



AIX LYON PARIS STRASBOURG

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Introduction

Thierry Lecomte R&D Director



Situation to avoid (Dreaded Event)



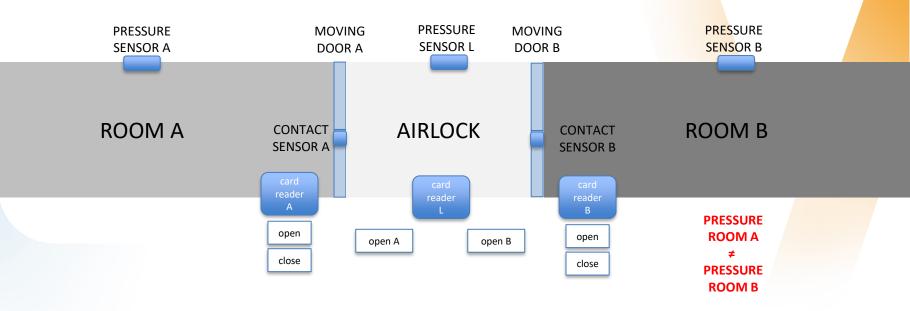
Airlock from Space Engineers game







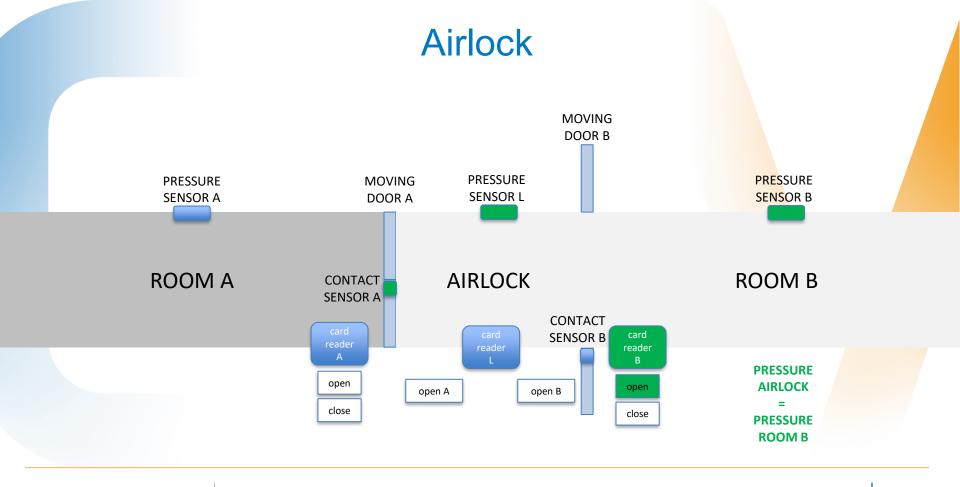
Seen from above







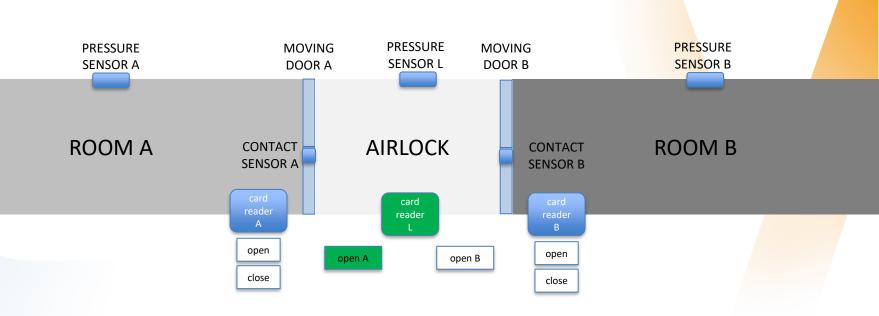
















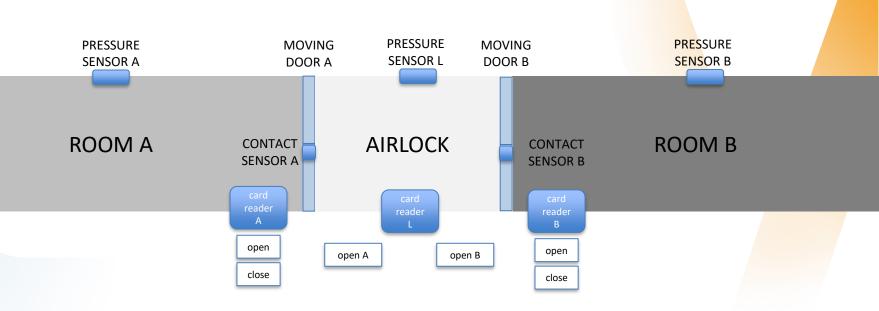


Airlock MOVING DOOR A **PRESSURE PRESSURE PRESSURE** MOVING SENSOR L **SENSOR A** DOOR B SENSOR B **ROOM A AIRLOCK ROOM B** CONTACT **SENSOR B CONTACT** SENSOR A card reader **PRESSURE** open open open A open B **AIRLOCK** close close **PRESSURE ROOM A**





