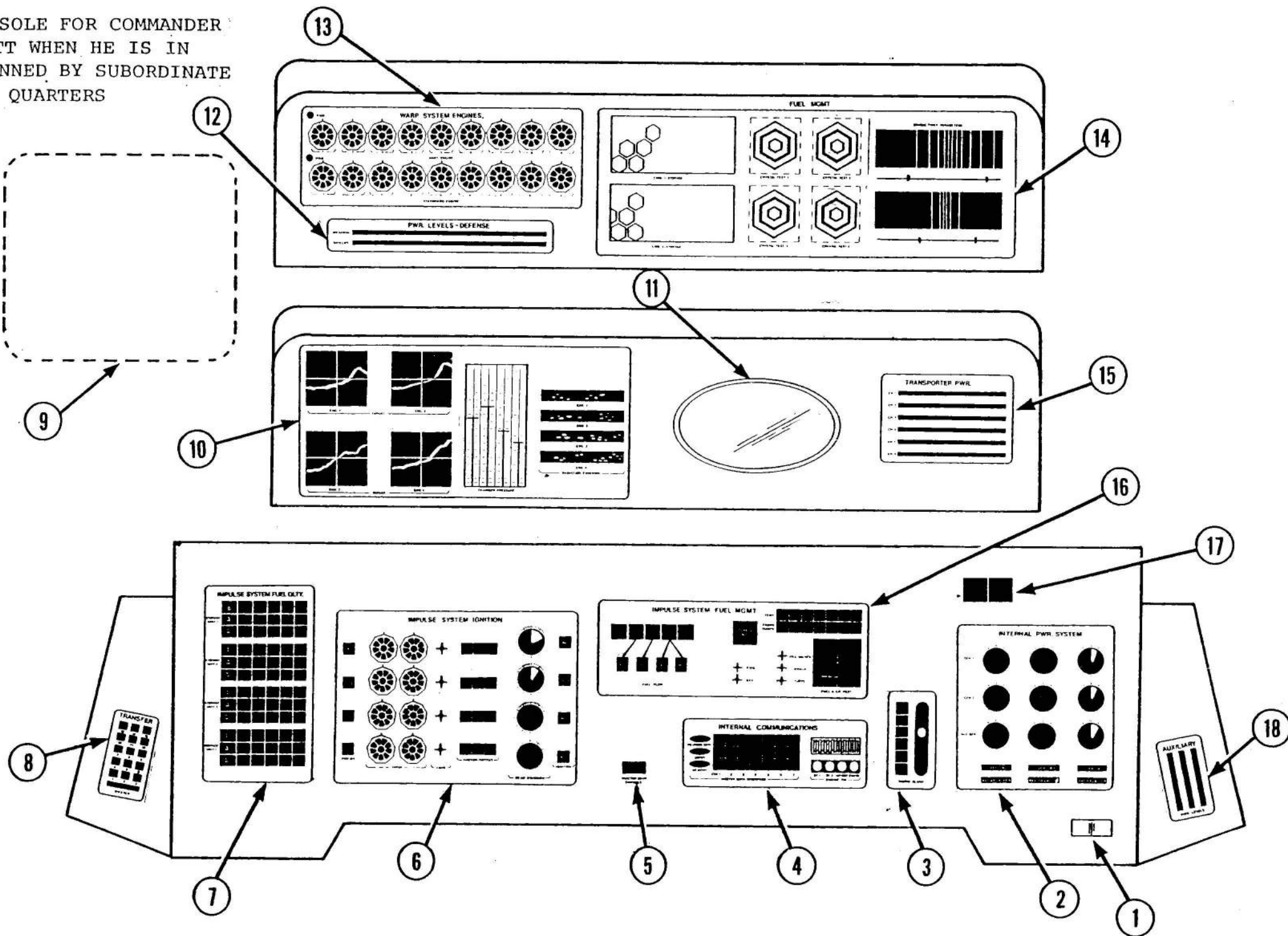
PANEL #6 LEFT BUT ON = ON, RT = OFF

PANEL #7 TOP = ON, BOTTOM = OFF

PANELS #4, #16 TURNED ON BY #16

ALL TOUCH SWITCHES ARE PRACTICAL

(SIT-DOWN CONSOLE FOR COMMANDER "SCOTTY" SCOTT WHEN HE IS IN BRIDGE OR MANNED BY SUBORDINATE IN A GENERAL QUARTERS SITUATION.)



