



Standard Practice for Human Engineering Design for Marine Systems, Equipment, and Facilities^{1,2}

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This standard has been approved for use by agencies of the U.S. Department of Defense.

1. Scope

1.1 This practice provides ergonomic design criteria from a human-machine perspective for the design and construction of maritime vessels and structures and for ~~equipments,~~equipment, systems, and subsystems contained therein, including vendor-purchased hardware and software.

1.1.1 The focus of these design criteria is on the design and evaluation of human-machine interfaces, including the interfaces between humans on the one side and controls and displays, physical environments, structures, consoles, panels and workstations, layout and arrangement of ship spaces, maintenance workplaces, labels and signage, alarms, computer screens, material handling, valves, and other specific ~~equipments~~equipment on the other.

1.2 The criteria contained within this practice shall be applied to the design and construction of all hardware and software within a ship or maritime structure that the human crew members come in contact in any manner for operation, habitability, and maintenance purposes.

1.3 Unless otherwise stated in specific provisions of a ship or maritime structure design contract or specification, this practice is to be used to design maritime vessels, structures, equipment, systems, and subsystems to fit the full potential user population range of 5th % females to 95th % males.

1.4 This practice is divided into the following sections and subsections:

TABLE OF CONTENTS

Section and Subsections	Title
1	Scope
2	Referenced Documents
3	Terminology
4	Significance and Use
5	Controls
5.1	Principles of Control Design
5.2	General Design Guidelines

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² A user-friendly format of this standard is available for download from ASTM's website. While the content is the same, ASTM Practice F1166 in standard published format should be considered the official version (for any legal or liability purposes).

TABLE OF CONTENTS

Section and Subsections	Title
5.3	Control Movement
5.4	Control Spacing
5.5	Coding of Controls
5.6	Control Use and Design
6	Displays
6.1	Visual Displays
6.2	Location, Orientation, Lighting, and Arrangement of Displays
6.3	Display Illumination
6.4	Display Types
6.5	Audible Displays
7	Alarms
7.1	General Alarm Requirements
7.2	Visual Alarms
7.3	Audible Alarms
7.4	Voice Messages
7.5	Alarm Initiation Stations
7.6	Alarm Requirements by IMO
8	Integration of Controls, Displays, and Alarms
8.1	Principles of Design
8.2	Grouping Relationships—Principles of Arrangement
8.3	Separating Groupings
8.4	Position Relationships of Displays and Alarms
8.5	Position Relationships of Controls to Associated Displays and Alarms
8.6	Control and Display Movement Relationships
8.7	Spatial Relationship Between Controls, Displays, and Equipment
8.8	Alternative Approach to Grouping Design
8.9	Special Requirements for Control and Display Integration on Bridges
9	Anthropometry
9.1	General Design Requirements
9.2	Static Anthropometric Data
10	Workplace Arrangements
10.1	Basic Principles of Workplace Design
10.2	Seated Workstation
10.3	Standing Workstation
10.4	Kneeling Workstation
10.5	Squatting Workstation
10.6	Shelving
10.7	Status Boards and File Cabinets
10.8	Work Benches
10.9	Vertical Strainers and Filters
10.10	Reach Limitations at Workstations
10.11	Safety Eyewash Fountains and Showers
10.12	Pedestal-Mounted Controls and Displays
10.13	Hand Cranks and Pumps
10.14	Bulkhead-Mounted Equipment
10.15	Equipment Racks, Cabinets, and Individual Equipment Spacing
10.16	Consoles and Control Panels
10.17	Bridge Design
11	Access Aids: Stairs, Handrails, Railings, Vertical Ladders, Ramps, Doors, Lightening Holes, Hatches, Kick-Out Panels, Passageways and Walkways, and Work Platforms)
11.1	Stairs, Ladders, and Ramps
11.2	Stairs
11.3	Ramps
11.4	Vertical Ladders
11.5	Vertical Ladders with Safety Cages
11.6	Vertical Ladders with Positive Fall Protection Devices
11.7	Special Ladder Requirements
11.8	Handle/Hand Grab
11.9	Individual Rung Ladders
11.10	D-Ring Ladders
11.11	Handrails
11.12	Walkways, Passageways, and Alternate Means of Personnel Movement
11.13	Elevated Work Platforms
11.14	Hatches, Manways, Lightening Holes, Inspection Ports, and Kick-Out Panels
11.15	Doors and Arches
11.16	Permanent Means of Access (PMA)
12	Valve Placement, Orientation, and Location
12.1	General Design Requirements
12.2	Valve Criticality and Location
12.3	Valve-Mounting Heights and Orientations: Handwheel Operated
12.4	Valve-Mounting Heights and Orientations: Lever-Operated Valves
12.5	Alternative Valve Orientations
12.6	Valve Manifolds
13	Human-Computer Interface

