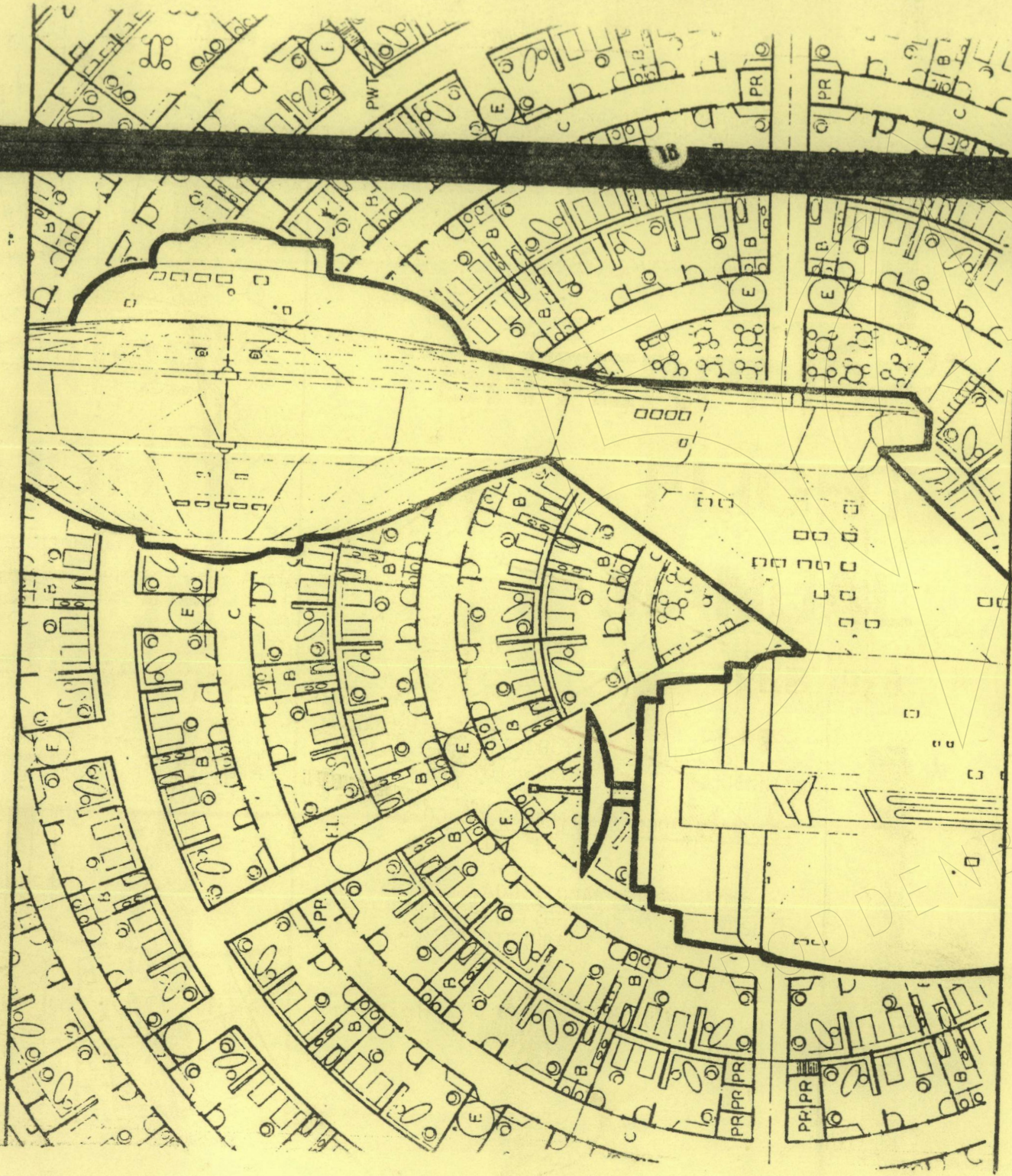


MR 48



“ENTERPRISE” FLIGHT MANUAL

FEB 1978

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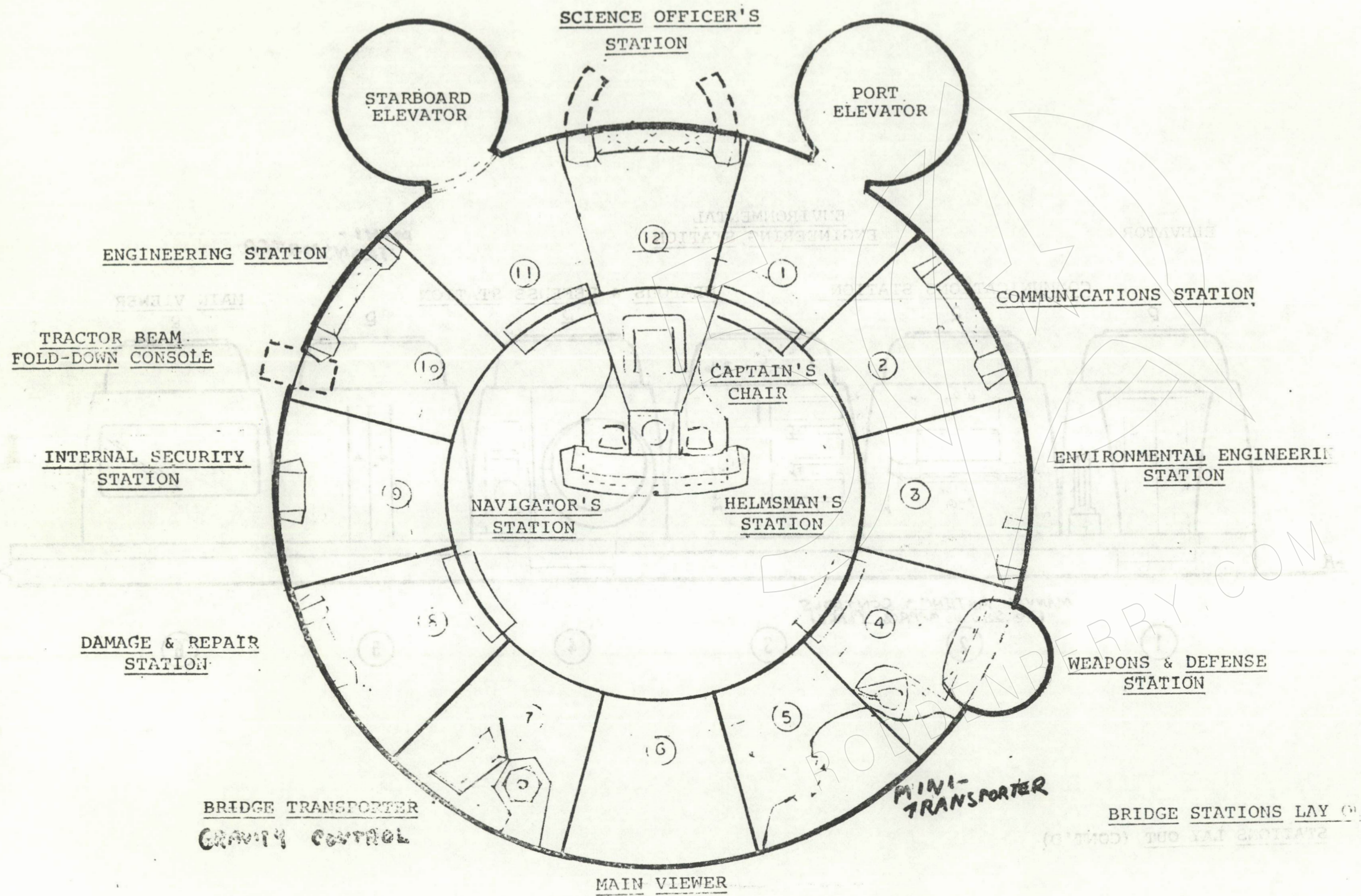
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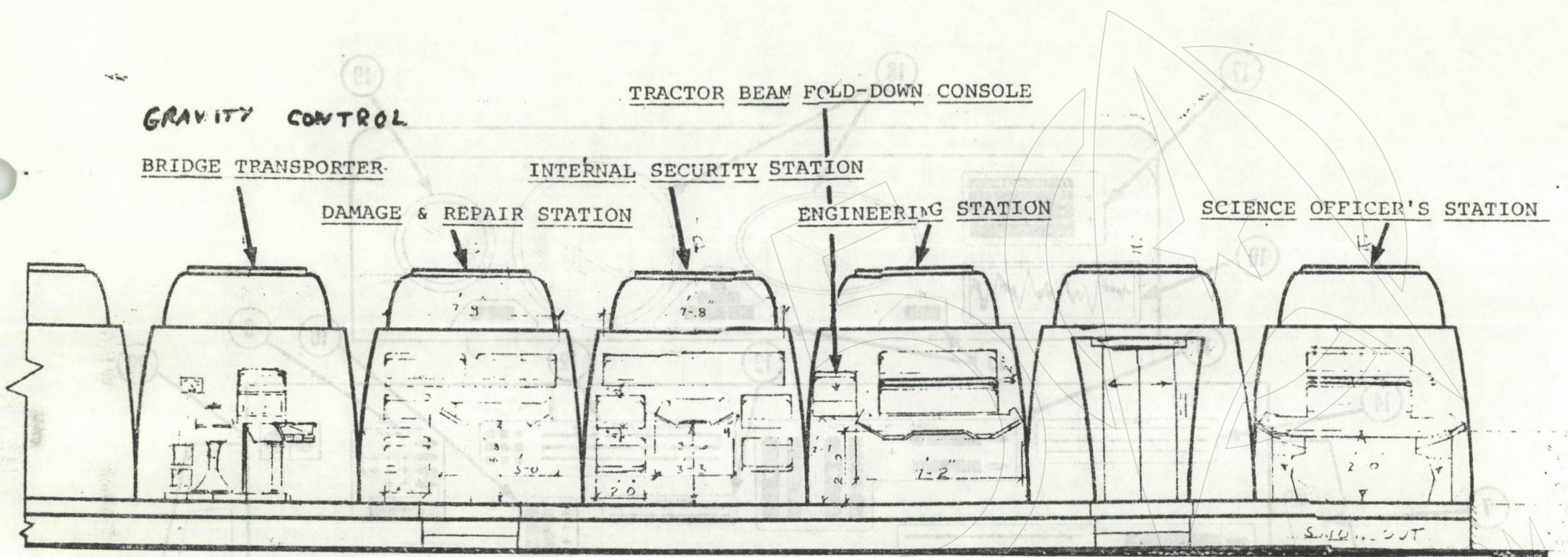
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GRAVITY CONTROL