INTERNAL SECURITY STATION - BRIDGE
(STAND-UP CONSOLE FOR SECURITY OFFICER OR SUBORDINATE)

THIS BRIDGE STATION MONITORS SECURITY ABOARD THE "ENTERPRISE". IN AN EMERGENCY THIS CONSOLE SOUNDS THE GENERAL ALARM AND CAN "SEAL OFF" AREAS OF SHIP.

- ① MASTER PWR SWITCH - TURNS ON POWER AND COPY FOR CONSOLE.
- ② UNIT ISOLATION CONTROL - MONITORS AND ISOLATES VARIOUS UNITS IN SHIP.

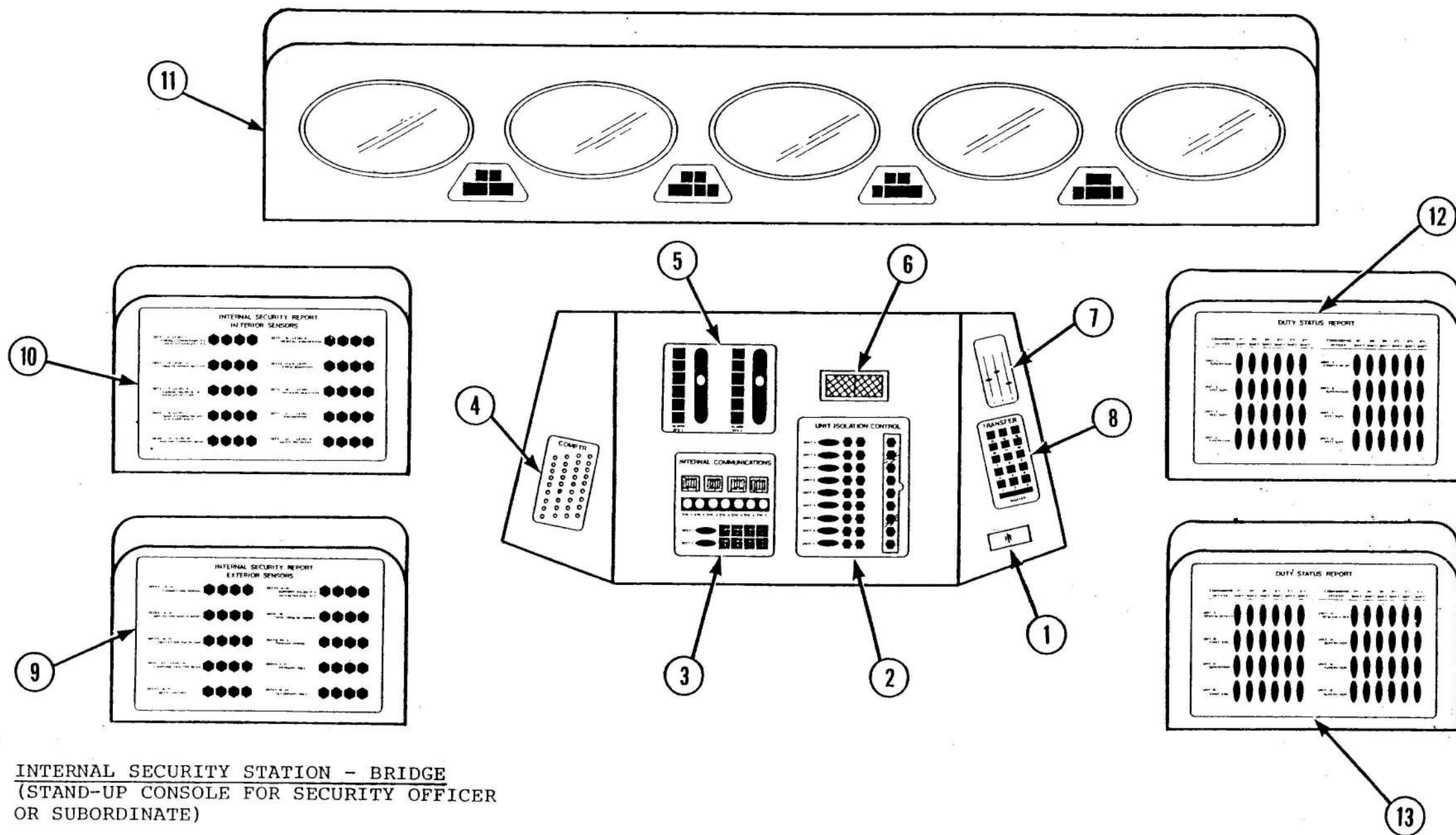
UNIT 1-9 - ELLIPTICAL SWITCHES TURN ON SAFETY TEST, DISPLAYED BY THE ROW OF RED OR GREEN HEXAGONS TO THE RIGHT. IF RED, CREWMAN OPENS THE SAFETY COVER TO FAR RIGHT, AND PUSHES RED HEXAGON BUTTONS TO "SEAL OFF" UNITS IN SHIP.
- ③ INTERNAL COMMUNICATIONS - SPEAKER/MICROPHONES AT TOP PULSE LIGHT WITH VOICE-OVER.

