

**AVENTICS** 

**MAREX OS 3D**  
JOYSTICK SYSTEM -  
DOCKING YOUR BOAT  
WITH EASE

**Rexroth**  
Pneumatics



# Effortless maneuvering at your fingertips

The joystick system Marex OS 3D takes the stress out of maneuvering in tight spaces. The intuitive ship control moves your ship smoothly and responsively.

It's a simple principle: The boater pushes or twists the joystick and the ship will mirror the movement exactly. Unwanted movements due to crosswind or current are being automatically compensated by a sophisticated vector control and integrated compass.

- Intuitive maneuvering
- Heading compensation
- State-of-the-art, ergonomic design
- Integrated thruster interface
- Suitable for all common engines and gearboxes
- Delivery, engineering, and start-up out of one hand

Marex OS 3D is based on a Marex OS III remote control system. This combination allows for the integration of up to six joysticks

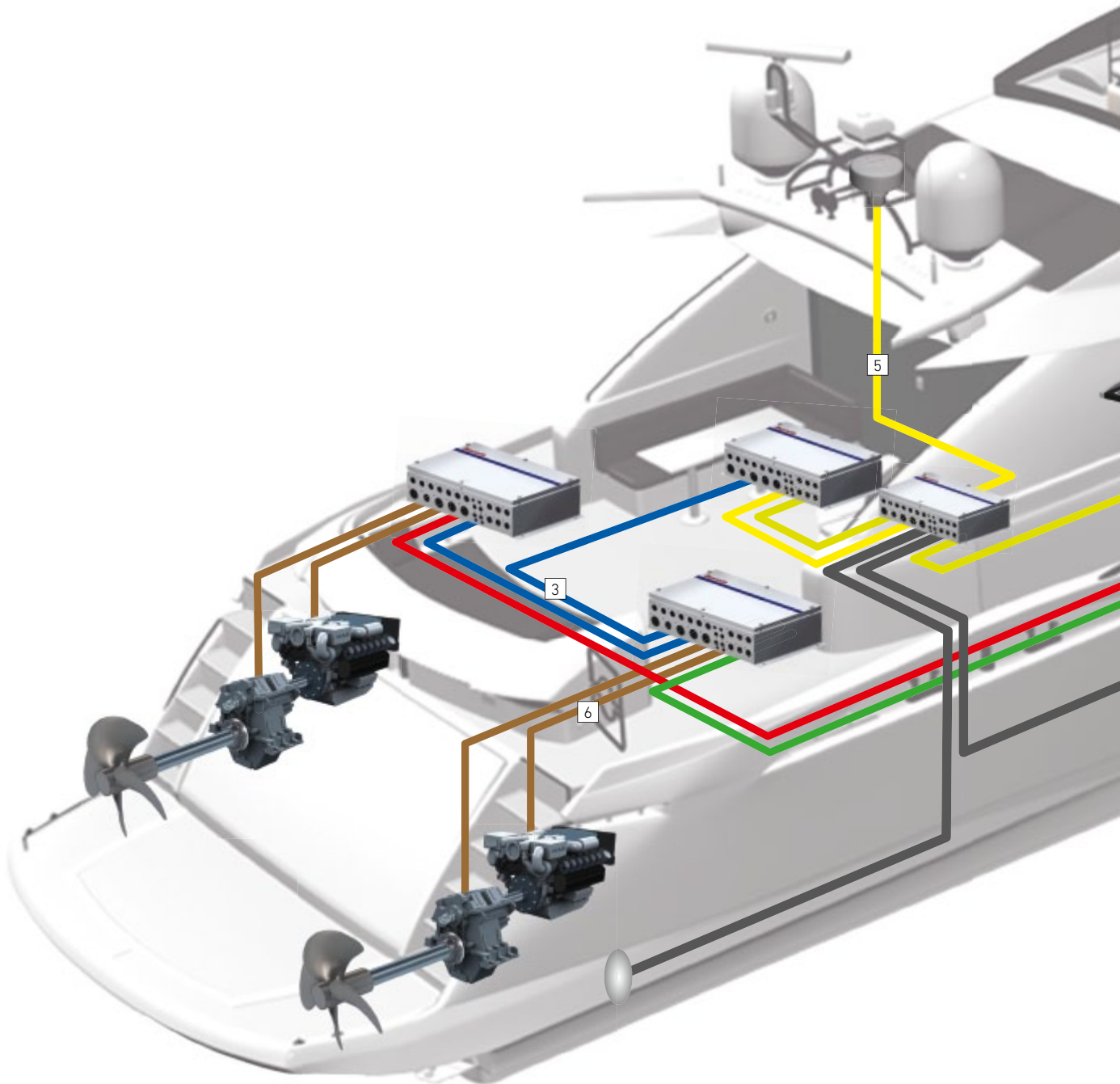
stations. Different control station variations are available, from stand-alone joysticks to stations which pair the joystick with a Marex OS III-control head. Depending on the configuration, two joystick operation modes can be selected: In thruster-mode only the thrusters will be operated by the joystick while the engine control remains with the Marex OS III-control heads. In 3D-mode all driving units including thrusters, engines and steering gear will be controlled by your fingertips.

Whatever the specific equipment on the ship, the Marex OS 3D joystick system has the right interface for all types of engines, gearboxes and thrusters. Marex ship controls represent a state-of-the-art system solution including engine remote control, joystick operation and alarm and monitoring system. Interface issues are finally off the table.