TRACTOR BEAM FOLD-DOWN CONSOLE

BRIDGE TRANSPORTER

INTERNAL SECURITY STATION

DAMAGE & REPAIR STATION

ENGINEERING STATION

SCIENCE OFFICER'S STATION

7

8

9

10

11

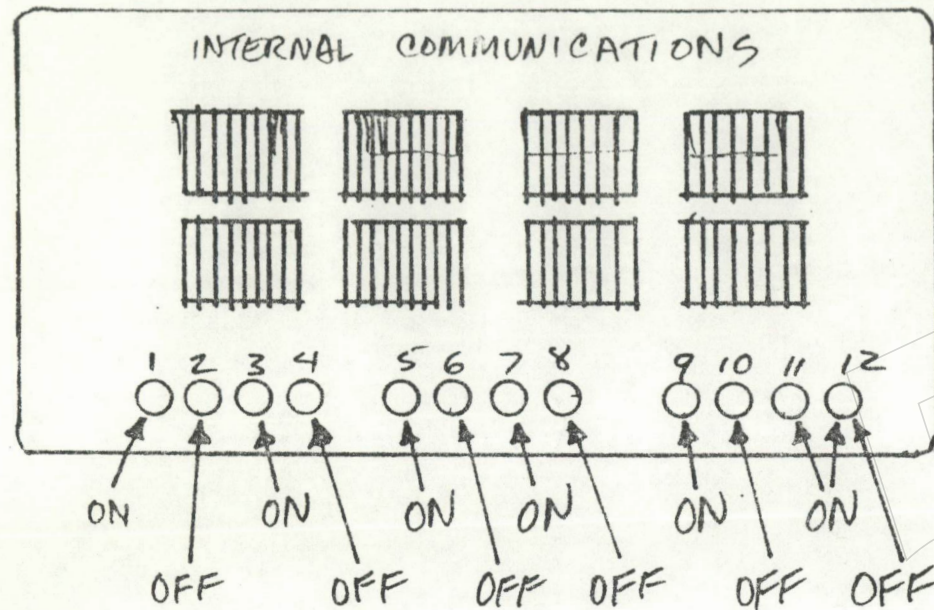
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BRIDGE STATIONS LAY OUT (CONT.)

(SUBORDINATE)

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 -

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.

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.

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.

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 VIBES TRANSMISSIONS. THE PANEL HAS TWO IDENTICAL SETS OF CONTROLS - ONE FOR IMPULSE DRIVE AND ONE FOR WARP DRIVE.

THE PWR 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 (SPE (16) ON WALL ABOVE). ALSO THE LIGHTS TO THE RIGHT LIGHT UP ADDITIVELY LEFT TO RIGHT (THE LONGER THE BUTTON IS DEPRESSED).

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 WIRE 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 -

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.

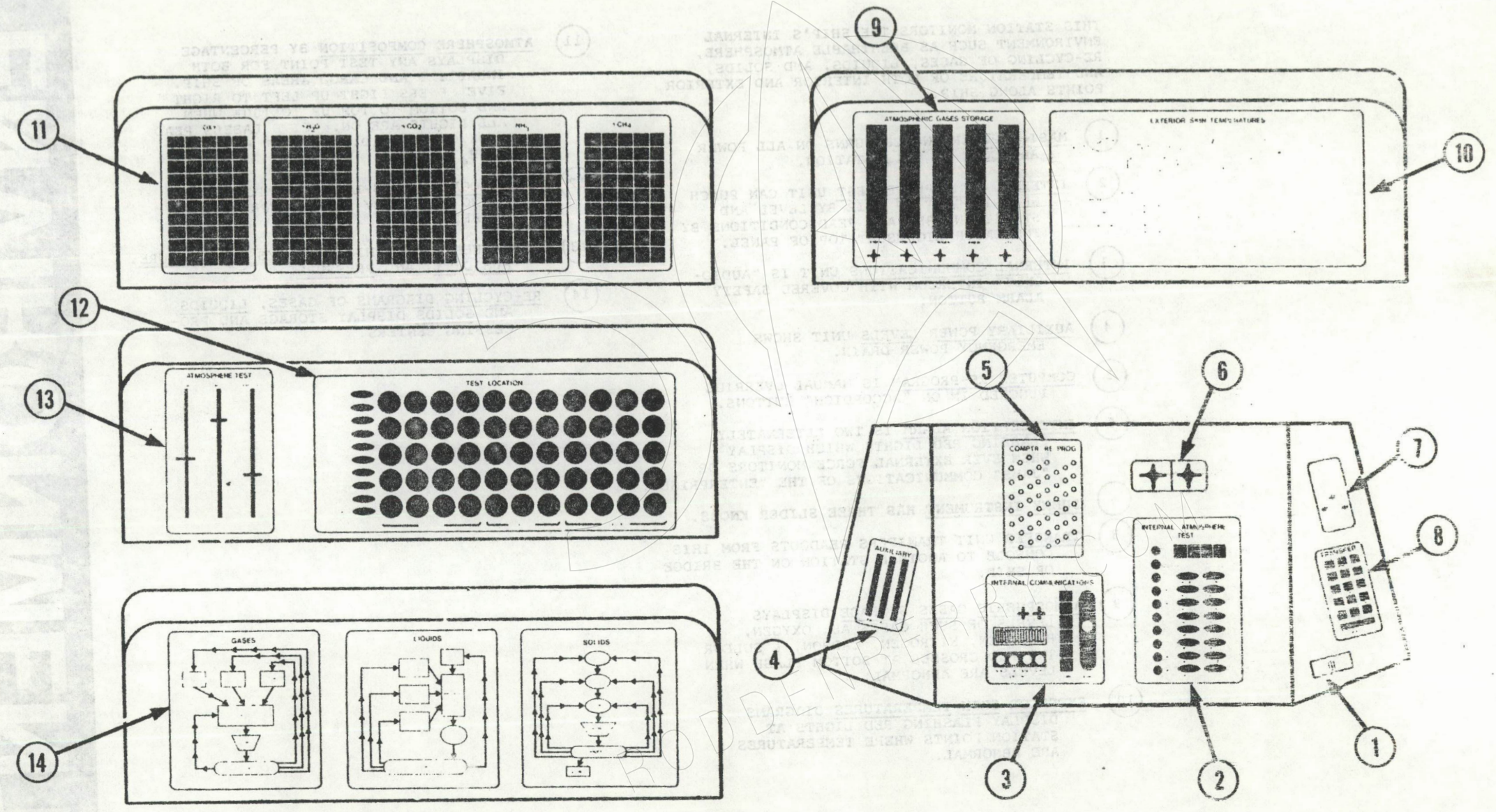
HOODED VIEWER PANEL

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

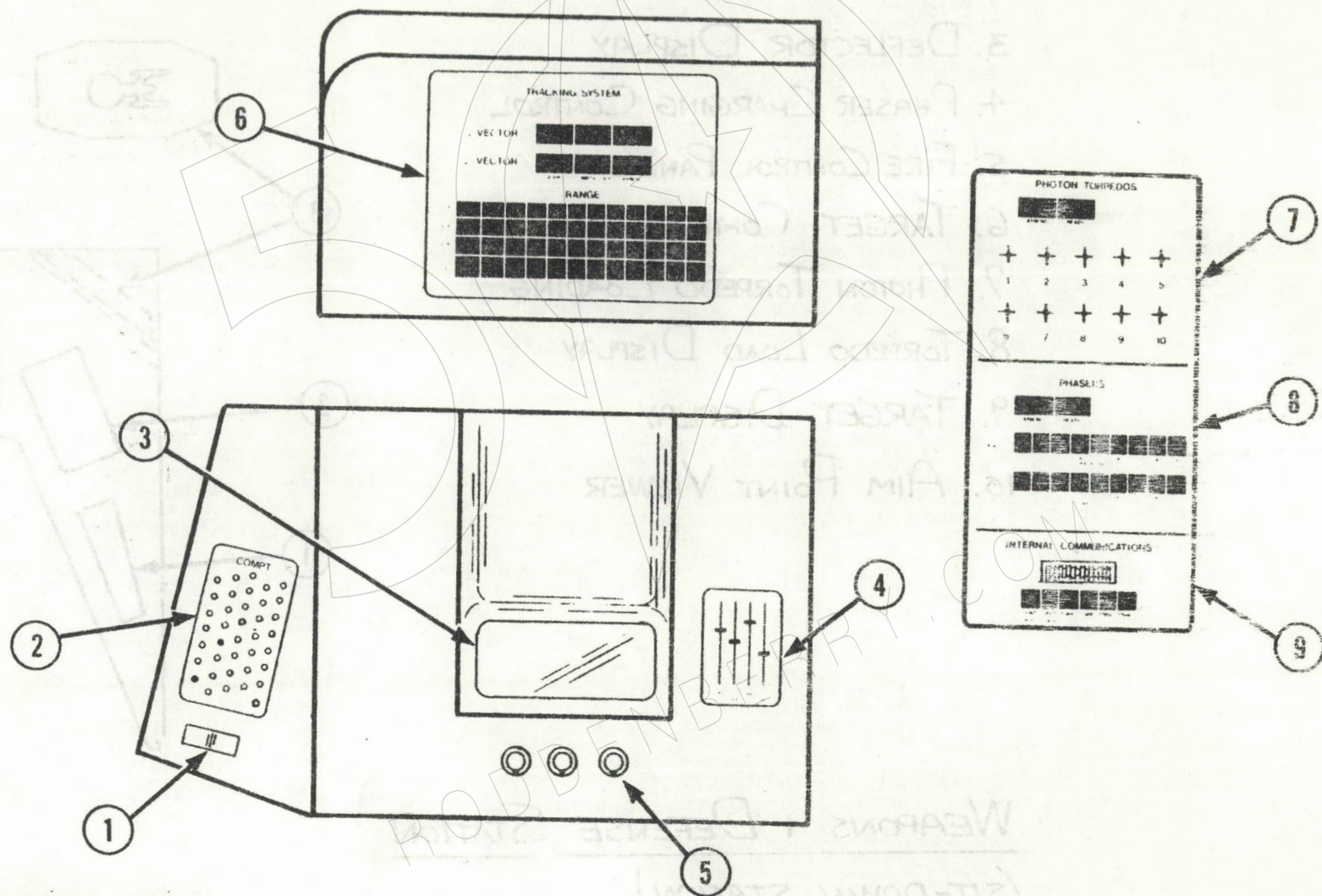
16 ALIEN VOICE-GRAPH VIEWER - DISPLAYS ALIEN VOICE FOR TRANSLATION ANALYSIS BY COMPUTER. TURNED ON BY PANEL 4 "DISPLAY" SWITCH.