TABLE OF CONTENTS

Section and Subsections	Title
13.1	General Design Requirements
13.2	System Operations
13.3	Computer Displays
13.4	Display Content
13.5	Display Coding
13.6	Dynamic Displays
13.7	Display Format
13.8	Textual Data Displays
13.9	Graphic Displays
13.10	Audio Displays
13.11	Data Entry
13.12	Interactive Control
13.13	Graphic Controls
13.14	Windows
13.15	Menus
13.16	Forms
13.17	Alarms
13.18	Language
13.19	Feedback
13.20	Prompts
13.21	Defaults
13.22	Error Management/Data Protection
13.23	Data Security
13.24	Help
13.25	Software
13.26	Data Transmission/Messaging
13.27	Input Devices
13.28	Cursors
13.29	Printing
14	Habitability
14.1	Noise
14.2	Indoor Climate
14.3	Lighting
14.4	Whole-body Vibration and Shock
15	Labeling
15.1	Design Criteria of Labels
15.2	Abbreviations
15.3	Symbols
15.4	Component Labels on Consoles and Panels
15.5	Equipment Identification Labels
15.6	Electrical System Labels
15.7	Room, Deck Space, and Void Identification Labels
15.8	Pipe Marker Labels
15.9	Safe Working Load Identification Labels
15.10	Load Weight Identification Labels
15.11	Hazard Identification Signs
15.12	Information Signs
15.13	Instruction Labels
15.14	Graphical Schematics or Diagrams
15.15	Orientation Plans
15.16	Emergency Instructions
16	Material Handling
16.1	Design to Support Manual Material Lifting and Carrying
16.2	Weight Lifting
16.3	Weight Carrying
16.4	Design to Push for Manual Material Handling
16.5	Design of Handles and Grasp Areas
16.4	Design of Handles and Grasp Areas
16.6	Design of Auxiliary Hoisting and Carrying Devices
16.5	Design of Auxiliary Hoisting and Carrying Devices
16.7	Hand Trucks and Wheeled Dollies
16.6	Hand Trucks and Wheeled Dollies
16.8	Crane Design
16.7	Crane Design
17	Design for Maintenance
17.1	General Design Requirements
17.2	Maintenance Accessibility
17.3	Maintenance Environments
17.4	Lubrication
17.5	Cases
17.6	Covers
17.7	Fasteners
17.8	Hatches, Manways, Lightening Holes for Maintenance Access
17.9	Diagnostics and Troubleshooting

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TABLE OF CONTENTS

Section and Subsections	Title
17.10	Equipment Modularization
17.11	Equipment Mounting and Installation
17.12	Standardization
17.13	Electrical Wires and Cables
17.14	Conductors
17.15	Connectors
17.16	Test Equipment
17.17	Fuses and Circuit Breakers
17.18	Hydraulic Systems
17.19	Stored Energy Devices
17.20	Pipe Flanges, Spools, and Blinds
17.21	Test and Sample Points
18	Hazards and Safety
18.1	<u>Hierarchy of Controls</u>
18.1	Safety Labels, Signs, and Excluded Area Markings
18.2	<u>Safety Labels, Signs, and Excluded Area Markings</u>
18.2	General Workplace Hazards
18.3	<u>General Workplace Hazards</u>
18.3	General Equipment-Related Hazards
18.4	<u>General Equipment-Related Hazards</u>
18.4	Electrical Hazards
18.5	<u>Electrical Hazards</u>
18.5	Mechanical Hazards
18.6	<u>Mechanical Hazards</u>
18.6	Fluid Hazards
18.7	<u>Fluid Hazards</u>
18.7	Safety Barriers
18.8	<u>Safety Barriers</u>
18.8	Fall Protection
18.9	<u>Fall Protection</u>
18.9	Emergency Egress
18.10	<u>Emergency Egress</u>
19	Communications
19.1	Communication System Requirements
19.2	Microphones
19.3	Headsets
19.4	Loudspeakers
19.5	Telephone Systems
20	Keywords
21	<u>Acknowledgement</u>
Appendix X1	<u>Small Boat and High Speed Craft (HSC) Appendix</u>
Appendix X1	<u>Human Factors Engineering (HFE) Design Checklist</u>
Appendix X2	<u>Human Factors Engineering (HFE) Design Checklist</u>

