Zero-Gravity Kiosk Console, Type 39

Developed by Kage Yaichiro in YE 39, the Zero-Gravity Kiosk Console (Type 39) is an offering in the Kiosk Console Line. It was created for the civilian market as well as with options exclusively available for the Star Army of Yamatai. This kiosk is intended for use on starships and systems where space is at a premium or in systems which are meant to be portable and controlled in the field, even if gravity is disabled and turbulence likely. In spite of this ideology, the telescoping nature of the kiosk and tactile interface permits it to serve as a typical console with a chair as well. It is essentially a communicator and possibly a supplemental computer system in a kiosk form.



About the Zero-Gravity Kiosk Console, Type 39

The Zero-Gravity Kiosk Console was initially developed in YE 39 by Kage Yaichiro for use in a proposed

Plumeria-class (2D) Medium Gunship Update as well as for field use. Though these were initially envisioned as a control system that could fit in as small a footprint as possible, they grew into a line of diverse and feature-packed systems in their own right as the Kiosk Console Line. The Zero-Gravity version became a specific chassis type within that line.

This offering is intended for utility and is capable of being used to control assorted types of Star Army of Yamatai and civilian equipment as well as being easily scalable in processing power. It is often seen in small spaces and engineering areas where it is not assigned to one specific technician in a shift, but rather may be checked frequently or infrequently by multiple technicians as needed or as the assigned schedule demands. They can telescope up or down to match a user's height as needed instead of forcing the user to squat or strain. These can be installed to replace most forms of console if required, and chairs equipped with SPINE may be connected to military offerings. Mini-Neko can use the kiosk, complete with Mini-SPINE, if the kiosk is properly equipped.

A noteworthy capability is that the hybrid touch/holoscreen of the kiosk can operate as one large tall screen with an aspect ratio like that of the communicator on which it is based, or function as a pair of smaller full-resolution widescreen displays. As such, it can be used for various roles including but not limited to:

- Managing connected systems and hardware as a standard duty or control station
- Remotely accessing other stations or a server (even over SYNC, InterNep or PANTHEON (in military offerings) while still having a screen open for the local kiosk's computer itself
- Voicechat with multiple people
- Connecting to a portable device and serving as a screen/input system running on that portable device
- Serving as a two-screen station
- Serving as two stations in one chassis for two Mini-Neko
- Being wheeled around with the proper hardware, steered by its handholds

Differences between Military and Civilian Variants

Aside from the different Military Only options that are available for various Kiosk Console Line options, it should be noted that the color options for the military variant of the Zero-Gravity Kiosk Console (Type 39) are usually Star Army Blue, Olive Drab, or SAINT Black; while the padding is typically Ketsurui Red or a Hunter Green (paired with Olive Drab). Custom colors can be used instead for military or civilian offerings, but the above colors are restricted for military use. Additional markings such as text or symbols cost an added 10 KS, and some markings are reserved for military use or for veterans of specific vessels.









Another difference lies within the computer system. Military variants use hardware from the Star Army Communicator, Type 36 or the older Star Army Communicator, Type 29 (plus proper updates) in certain situations. Civilian variants, however, utilize a system equivalent to the Basic Communicator for their main computer system. It is also common for the military variant to lack a second drive and thus exclusively with a Communicator Drive for sliding in an external communicator and making any file transfers easily traceable. This is by no means a requirement, however.

Telescopic Chassis



The telescopic chassis of the Zero-Gravity Kiosk Console is made of Durandium Alloy, and is over-engineered so that it is structurally stable regardless of its configuration and can even be used for cover in a firefight. It is meant to be an anchor point in turbulence and zero gravity, and thus is also bolted to the floor wherever it is installed. The upper part of the unit that consists of the computer, screen, and input module are able to be pulled up or pushed down by reaching into the hole where the keyboard slides in and pushing a locking bar under the keyboard while moving the assembly to the desired position. This bar can be accessed whether the keyboard is slid in or pulled out, but is placed to that it cannot be accidentally be hit in the midst of turbulence.