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

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



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



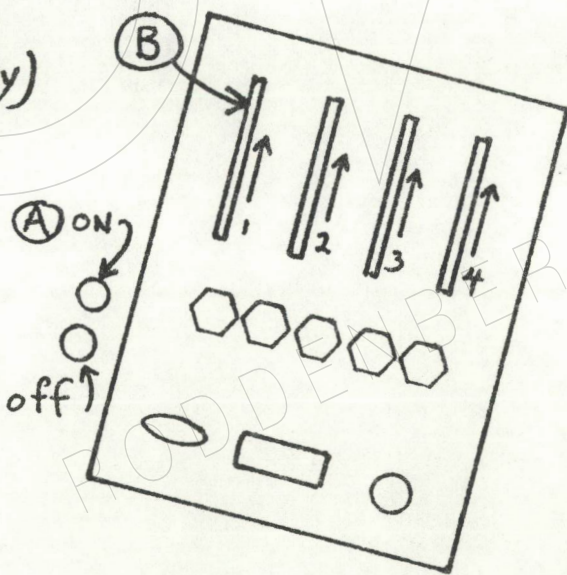
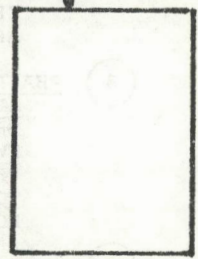
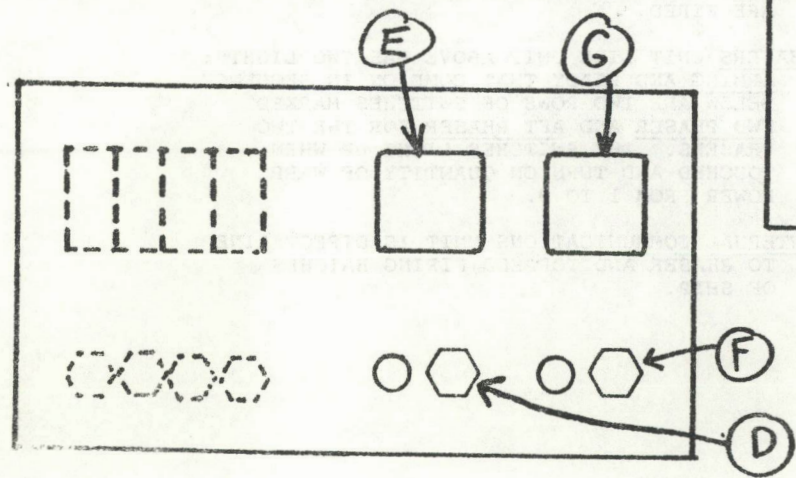
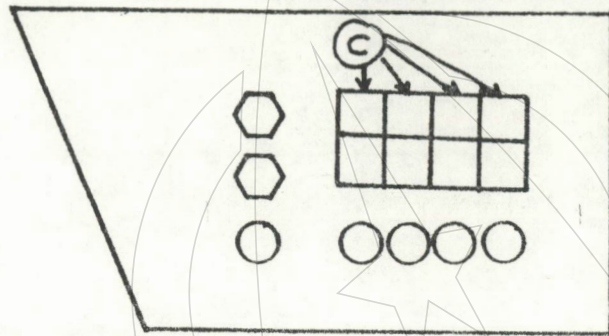
WEAPONS & DEFENSE STATIONS - BRIDGE
 (SIT DOWN CONSOLE IN ALCOVE BESIDE ENEMY
 TRACKING SPHERE)

PHOTON TORPEDOS

PRACTICAL BUTTONS FOR ACTOR

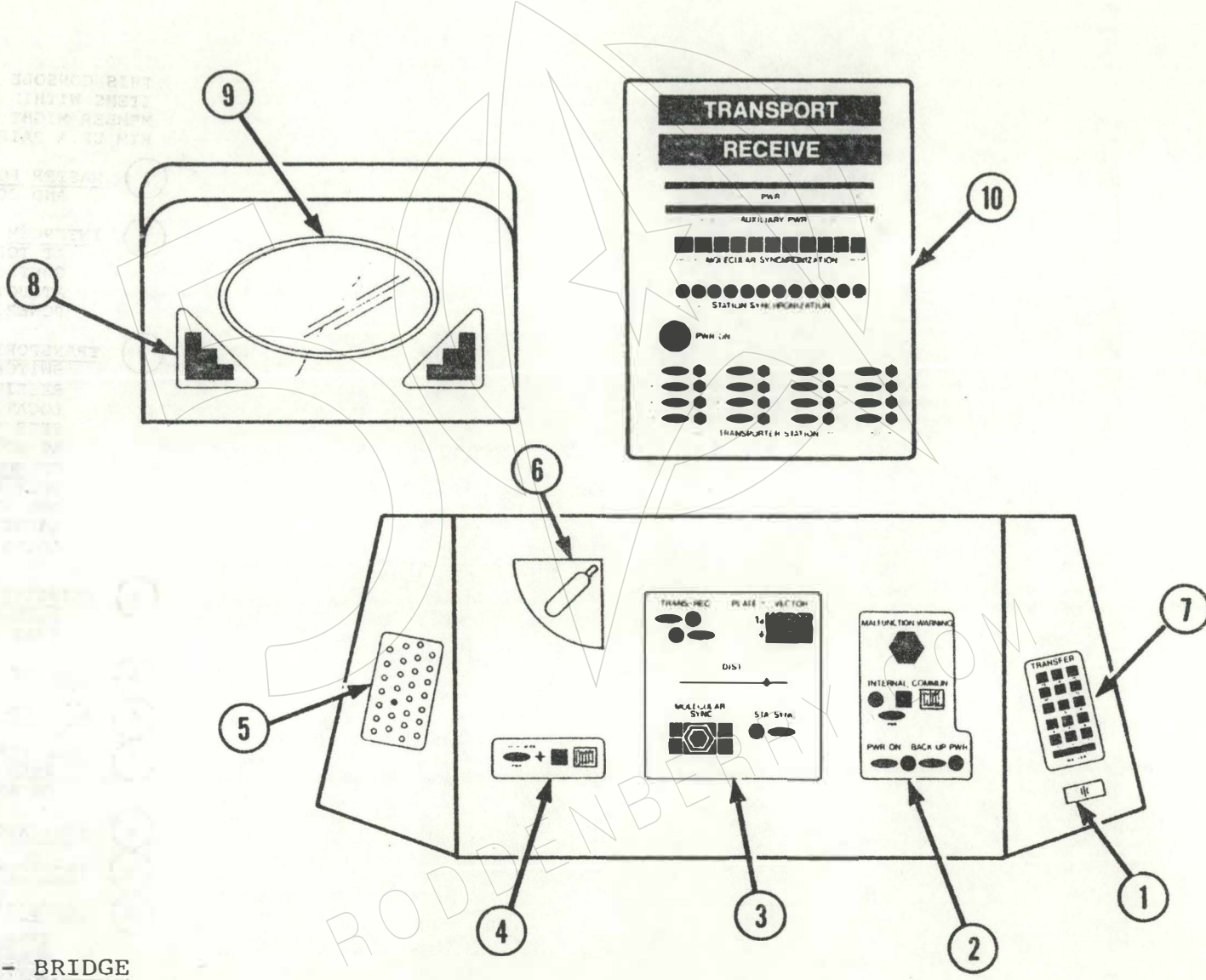
WEAPONS & DEFENSE

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)

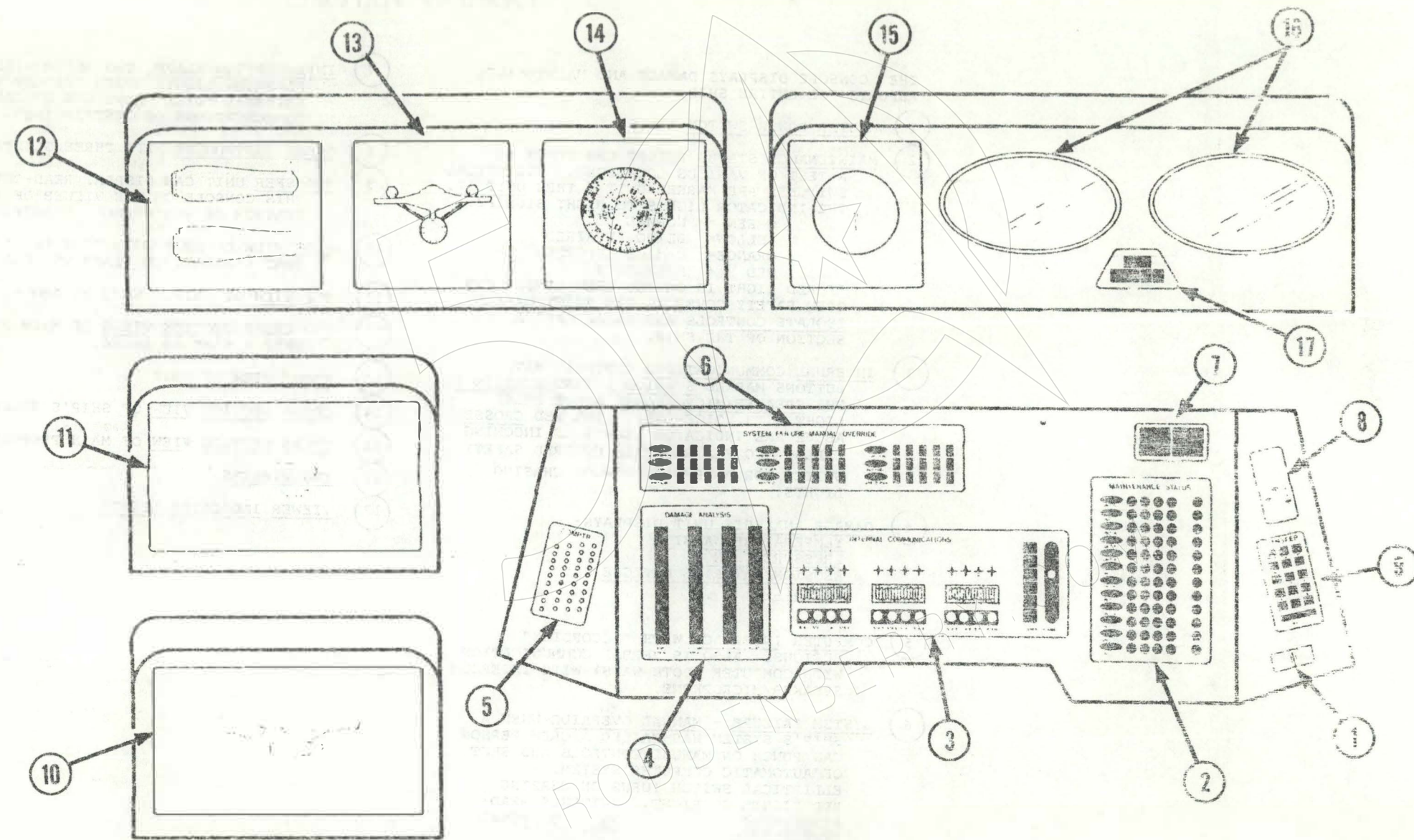


INTERNAL TRANSPORTER - BRIDGE
(STAND UP CONSOLE)

THIS CONSOLE TRANSPORTS THE TRANSPORTER FROM THE BRIDGE TO THE TRANSPORTER STATION. THE TRANSPORTER IS A REMOTE CONTROLLED ROBOTIC VEHICLE WHICH IS USED TO DELIVER AND PICK UP TRANSPORTERS FROM THE BRIDGE TO THE TRANSPORTER STATION. THE TRANSPORTER IS A REMOTE CONTROLLED ROBOTIC VEHICLE WHICH IS USED TO DELIVER AND PICK UP TRANSPORTERS FROM THE BRIDGE TO THE TRANSPORTER STATION.

