

AUTOMATED CONTROL SOLUTIONS, INC.

502 CENTRAL PARK DRIVE
SANFORD, FL 32771-6672
PH#407-688-2429
FAX#407-688-2439
WWW.ACONTROLSOLUTION.COM

We are control system integrators that specialize in entertainment and industrial applications. All of our control systems focus on safety, whether it is to keep ride vehicles from colliding or to keep show actors safe. We evaluate every system to eliminate undetectable single point failures, make it fail-safe and provide redundancy where required. Our systems meet or exceed the standards required by the theme parks and their local code.

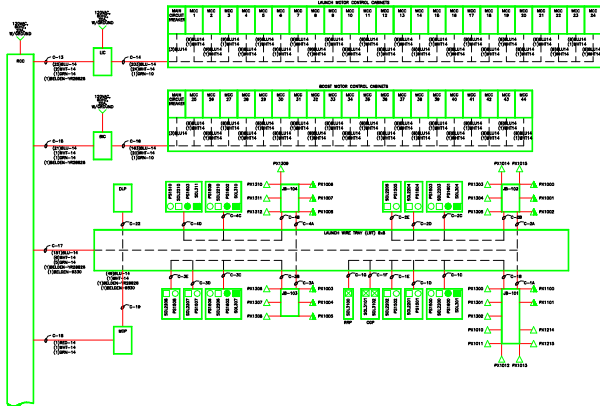
Our Mechanical Design Team specializes in Special Effects design and effect fabrication.

Products:

- Ride Control Systems (sample included)
- LIM Launch Control Systems
- Show Control Systems
- Dual PLC systems (sample included)
- Flame Control Systems
- Pyro Control Systems
- Special Effects Control Systems
- Show Action Equipment Control Systems
- Mechanical Effects Control Systems
- Sub-System Controls
- Industrial Control Systems (Packaging and Conveyor)
- Motor Control Systems
- Theater Stage Lift Control Systems
- Operator Control Consoles (sample included)
- Junction Boxes
- Actor Queue Indicators
- Actor Enables

Services:

- Assembly Drawings (samples included)
- Interconnect Diagram Drawings (sample included)
- Schematic Drawings
- Facility Impact Documentation
- Equipment layout design in facility
- Installation Instruction Documentation
- Failure Modes and Effects Analysis (FMEA)
- Single Point Failure Analysis
- PLC Software design
- Operator Interface and HMI design
- Facility Acceptance Testing prior to shipment (FAT)
- Installation of ACS equipment
- Wire Termination
- System start up and debugging
- Test and Adjust
- System Commissioning
- Site Acceptance Testing (SAT)
- Operations and Maintenance Manuals



Mechanical:

- Flame, LN2, Steam and Fog Effect Design
- Detailed Facility Requirements
- Gas Flow and Consumption Calculations
- Complete Mechanical Drawings
- Mechanical Fabrication
- Pressure testing