Zero-Gravity Anchors

The Zero-Gravity Kiosk Console, true to its name, was designed for use with zero-gravity in mind. The

base of the Kiosk Console has solid footholds, and the sides of the kiosk screen housing have durable handholds. It is possible for a user to anchor all their limbs to the Kiosk Console or type while maintaining proximity to the kiosk in zero gravity. To assist with two-handed use in zero-gravity or even to allow for continued use in turbulence, an adjustable fabric strap exists which can be fitted around the torso or upper legs of the user. This strap is even used as a sling in which to sit by some, though that was not its initial intended use. The outward facing of the various input offerings and the top of the Kiosk Console's screen also have padding to protect against injuries during turbulence, completing the protective design.

Alternate Applications Under Gravity

The Zero-Gravity Kiosk Console is still popular under gravity because the hardware provides secondary functions. The bolt holes that allow the base to be fixed to a deck can instead be used to affix it with four roller wheels and two braking jacks (which cost a bit extra), allowing for fine control over where the kiosk can be rolled and moved. This adds six centimeters to the height of the unit. The handholds on either side of the screen housing work with this option to allow for easy movement and position changes. Of course, if bolted into a position conventionally, this kiosk's handholds still provide an option in the case of turbulence.

The most notable change in purpose would be the strap. Not only can it still unofficially serve as a sling seat, but it can also be used for the purposes of storing a folding chair against the kiosk when not in use. This permits it to be used in the field as a temporary seated duty station and easily moved and stored as needed. It is not uncommon to see a strap threaded through and around a folding chair if a kiosk sees enough regular extended use.

Utility Drawer/Battery Compartment

Located in the base of the unit right above the footholds, the Utility Drawer is present for the storage of any equipment or power sources which might be required. This is necessary due to the Kiosk Console's likely use as a control system for Engineering components, as well as the potential of being out in the field and needing an internal battery bank or a compact Aether Generator for power.

The drawer has a width of 63 cm, a depth of 27 cm, and a height of 19 cm; not counting the handle. Protective wear can be stowed here, as can things such as Fire Extinguisher s, tool kits, or other components. It is sometimes used to also store weapons and ammunition in military use, though it is recommended to use the kiosk to engage the drawer's locking mechanism and require authentication to open it in this use case.

Kiosk Hood

This section contains the assorted available components responsible for sampling and displaying audio and video. Screens, speakers, microphones, and cameras are all located here. Of course, the design of the hood makes it so that the vertically-biased screen (which can also serve as two stacked horizontally-biased screens) dominates.

Input Surfaces

The Input Surface is an optional modular component which is installed in the front of the Kiosk Console for tactile or other input. It possible to omit the Input Surface, but this is not common in the Zero-Gravity offerings. These have padding to protect users against impacts in turbulent conditions and double as palmrests. It should be noted that some Input Surfaces can be fully retracted, slid out for standing typing, or fully extended for seated typing. In these cases, one must push two buttons on the undersides of the corners to free up the Input Surface to move. It is otherwise anchored in position and will not shift during turbulence. The assorted types of Input Surface can be found here.

OOC Notes

Toshiro created this article on 2017/10/09 21:14. Approved by Ametheliana and FM approved by Wes on 2017/10/28, here: https://stararmy.com/roleplay-forum/index.php?threads/star-army-fabrication-chamber-type-39-supplemental-submissions.60160/#post-364006

Products & Items Database	
Product Categories	interiors
Product Name	Zero-Gravity Kiosk Console
Nomenclature	Type 39
Manufacturer	Sunflower Corporation, Yugumo Corporation
Year Released	YE 39
Star Army Logistics	
Supply Classification	Class E - PARTS AND COMPONENTS
First Used	YE 39

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Last update: **2023/12/21 04:21**