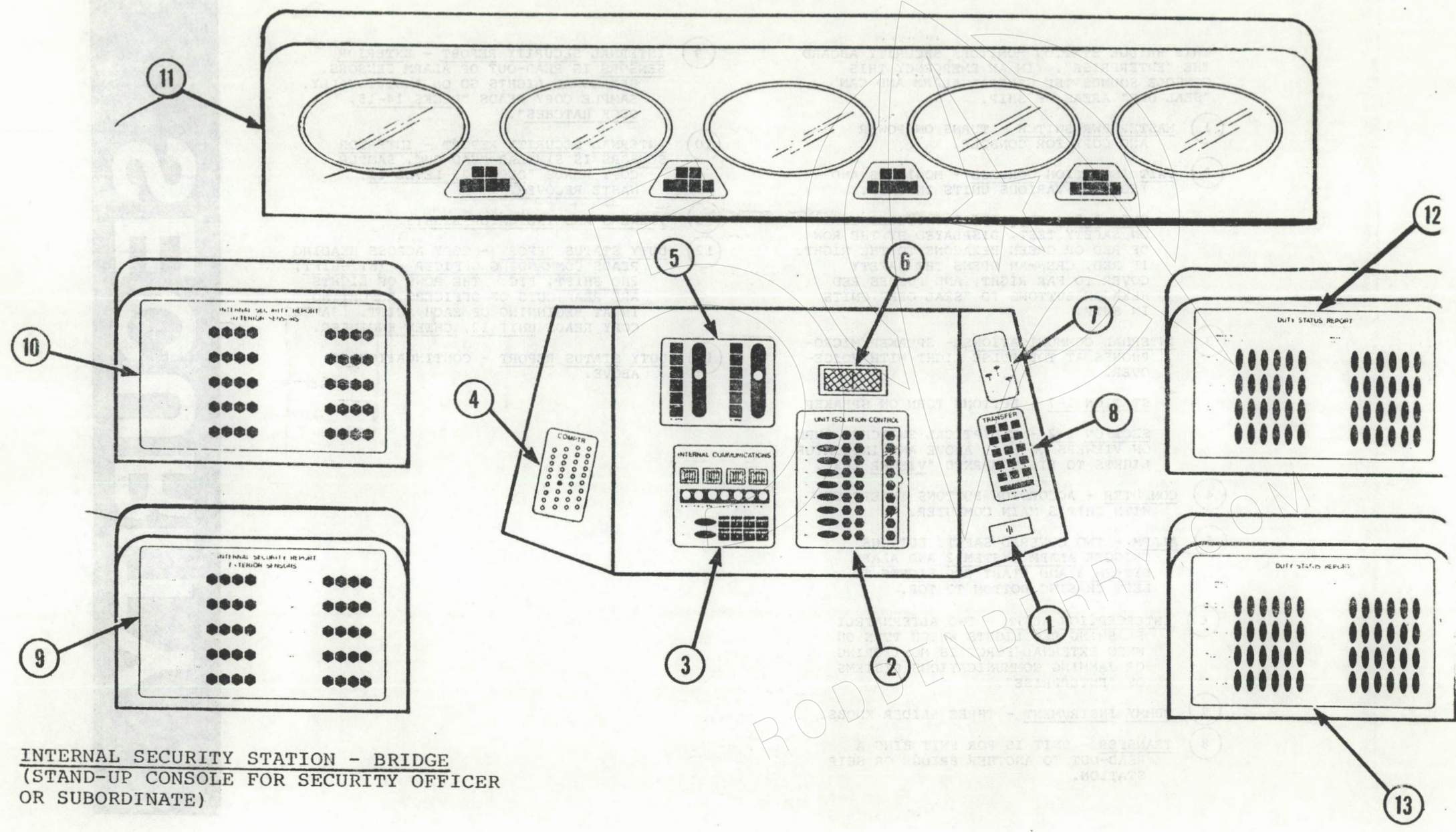


INTERNAL TRANSPORTER - BRIDGE
(STAND UP CONSOLE)



DAMAGE AND REPAIR CONSOLE - BRIDGE
(STAND UP STATION)

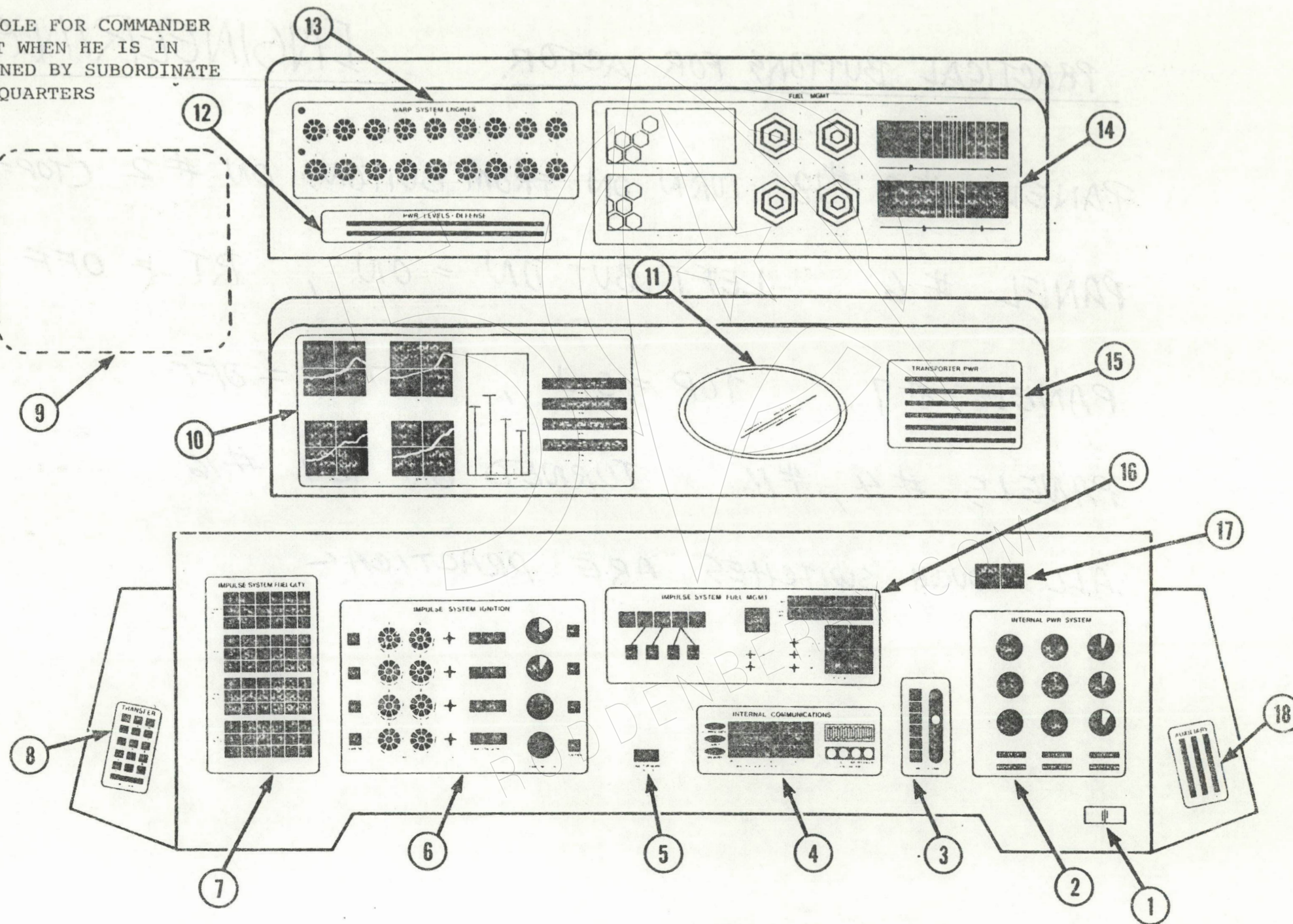
INTERNAL SECURITY STATION - BRIDGE
 (STAND-UP CONSOLE FOR SECURITY OFFICER OR SUBORDINATE)



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



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 AND HAVE CONTROLS ADJUSTED IN THE ENGINE ROOM.

MASTER POWER - TURNS ON ALL COPY AND POWER FOR CONSOLE AND VIEWERS.

INTERNAL POWER SYSTEM - DISPLAYS GENERATORS 1, 2 AND AUXILIARY GENERATOR. TWO ROWS OF WARNING LIGHTS AT BOTTOM READ "OVERLOAD" AND "MASTER CAUTION".

EMERGENCY ALARM UNIT - TURNS ON MASTER ALARM THROUGHOUT SHIP. LIGHTS UP THE CHASING LIGHTS TO THE LEFT.

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.

TRACTOR BEAM SWITCH - LOWERS UNIT FROM WALL ON LEFT.

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 FLAMING 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.

PRACTICAL BUTTONS FOR ACTOR

PANELS # 2 , # 18 TURN ON FROM BUTTONS ON

2 (TOP= ON - BOTTOM = OFF)

PANEL #6 LEFT BUTTON = ON , RT = OFF

PANEL # 7 TOP= ON , BOTTOM = OFF

PANELS # 4 , #16 TURNED ON BY # 16

ALL TOUCH SWITCHES ARE PRACTICAL

ENGINEERING

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

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 W LIGHTED BANDS.

(D) TENSILE STRENGTH - SWITCHED RE...

1	2
1	4
1	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.