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<https://standards.itih.ai/standards/astm/f1166-21/42da2f26-93e6-4edf-81ef-ec7c12c4fc88/astm-f1166-21>

LIST OF FIGURES

Figure	Title
1	Control Movement Expectations
2	Foot-Operated Switches Design Requirements
3	Pedal Location and Design Requirements
4	Lateral Spacing for Pedals
5	Design Criteria for Discrete Rotary Controls
6	Separation Requirements for Discrete Rotary Controls
7	Dimension, Resistance, and Separation of Continuous Rotary Controls
8	Proper Mounting of Rapidly Operated Cranks
9	Dimensions, Resistance, and Separations Required for Cranks
10	Design Criteria for Pushbuttons
11	Two Types of Legend Switches (Backlit Pushbuttons)
12	Size, Displacement, and Resistance for Legend Switches
13	Design Requirements for Various Types of Toggle Switches
14	Design Requirements for Rocker Switches
15	Dimensions, Resistance, and Separation for Discrete Slide Switch Controls
16	Dimensions, Resistance, and Separation for Continuous Slide Controls
17	Dimensions, Resistance, and Separation for Levers
18	Dimensions, Resistance, and Separation for Slide Levers
19	Dimensions, Displacement, and Separation of Push-Pull Controls
20	Visual Lines of Sight
21	Primary and Secondary Fields of View
21	<u>Primary and Secondary Fields-of-view</u>
22	Design Criteria for Major, Intermediate, and Minor Scale Markings
23	Scale Graduation, Pointer Position, and Scale Numbering Alternatives
24	Scale Number Placement
25	Color and Shape Coding of Ranges on an Analog Display

LIST OF FIGURES

Figure	Title
26	Zero Position and Pointer Movement for Circular Dial Displays
27	Aligned Pointers for Rapid Check Readings
28	Digital Display Design Requirements
29	Grouping Controls and Displays by Common Function
30	Grouping Controls and Displays by Individual Equipments
30	Grouping Controls and Displays by Individual Equipment
31	Mirror-Imaged Arrangement of Individual Equipment Control and Display Groupings (Not Recommended)
32	Grouping Controls and Displays by Common Equipment
33	Grouping Controls and Displays by Sequence of Use
34	Grouping with Physical Separation
35	Grouping with Boundary Lines and Borders
36	Grouping with Colored and Shaded Pads
37	Grouping with Sub-panels
38	Position of Individual Controls and Associated Displays for Right-Handed Operator
38	Position of Individual Controls and Associated Displays for Right-handed Operator
39	Arrangement of Multiple Rows of Controls and Displays
40	Arrangement of Multiple Rows of Displays and a Single Row of Controls
41	Positional Relationship between Alarm, Display, and Control
42	Positional Relationship between Control Pointer and Status Indicator
43	Control and Display Movement Relationship
44	Spatial Relationship Between Controls, Displays, and Equipment
45	Spatial Relationships Between Equipment and Control Panels
46	Spatial Relationships for Redundant Controls and Displays
47	Panel Layout That Replicates Location of Equipment in Remote Space
48	Mimic of Physical Equipment Functional Layout
49	Mimic of Functional Groups Irrespective of Equipment Layout
50	Standing Body Dimensions
51	Seated Body Dimensions
52	Depth and Breadth Dimensions
53	Hand and Foot Dimensions
54	Gloved Hand Dimensions
55	Head Dimensions
56	<u>Changes in Levels up to a Maximum of 6 mm (¼ in.)</u>
55	Seated Workspace Dimensions
57	Seated Workspace Dimensions
56	Dimensions for a Computer Workstation
58	Dimensions for a Computer Workstation
57	Dimensions for Single or Multiple Personnel at a Table or Other Duty Station Not Requiring a Desk
59	Dimensions for Single or Multiple Personnel at a Table or Other Duty Station Not Requiring a Desk
58	Seating at CRT-Type Workstations
60	Seating at CRT-Type Workstations
59	Clearance Behind a Seated Workstation
61	Clearance Behind a Seated Workstation
60	Control Mounting Height for Seated Personnel
62	Control Mounting Height for Seated Personnel
61	Display Mounting Height for Seated Personnel
63	Display Mounting Height for Seated Personnel
62	Control Mounting Height for Standing Personnel
64	Control Mounting Height for Standing Personnel
63	Display Mounting Height for Standing Personnel
65	Display Mounting Height for Standing Personnel
64	Control Mounting Height for a Kneeling Person
66	Control Mounting Height for a Kneeling Person
65	Display Mounting Height for Kneeling Personnel
67	Display Mounting Height for Kneeling Personnel
66	Required Dimensions for a Kneeling Worker
68	Required Dimensions for a Kneeling Worker
67	Control Mounting Height for Squatting Personnel
69	Control Mounting Height for Squatting Personnel
68	Display Mounting Heights for Squatting Personnel
70	Display Mounting Heights for Squatting Personnel
69	Required Dimensions for a Squatting Worker
71	Required Dimensions for a Squatting Worker
70	Workplace Dimensions for Shelves with Full Access
72	Workplace Dimensions for Shelves with Full Access
71	Workplace Dimensions for Shelves Located Above a Cabinet
73	Workplace Dimensions for Shelves Located Above a Cabinet
72	Workplace Dimensions for Shelves Requiring Vision Over the Top
74	Workplace Dimensions for Shelves Requiring Vision Over the Top
73	Front Clearance Requirement for Lower Shelves
75	Front Clearance Requirement for Lower Shelves
74	Mounting Height of Status Boards
76	Mounting Height of Status Boards
75	Clearance in Front of Filing Cabinets
77	Clearance in Front of Filing Cabinets
76	Workbench Dimensions