STATION 1-7 - BUTTONS TURN ON SPEAKER

SECTION 1-2 - ELLIPTICAL SWITCHES TURN ON VIEWERS ON WALL ABOVE AND INDICATOR LIGHTS TO RIGHT MARKED "VIEWER 1-8".
- ④ COMPUTER - ACCORDION BUTTONS INTERFACE WITH SHIP'S MAIN COMPUTER.
- ⑤ ALARM - TWO COVERED SAFETY BUTTONS TRIGGER ALARM SYSTEM 2 AND ALARM SYSTEM 3 AND START RED LIGHTS TO LEFT CHASING BOTTOM TO TOP.
- ⑥ INTERCEPTION ALARM - TWO ALTERNATELY FLASHING RED LIGHTS WHICH TURN ON WHEN EXTERNAL FORCE IS MONITORING OR JAMMING COMMUNICATIONS SYSTEMS OF "ENTERPRISE".
- ⑦ DUMMY INSTRUMENT - THREE SLIDER KNOBS.
- ⑧ TRANSFER - UNIT IS FOR SWITCHING A READ-OUT TO ANOTHER BRIDGE OR SHIP STATION.

- ⑨ INTERNAL SECURITY REPORT - EXTERIOR SENSORS IS READ-OUT OF ALARM SENSORS. HEXAGONAL LIGHTS GO ON INDIVIDUALLY. SAMPLE COPY READS "DECKS 14-15, DECK HATCHES".
- ⑩ INTERNAL SECURITY REPORT - INTERIOR SENSORS IS SIMILAR READ-OUT. SAMPLE COPY READS "DECK 22, LEVEL 11, WASTE RECOVERY".
- ⑪ VIEWERS AND INDICATOR LIGHTS.
- ⑫ DUTY STATUS REPORT - COPY ACROSS HEADING READS COMMANDING OFFICER - 1ST SHIFT, 2ND SHIFT, ETC. THE ROWS OF LIGHTS ARE READ-OUTS OF OFFICERS REPORTING IN AT BEGINNING OF EACH SHIFT. SAMPLE COPY READS UNIT 12, CHIEF ENGINEER.
- ⑬ DUTY STATUS REPORT - CONTINUATION OF ABOVE.

