Space Command Console Control System

Physical Computing W1   Ray(WangRui-20011197)

This is the space command console control system created for the future aerospace system. I guess people's communication will not be as complex as it is now which is still needs to use a lot of texts and words to describe the intention in the future. Especially in the control system, the specific indication function is fixed. Therefore, the system I designed is based on different indicator colors to distinguish different control functions. As the working positions of the space station are relatively scattered, based on different positions, the display system can have lights flashing at different positions (which needs to be unified with the distribution of the receiving station and personnel of the space station), so I selected six colors, and the user can give the functions and definitions of these colors. In addition, there are three main switches. The first switch is the main control, This switch can monitor and operate all LED lights. The other two are prepared for lower level commanders. When the system is running, the light next to the switch is on, which means that the commander has been authorized to use the system. By the way, people can also add more switches, colors and grant more controllers based on this logic.