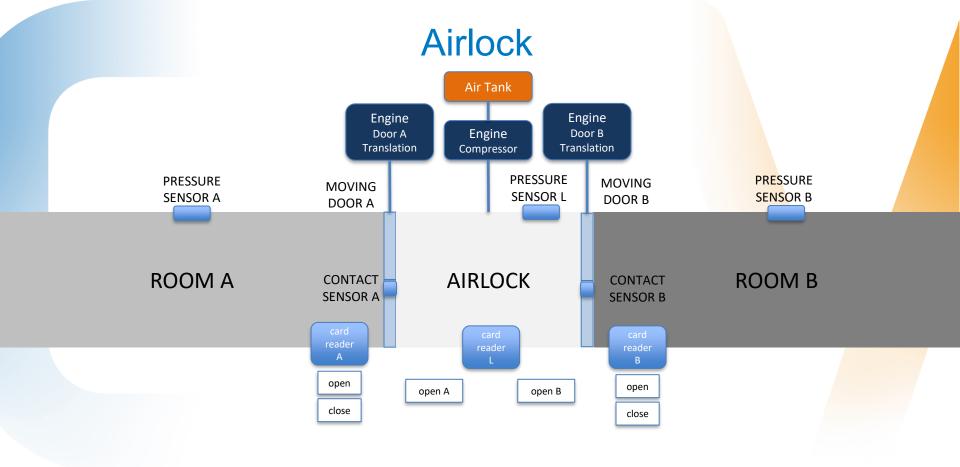








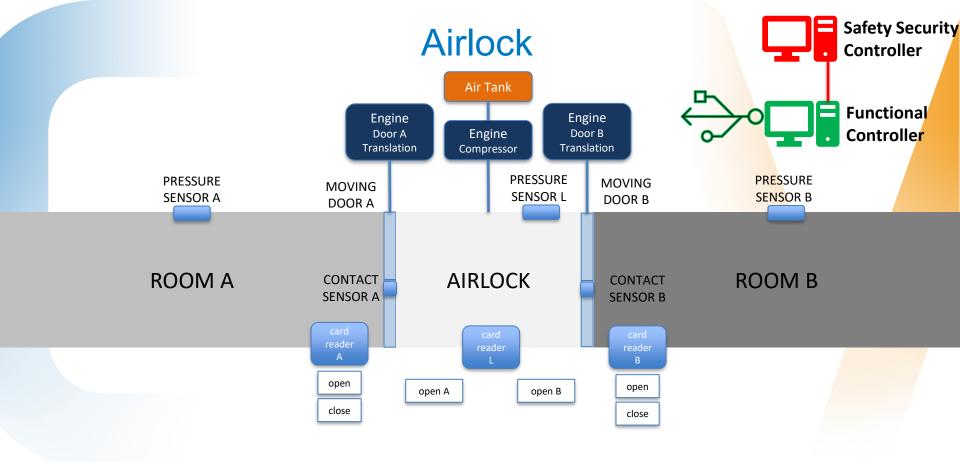










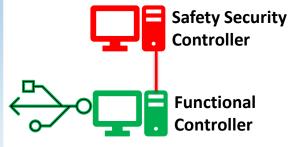








Avoid catastrophic situation



Ensure transfers between rooms

- Verify card authenticity (basic)
- Inhibit engine activation / deactivation
- Measure sensors
- Detect button pushed, card inserted
- Activate/deactivate engines





Safety and security oriented subject

- ► Access control
- ➤ Safety controller
- ➤ Sensing, activating
- ▶ Combining