SECURITY



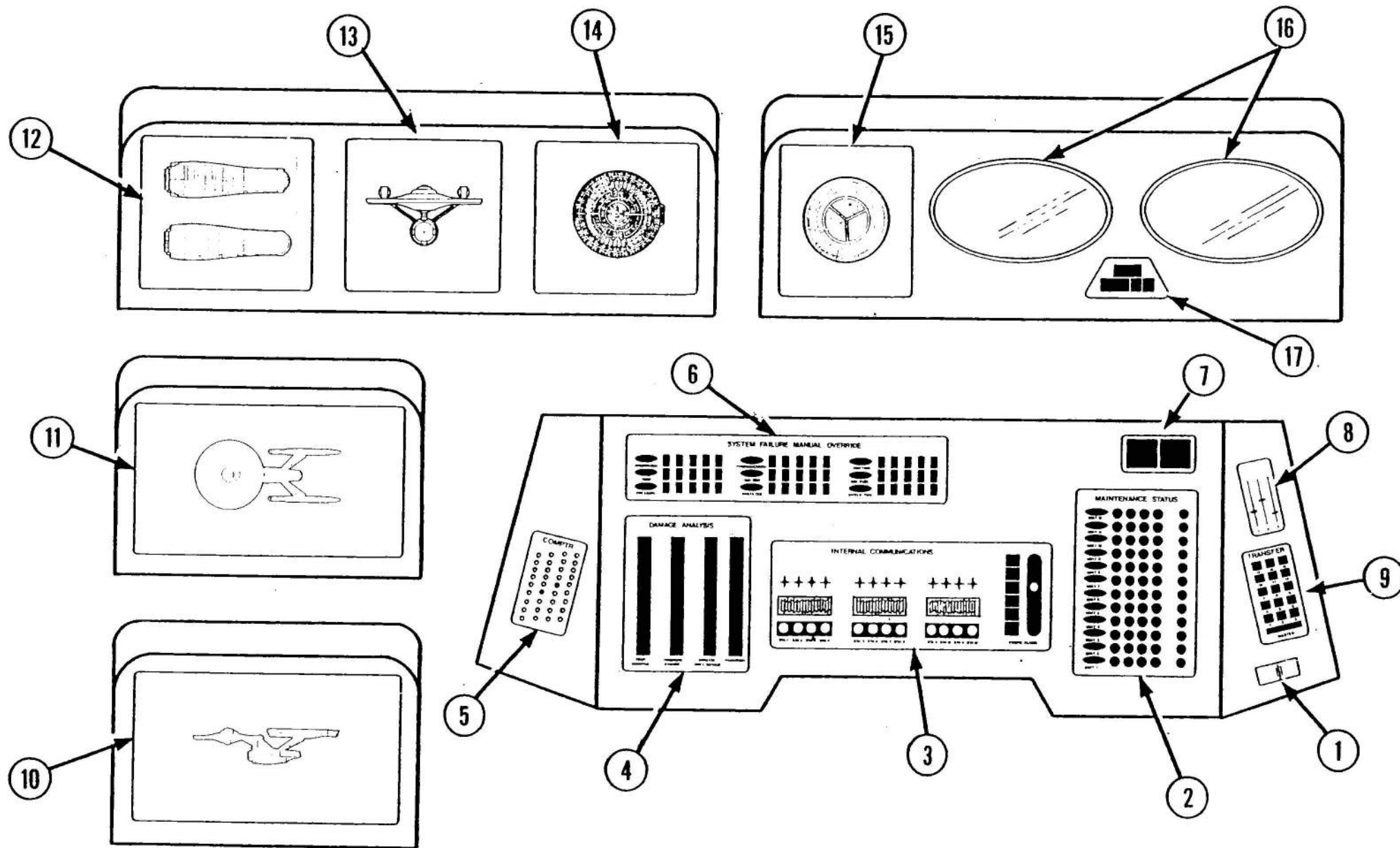
DAMAGE AND REPAIR CONSOLE - BRIDGE
(STAND UP STATION)

THE CONSOLE DISPLAYS DAMAGE AND MAINTENANCE REPORTS FOR ENTIRE SHIP.