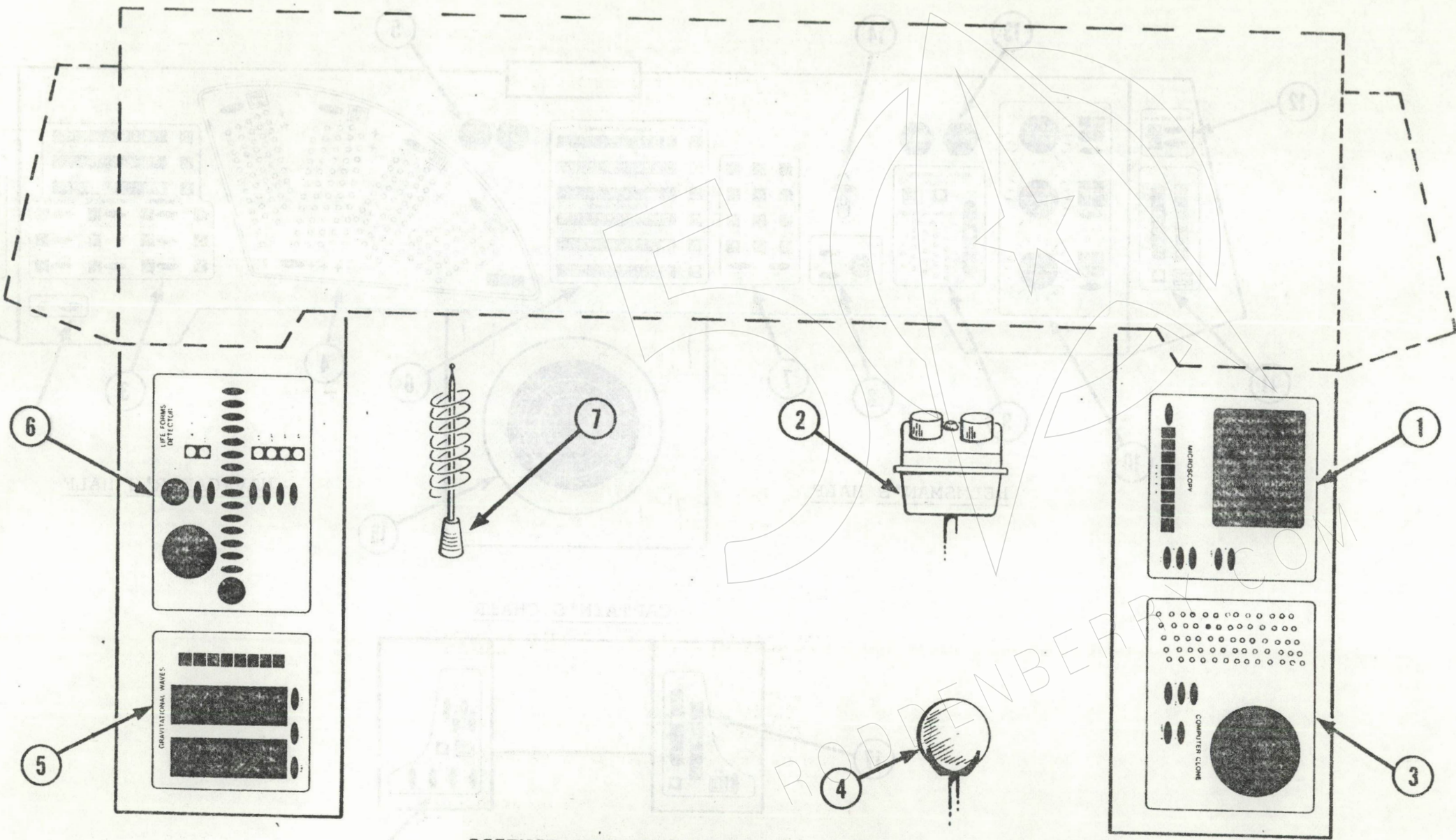
21 VIEWERS -

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 AUX.



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

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".

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 MANEUVER THE HELMSMAN ATTACHES A NERVE-IMPULSE SENSING MECHANISM TO HIMSELF TO SPEED HIS ABILITY TO OVERRIDE THE COMPUTER MANUALLY.

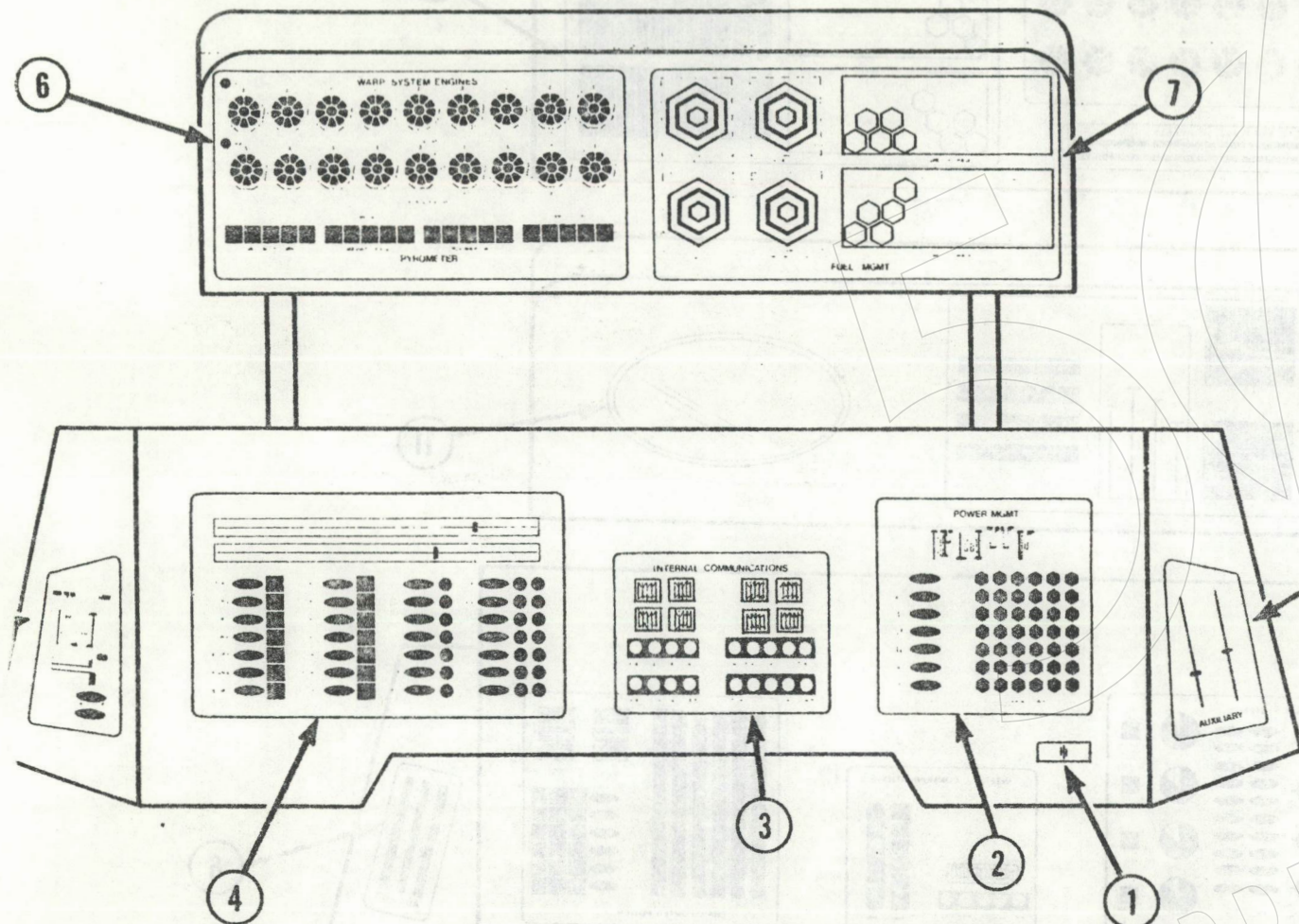
- ⑩ ATTITUDE UNIT DISPLAYS PITCH, ROLL AND YAW OF THE SHIP ACCORDING TO ITS GYROSCOPE WHICH IS SET FOR A PARTICULAR PLANET.
- ⑪ EMERGENCY ALARM COVERED SAFETY SWITCH SOUNDS GENERAL ALARM AND DISPLAYS RED LIGHTS CHASING BOTTOM TO TOP. ALSO HAS INTERCOM UNIT AT BOTTOM.
- ⑫ MAIN VIEWER SWITCHES CAN DISPLAY 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.

CAPTAIN'S CHAIR

- ⑯ DUMMY INSTRUMENTS WITH INTERCOM IN THE CENTER. MAY BE USED FOR MAIN VIEWER CONTROLS.
- ⑰ EMERGENCY ALARM AND INTERCOM UNIT.

NAVIGATION

ENGINE ROOM CONSOLE #2
 (STAND-UP CONSOLE FOR SUBORDINATE
 OF COMMANDER OF ENGINEERING)



THIS CONSOLE DISPLAYS READ-OUTS OF THE WARP ENGINES.

- 1 MASTER POWER SWITCH TURNS ON ALL POWER AND COPY FOR THE CONSOLE.
- 2 POWER MANAGEMENT UNIT DISPLAYS HOW MUCH POWER IS ALLOCATED FOR EACH CIRCUITRY SYSTEM. ELLIPTICAL SWITCHES ARE LABELED CIRCUITS. HEXAGONAL LIGHTS TO RIGHT DISPLAY POWER ALLOCATED.
- 3 INTERNAL COMMUNICATIONS UNIT IS THE INTER-COM TO OTHER STATIONS IN THE SHIP. SPEAKER/MICROPHONES AT TOP PULSE LIGHT WITH VOICE-OVER.
- 4 FUEL FLOW CONTROL UNIT IS MANUAL OVER-RIDE FOR DIRECTING FUEL FLOW. ELLIPTICAL SWITCHES ON LEFT OPEN STORAGE TANKS 1-14. SWITCHES ON RIGHT OPEN ENGINE FUEL CHANNELS 1-14. THE SLIDER KNOBS AT TOP CONTROL THE FLOW SPEED.
- 5 AUXILIARY CIRCUITRY UNITS READS:
 M CIRCUIT AND Δ CIRCUIT.
- 6 WARP SYSTEM ENGINES DISPLAYS DIALS LIKE A "SPEEDOMETER" OF SPEEDS UP TO WARP 9. AND PYROMETER UNIT DISPLAYS CHAMBER TEMPERATURE INSIDE WARP ENGINES.
- 7 FUEL MANAGEMENT DISPLAYS FUEL QUALITY BY THE CRYSTAL SIZE TEST AND QUANTITY BY THE FUEL CELL TEST IN CORE 1 & 2 STORAGE.

ENGINE ROOM #2

(STAND UP STATION)

THIS CONSOLE DISPLAYS ENGINEERING READ-OUTS FOR BOTH THE IMPULSE AND THE WARP DRIVE SYSTEMS. THERE IS AN ALMOST IDENTICAL COPY OF THIS CONSOLE ON THE BRIDGE.