LIST OF FIGURES

Figure	Title
78	Workbench Dimensions
77	Safe Reach Distances Over an Obstacle or Barrier
79	Safe Reach Distances Over an Obstacle or Barrier
78	Mounting Heights for Bulkhead-Mounted Equipment in Passageways
80	Mounting Heights for Bulkhead-mounted Equipment in Passageways
79	Mounting Heights for Common Electrical Fixtures
81	Mounting Heights for Common Electrical Fixtures
80	Direct Spatial Relationships Between Controls and Equipment
82	Direct Spatial Relationships Between Controls and Equipment
81	Spatial Relationship of Fore and Aft Equipment to Controls and Displays on a Console Located Athwartship
83	Spatial Relationship of Fore and Aft Equipment to Controls and Displays on a Console Located Athwartship
82	Seated Single-Operator Console Dimensions
84	Seated Single-operator Console Dimensions
83	Wraparound Seated Console
85	Wraparound Seated Console
84	Special Width Console
86	Special Width Console
85	Multi-Tiered Standing Console
87	Multi-tiered Standing Console
86	Multi-Tiered Seated Console
88	Multi-tiered Seated Console
87	Dimensions for Desktop Standing Console
89	Dimensions for Desktop Standing Console
88	Cargo and Ballast Transfer Consoles
90	Cargo and Ballast Transfer Consoles
89	Stair Dimensions
91	Stair Dimensions
90	Straight Run Ramp Dimensions
92	Straight Run Ramp Dimensions
91	Ramp with Turning Platform
93	Ramp with Turning Platform
92	Ramp with Switchback Turning Platform
94	Ramp with Switchback Turning Platform
93	Vertical Ladder Dimensions
95	Vertical Ladder Dimensions
94	Dimensions for a Vertical Ladder Arrangement
96	Dimensions for a Vertical Ladder Arrangement
95	Platform/Landing Dimensions for Vertical Ladder Penetration
97	Platform/Landing Dimensions for Vertical Ladder Penetration
96	Caged Ladder Dimensions
98	Caged Ladder Dimensions
97	Cage Shape and Size
99	Cage Shape and Size
98	Ladder and Climber Safety Device Dimensions
100	Ladder and Climber Safety Device Dimensions
99	Extended Railing for Ladder Fall Protection (Front View)
101	Extended Railing for Ladder Fall Protection (Front View)
100	Extended Railing for Ladder Fall Protection (Side View)
102	Extended Railing for Ladder Fall Protection (Side View)
101	Extended Railing and Cage for Ladder Fall Protection (Front View)
103	Extended Railing and Cage for Ladder Fall Protection (Front View)
102	Extended Railing and Cage for Ladder Fall Protection (Side View)
104	Extended Railing and Cage for Ladder Fall Protection (Side View)
103	Handles or Hand Grabs for Use as Ladder Extensions
105	Handles or Hand Grabs for Use as Ladder Extensions
104	Handle for Transition from a Ladder to an Intermediate Platform
106	Handle for Transition from a Ladder to an Intermediate Platform
105	Recommended Design Criteria for Individual Rung Ladders
107	Recommended Design Criteria for Individual Rung Ladders
106	Dimensions for D-Ring Ladders
108	Dimensions for D-Ring Ladders
107	Fixed Handrail Design
109	Fixed Handrail Design
108	Removable Handrail Dimensions
110	Removable Handrail Dimensions
109	Special Handrail Design Dimensions
111	Special Handrail Design Dimensions
110	Transition Handrail Dimensions
112	Transition Handrail Dimensions
111	Additional Personnel Movement-Related Design Features
113	Additional Personnel Movement-related Design Features
112	Dimensions for Rectangular Access Openings Installed in a Vertical Orientation Requiring a Step to Reach the Opening
114	Dimensions for Rectangular Access Openings Installed in a Vertical Orientation Requiring a Step to Reach the Opening
113	Dimensions for Rectangular, Square, and Round Hatches, Manways, and Lightening Holes
115	Dimensions for Rectangular, Square, and Round Hatches, Manways, and Lightening Holes
114	Dimensions for Lightening Holes