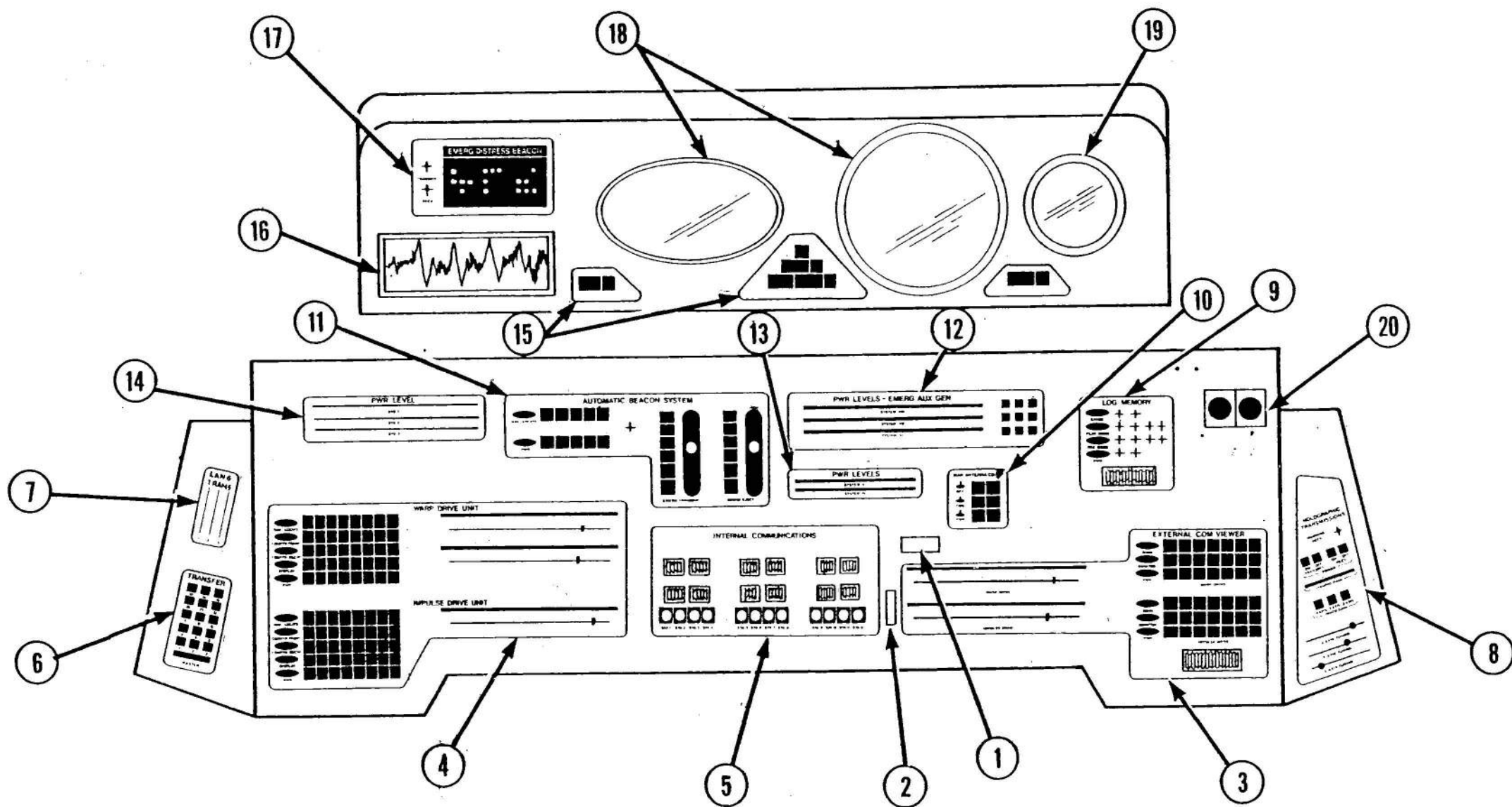
- 1 MASTER POWER SWITCH
- 2 MAINTENANCE STATUS REPORT CAN PUNCH UP A TEST OF VARIOUS LOCATIONS. ELLIPTICAL SWITCHES ARE MARKED UNIT 1 THRU UNIT 12. THE INDICATOR LIGHTS TO RIGHT SIGNIFY:
 - GREEN = NORMAL
 - YELLOW= BEING REPAIRED
 - ORANGE= DAMAGE REPORTED
 - RED = EMERGENCY