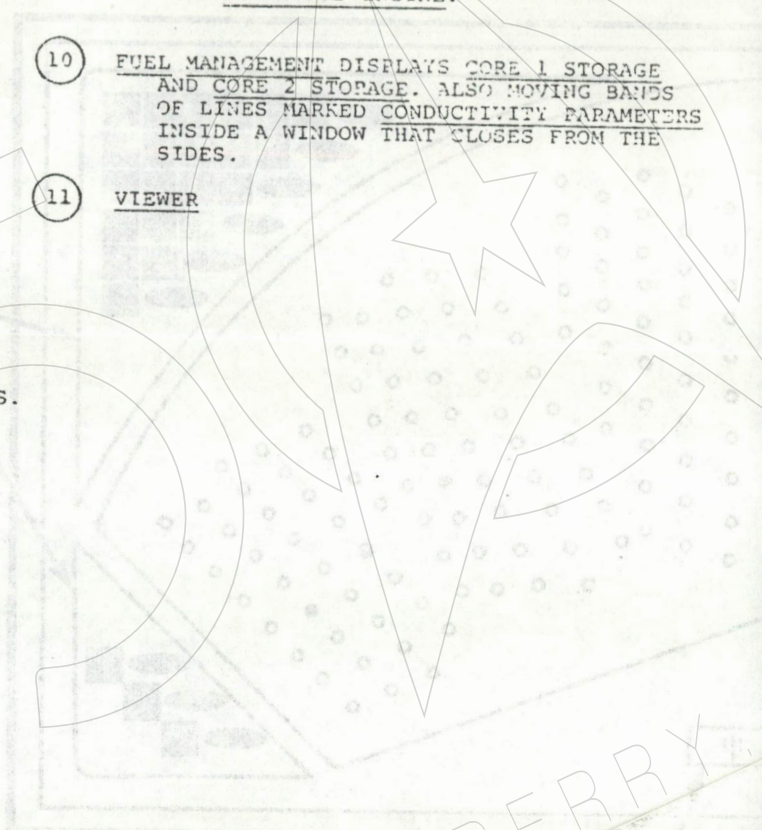
- 1 MASTER POWER SWITCH TURNS ON ALL POWER AND COPY ON THE CONSOLE.
- 2 TRANSPORTER POWER CONTROLS ARE A DIRECT LINE TO THE SIX UNITS IN THE TRANSPORTER ROOM. SIX LIGHT BANDS MARKED CHANNEL 1 THRU CHANNEL 6 DISPLAY POWER DRAIN. TOP RIGHT DISPLAYS SIX WARNING LIGHTS. BOTTOM ELLIPTICAL SWITCHES TURN ON AUXILIARY POWER. THREE ROWS OF LIGHTS ARE MARKED AUXILIARY 1 THRU AUXILIARY 3.
- 3 INTERNAL COMMUNICATIONS HAS BUTTONS FOR FIVE STATIONS AND A SPEAKER/MICROPHONE THAT PULSES LIGHT WITH VOICE-OVER. TO RIGHT IS A COVERED SAFETY SWITCH FOR EMERGENCY ALARM WITH ROW OF CHASING LIGHTS.
- 4 IGNITION SYSTEM UNIT DISPLAYS IN SEQUENCE THE COMPUTER OPERATED LASER SYSTEM FOR FIRING ENGINES. LEFT TO RIGHT THE COLUMNS ARE MARKED:

POWER	PHOTON OUTPUT
INPUT	BEAM EMISSION
LOAD	IGNITION
- 5 TRANSFER UNIT CAN TRANSFER READ-OUTS FROM THIS PANEL TO THE VIEWER TO ANOTHER STATION ON BRIDGE OR SHIP.
- 6 DUMMY INSTRUMENT LABELED AUXILIARY POWER.
- 7 ENGINE READ-OUTS. FOUR GRAPHS DISPLAY ENGINE THRUST. IN THE CENTER ARE CALIBRATIONS OF CHAMBER PRESSURE. TO FAR RIGHT ARE REVOLVING DOT PATTERNS SHOWING RADIATION EMISSION.
- 8 POWER LEVELS - DEFENSE DISPLAYS POWER DRAIN FOR WEAPONS AND PHASER SHIELDS OR "SCREENS".

9 WARP SYSTEM ENGINES IS THE "SPEEDOMETER" READING FROM WARP 1 TO WARP 9. THE TWO ROWS OF METERS ARE FOR PORT ENGINE AND STARBOARD ENGINE.

10 FUEL MANAGEMENT DISPLAYS CORE 1 STORAGE AND CORE 2 STORAGE. ALSO MOVING BANDS OF LINES MARKED CONDUCTIVITY PARAMETERS INSIDE A WINDOW THAT CLOSSES FROM THE SIDES.

11 VIEWER



ENGINE RM 3

RODDENBERRY

TRANSPORTER ROOM CONSOLE
(STAND-UP CONSOLE FOR ASSIGNED CREW

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, MALFUNCTION WARNING LIGHTS, AND AUXILIARY POWER SWITCHES.

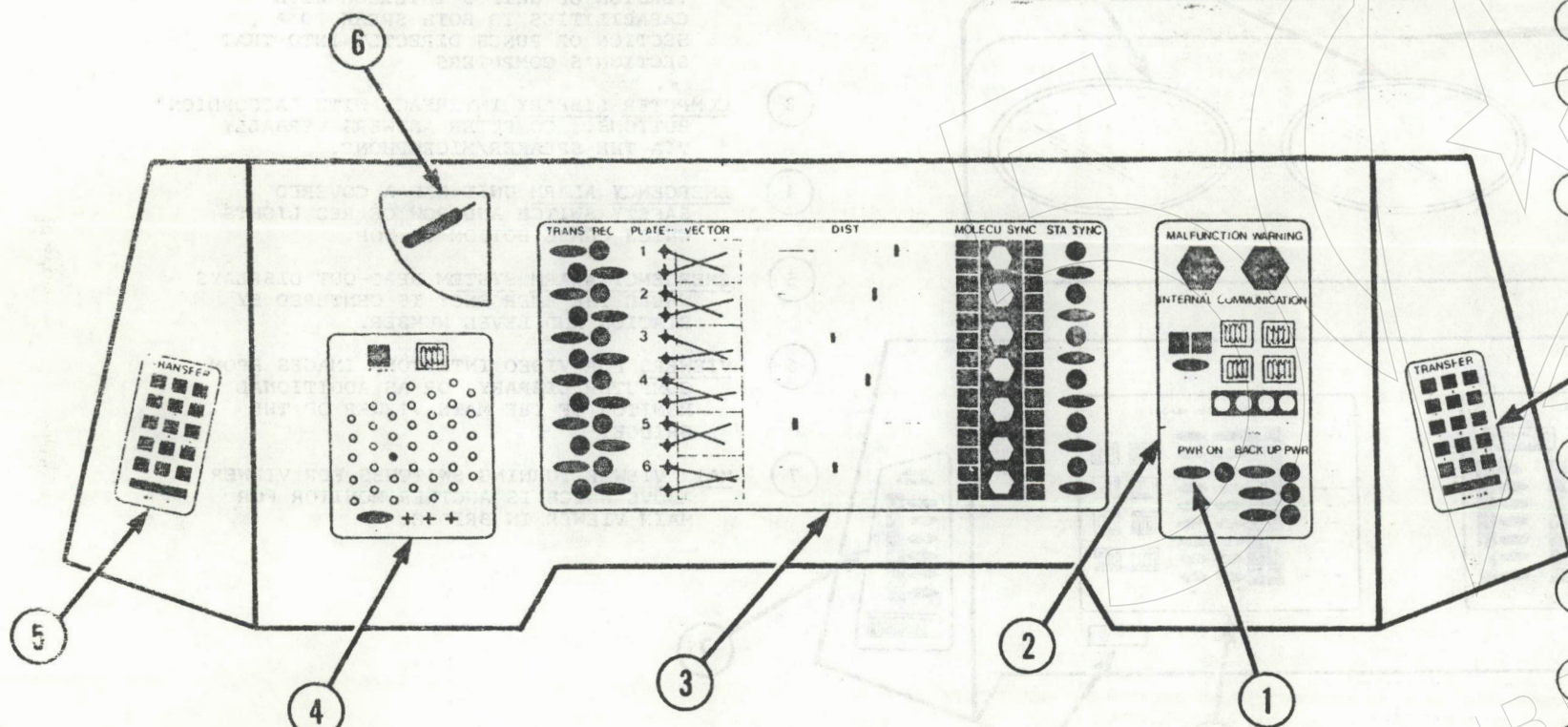
3 MAIN CONTROLS LEFT TO RIGHT CONSIST OF SWITCH AND INDICATOR LIGHT FOR TRANSPORT OR RECEIVE, TWO KNOBS FOR VECTOR COORDINATES, SLIDER KNOBS FOR DISTANCE SETTINGS, ROWS OF INDICATOR LIGHTS FOR DISPLAYING WHEN MACHINE HAS REACHED MOLECULAR SYNCHRONIZATION WITH PERSON TO BE TRANSPORTED AND SWITCH AND INDICATOR 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.

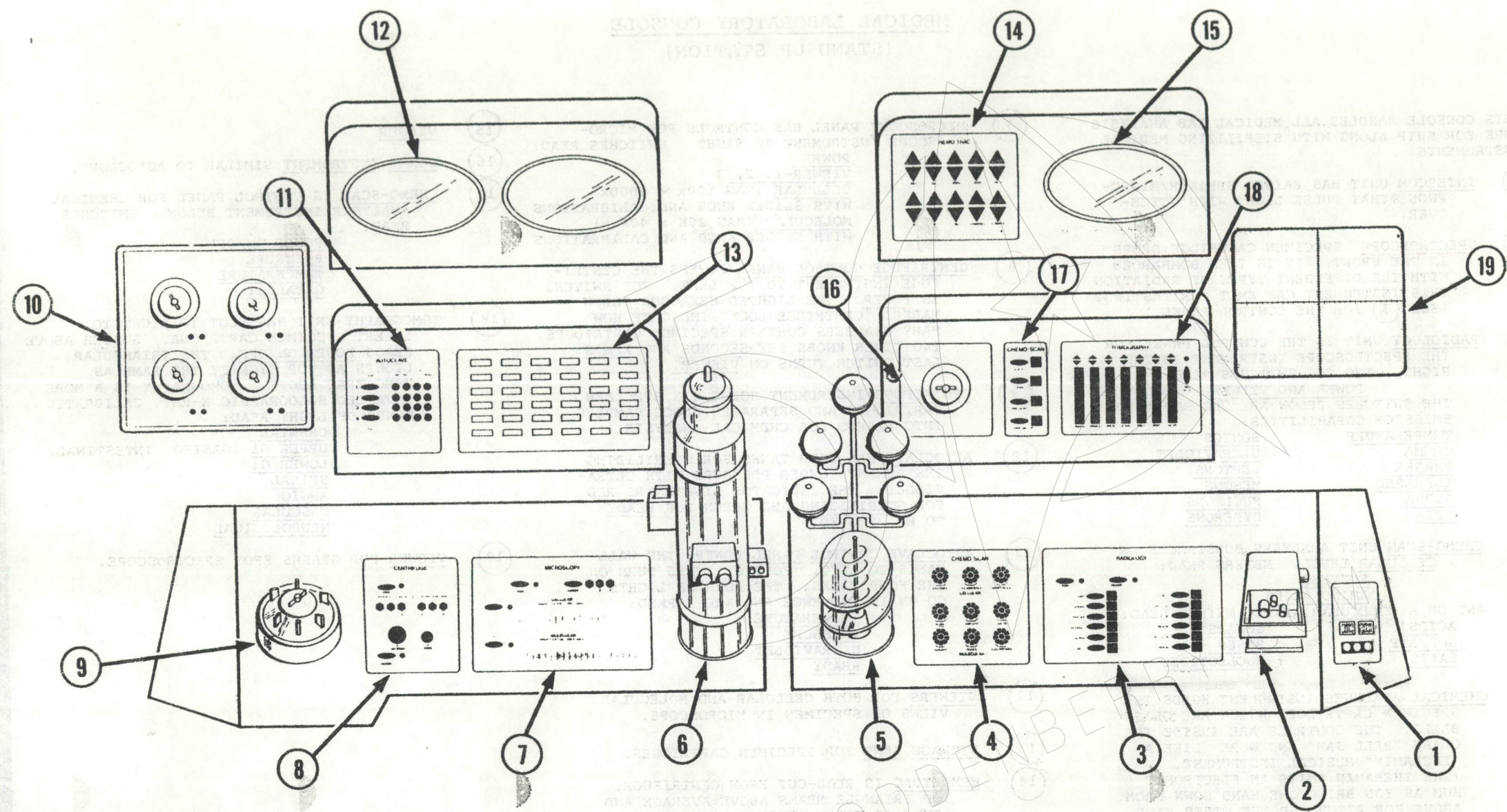
7 TRANSFER UNIT ADDS ADDITIONAL STATIONS TO WHICH CONSOLE READ-OUT CAN BE TRANSFERRED.