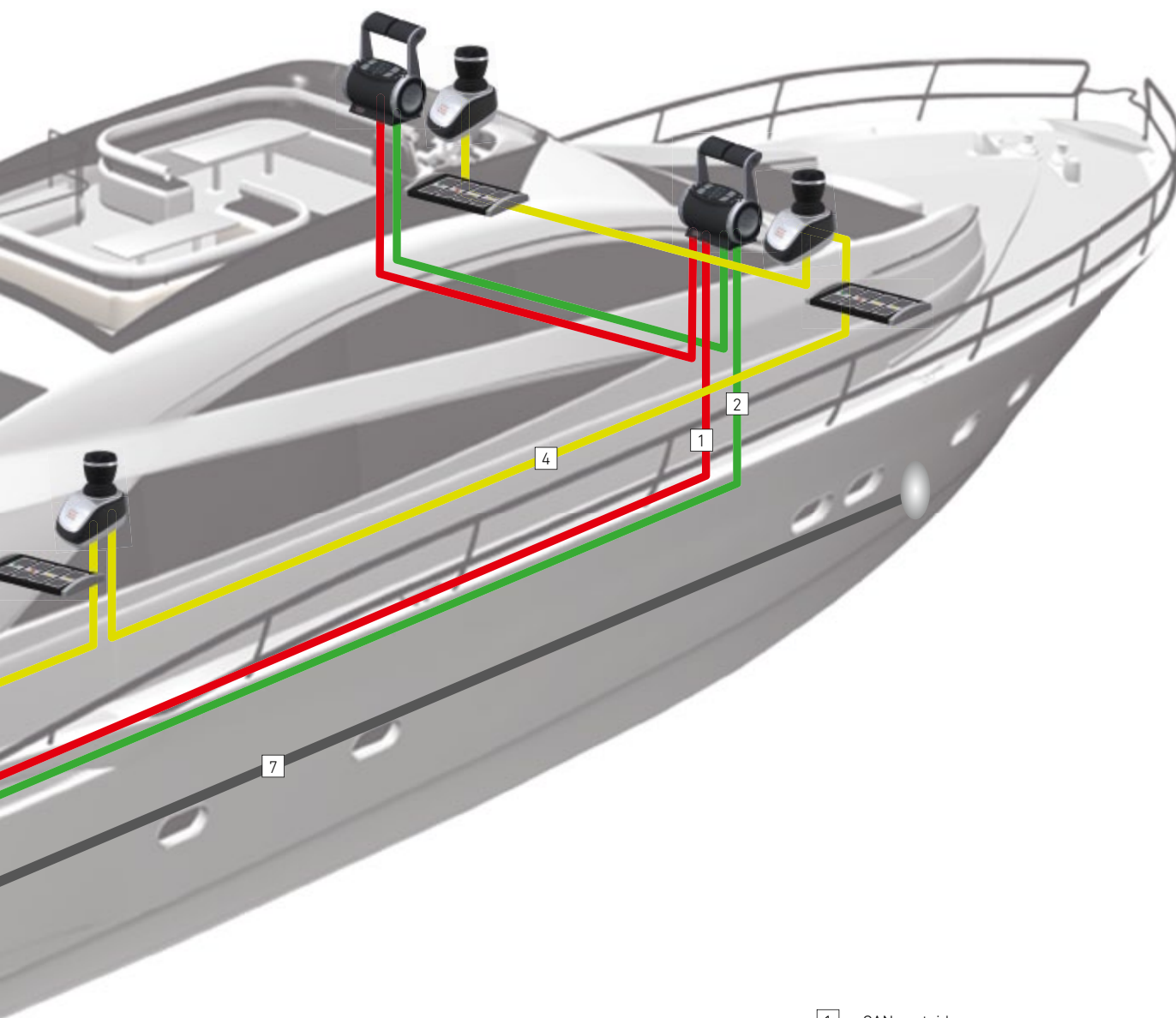
## Advantages

- ✓ Intuitive operation
- ✓ Flexible interface
- ✓ State-of-the-art design
- ✓ Stand-alone station
- ✓ Pairing
- ✓ Turnkey solution

# Flexible configurations - Fitting your ship like a glove -



# Easy-to-integrate system solution - Where safety meets comfort -



- 1 CAN portside
- 2 CAN starboard
- 3 CAN interlink
- 4 CAN 3D
- 5 NMEA 2000
- 6 Engine/Gear control signals
- 7 Thruster control signal

# Open system with first-class components



## Joystick

The joystick reflects the approved design features of the Marex OS-control head type 240. Its ergonomic shape is perfect for fingertip operation and provides effortless maneuverability with confidence and ease.



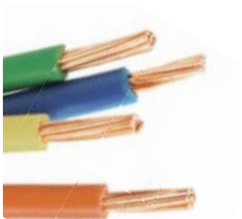
## Vector control

The Marine Propulsion Controller MPC 3D vector control unit is the heart of the Marex OS 3D-system. It processes the commands coming from the joystick and performs the vector calculations necessary to control the main propulsion and thrusters.



## Compass

When the joystick is used as a fingertip control to move the ship in any direction - sideways, diagonally or turning on the spot - the electronic compass helps to suppress unwelcome movements due to crosswind or current for example.



## Flexible interface

In addition to the flexible Marex OS III MPC interface for engines and transmissions, the Marex OS 3D joystick system offers an NMEA 2000 interface, as well as analog or digital signals for all thruster interfaces.



## Operating module

Functional and room-saving, the CAN operating module type 242 provides four keys to operate essential functions. Additional modules are available which will be configured according to your requirements.



## Turnkey solution

Complete delivery of all remote control components as well as engineering and start-up from a single source.

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