IF RED LIGHT IS ON THE CREW MEMBER CAN OPEN SAFETY COVER TO FAR RIGHT MARKED ISOLATE CONTROLS AND "SEAL OFF" A SECTION OF THE SHIP.
- 3 INTERNAL COMMUNICATIONS CONTROLS HAVE BUTTONS MARKED STATION 1 THRU STATION 12. THE SPEAKER/MICROPHONES ABOVE PULSE LIGHT WITH VOICE-OVER. THE RED CROSSES ABOVE ARE INDICATOR LIGHTS OF INCOMING CALLS. TO FAR RIGHT IS COVERED SAFETY SWITCH FOR ALARM AND ROW OF CHASING LIGHTS.
- 4 DAMAGE ANALYSIS UNIT DISPLAYS:
 - TEMPERATURE WARNING
 - PRESSURE CHANGE
 - EROSION/MATERIAL FATIGUE
 - RADIATION
- 5 COMPUTER INTERFACE WITH "ACCORDION" BUTTONS. ALSO IS VERBAL COMMUNICATION WITH COMPUTER (BOTH WAYS) WITH INTERCOM SPEAKER/MICROPHONE.
- 6 SYSTEM FAILURE - MANUAL OVERRIDE WHEN A SHIP'S SYSTEM HAS FAILED A CREW PERSON CAN PUNCH ON MANUAL CONTROLS AND SHUT OFF AUTOMATIC COMPUTER SYSTEM. ELLIPTICAL SWITCH TURNS ON CHASING RED LIGHTS TO RIGHT. SWITCHES READ:

| | |
|-----------------------------|-----------------------|
| <u>ATMOSPHERE</u> | <u>WASTE DISPOSAL</u> |
| <u>TEMPERATURE</u> | <u>IGNITION</u> |
| <u>PRESSURE</u> | <u>AUXILIARY FUEL</u> |
| <u>COMMUNICATIONS</u> | <u>SHIELD POWER</u> |
| <u>AUXILIARY GENERATORS</u> | |
- 7 INTERCEPTION ALARM. TWO ALTERNATELY FLASHING LIGHTS WHICH DISPLAY WHEN EXTERNAL FORCE MONITORS OR JAMS COMMUNICATIONS OF "ENTERPRISE".
- 8 DUMMY INSTRUMENT WITH THREE SLIDER KNOBS.
- 9 TRANSFER UNIT CAN DISPLAY READ-OUTS FROM THIS CONSOLE ON THE VIEWER OF ANOTHER STATION OF THE BRIDGE OR SHIP.
- 10 SIDE VIEW OF SHIP WITH TINY RED LIGHTS THAT DISPLAY AND FLASH TO LOCATE DAMAGE.
- 11 TOP VIEW OF SHIP. SAME AS ABOVE.
- 12 TWO CROSS SECTION VIEWS OF MAIN POD OF SHIP - SAME AS ABOVE.
- 13 FRONT VIEW OF SHIP
- 14 CROSS SECTION VIEW OF SHIP'S SAUCER.
- 15 CROSS SECTION VIEW OF MAIN PROPULSION UNIT.
- 16 TWO VIEWERS
- 17 VIEWER INDICATOR LIGHTS



DAMAGE AND REPAIR CONSOLE - BRIDGE
(STAND UP STATION)



COMMUNICATIONS STATION - BRIDGE

(SIT-DOWN CONSOLE FOR LT. UHURA OR SUBORDINATE)