TRANSPORTER ROOM CONSOLE
(STAND-UP CONSOLE FOR ASSIGNED CREW MEMBERS)

RODDENBERG

MEDICAL LABORATORY CONSOLE
(STAND UP STATION)



MEDICAL LABORATORY CONSOLE
(STAND UP STATION)

TES:

PLEASE USE ALL BLUE &
GREEN GELS ONLY WHERE
EVER POSSIBLE—

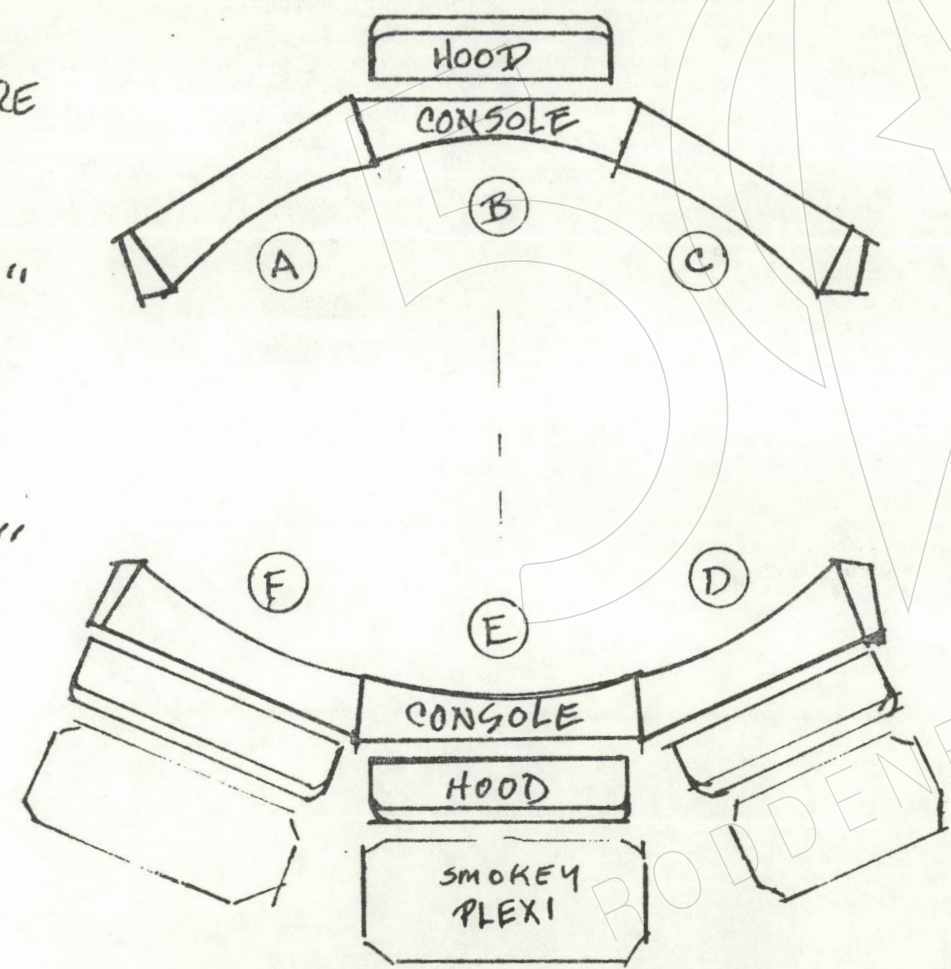
USE RED ONLY FOR
"EMERGENCY ALARMS"

ANY QUESTIONS CALL
LEE COLE - EXT. 1776

TWO VIEWER UNITS
ARE FOR "BURN-INS"

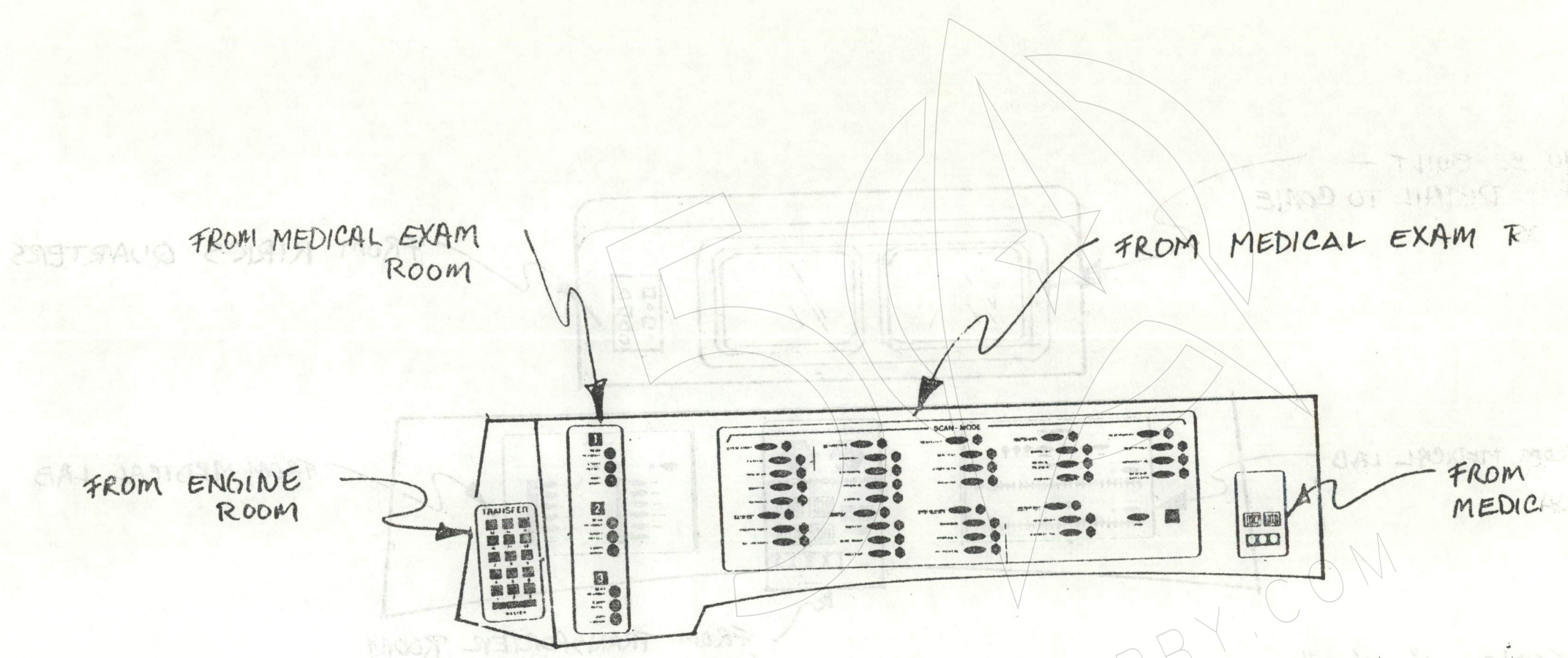
SCALE: 1/4" = 1'-0"

FRONT CONSOLES



REAR CONSOLES

EPSILON 9
CONSOLES



SCALE: 1" = 1'-0" approx.

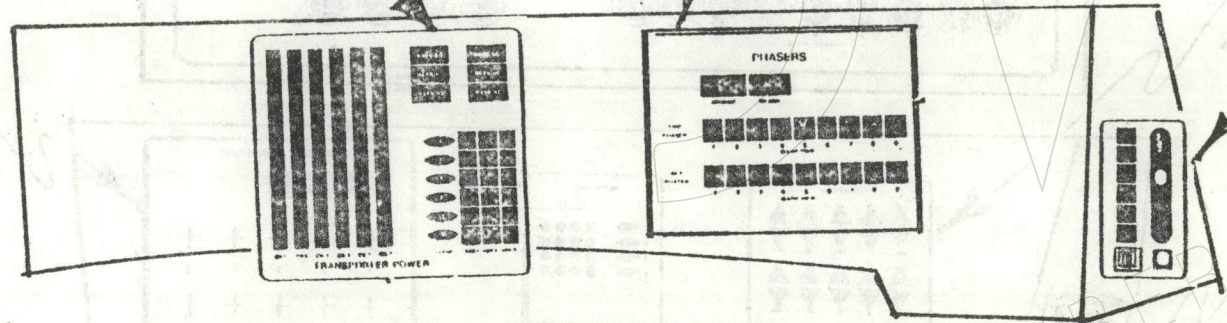
CONSOLE "A"

EPSIL

FROM ENGINE ROOM
FOYER

LEFT-OVER WEAPONS PANEL
(CUT OFF - USE THIS SECTION ONLY)

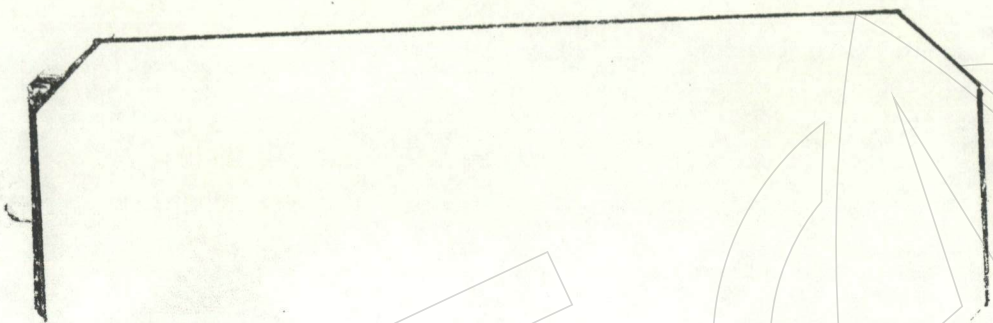
FROM MEDICAL
EXAM ROOM



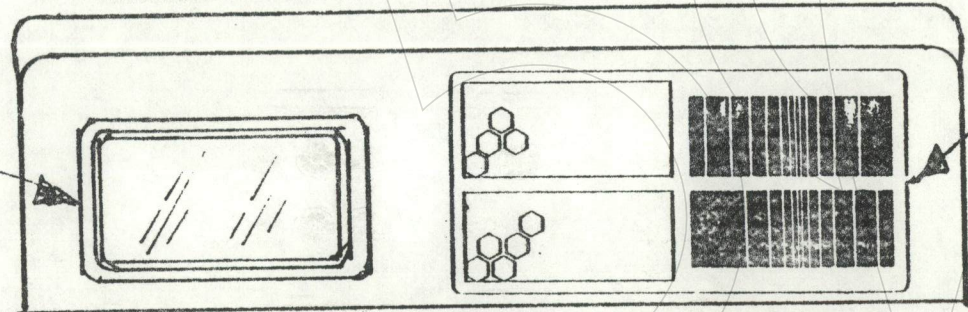
1E: 1" = 1'-0" approx.

CONSOLE "C"

EPSILON 9

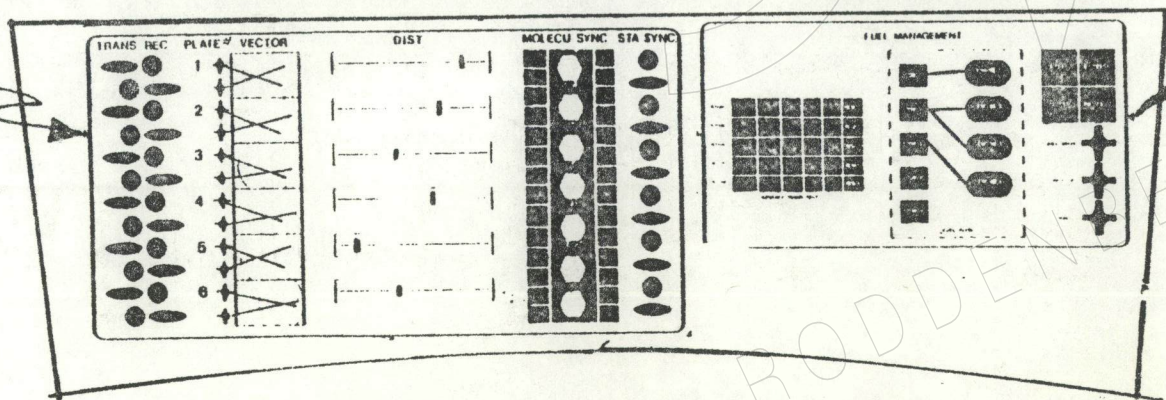


BE BUILT -
DETAIL TO COME



FROM
ENGINE ROOM FOWER

ROOM
TRANSPORTER ROOM



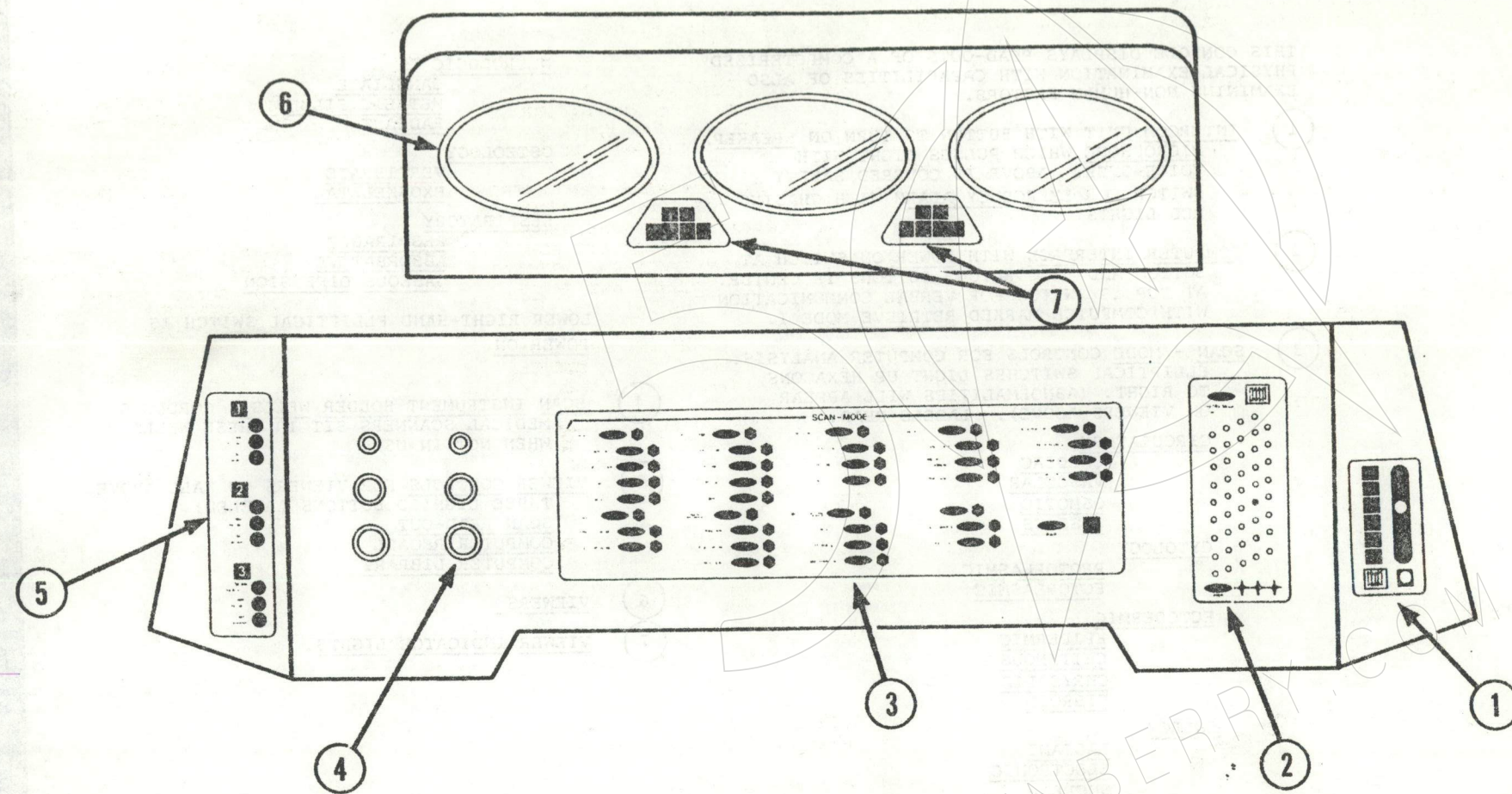
FROM
ENGINE ROOM

ALE: 1" = 1'-0"
approx.

CONSOLE "E"

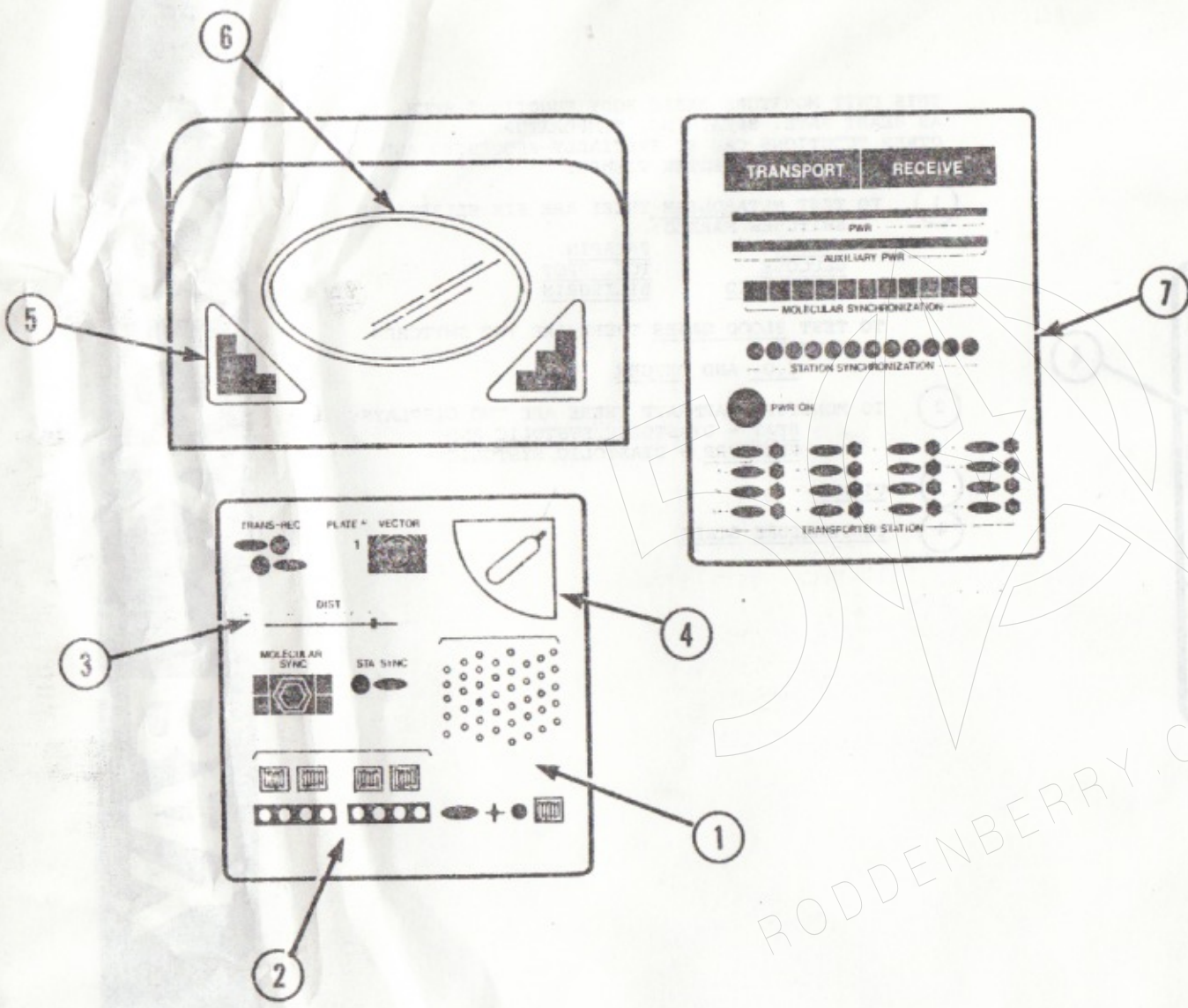
EPSILON 9

MEDICAL EXAMINING ROOM CONSOLE
(STAND UP STATION)



MEDICAL EXAMINING ROOM CONSOLE
(STAND UP STATION)

REPLACEMENT PARTS LIST
(PORTABLE UNIT)



THIS STATION TRANSPORTS AND RECEIVES SMALL ITEMS WITHIN THE SHIP.

- ① MASTER POWER SWITCH TURNS ON ALL POWER AND COPY AT THIS STATION. THE OTHER BUTTONS ARE A COMPUTER INTERFACE.
- ② INTERCOM UNIT WITH RAISED SPEAKER/MICROPHONE THAT PULSES LIGHT WITH VOICE-OVER.
- ③ TRANSPORTER UNIT. TOP LEFT ELLIPTICAL SWITCHES SET EITHER TRANSPORT OR RECEIVE. TWO VECTOR KNOBS SET LOCATION. SLIDER KNOB 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 ACTIVATOR HANDLE RECESSED IN A WELL.
- ⑤ VIEWER INDICATOR LIGHTS
- ⑥ VIEWER
- ⑦ TRANSPORTER READ-OUTS SHOW:
TRANSPORT OR RECEIVE
POWER AND AUXILIARY POWER
MOLECULAR SYNCHRONIZATION
STATION SYNCHRONIZATION
POWER ON
TRANSPORTER STATION SWITCHES 1 THRU 16