LIST OF FIGURES

Title

Figure

<u>116</u>	<u>Dimensions for Lightening Holes</u>
<u>115</u>	<u>Access to Vertical Escape Hatches</u>
<u>117</u>	<u>Access to Vertical Escape Hatches</u>
<u>116</u>	<u>Access to Overhead Hatch</u>
<u>118</u>	<u>Access to Overhead Hatch</u>
<u>117</u>	<u>Access into a Cargo Hold Through a Raised Hatch</u>
<u>119</u>	<u>Access into a Cargo Hold Through a Raised Hatch</u>
<u>118</u>	<u>Door Placement</u>
<u>120</u>	<u>Door Placement</u>
<u>119</u>	<u>Desirable Upper Limits for Handwheel Torque</u>
<u>121</u>	<u>Desirable Upper Limits for Handwheel Torque</u>
<u>120</u>	<u>Mounting Heights for Handwheel Valves With Vertical Stems</u>
<u>122</u>	<u>Mounting Heights for Handwheel Valves With Vertical Stems</u>
<u>121</u>	<u>Mounting Heights for Handwheel Valves With Horizontal Stems</u>
<u>123</u>	<u>Mounting Heights for Handwheel Valves With Horizontal Stems</u>
<u>122</u>	<u>Mounting Heights for Handwheel Valves With Angled Stems</u>
<u>124</u>	<u>Mounting Heights for Handwheel Valves With Angled Stems</u>
<u>123</u>	<u>Mounting Heights for Lever-Operated Valves With Vertical Stems</u>
<u>125</u>	<u>Mounting Heights for Lever-Operated Valves With Vertical Stems</u>
<u>124</u>	<u>Mounting Heights for Lever-Operated Valves With Horizontal Stems</u>
<u>126</u>	<u>Mounting Heights for Lever-Operated Valves With Horizontal Stems</u>
<u>125</u>	<u>Direction of Travel for Valve Levers Accessible From One Side Only</u>
<u>127</u>	<u>Direction of Travel for Valve Levers Accessible From One Side Only</u>
<u>126</u>	<u>Physical Reach from a Stooping or Squatting Position</u>
<u>128</u>	<u>Physical Reach from a Stooping or Squatting Position</u>
<u>127</u>	<u>Mounting Position for Valve Levers and Handwheels Below Standing Surface</u>
<u>129</u>	<u>Mounting Position for Valve Levers and Handwheels Below Standing Surface</u>
<u>128</u>	<u>Orientation and Reach from Ladder Parallel to Valves</u>
<u>130</u>	<u>Orientation and Reach from Ladder Parallel to Valves</u>
<u>129</u>	<u>Orientation and Reach from Ladder Perpendicular to Valves</u>
<u>131</u>	<u>Orientation and Reach from Ladder Perpendicular to Valves</u>
<u>130</u>	<u>Operating Valves from a Ladder</u>
<u>132</u>	<u>Operating Valves from a Ladder</u>
<u>131</u>	<u>Valve Manifold for Tanks Located Athwartship</u>
<u>133</u>	<u>Valve Manifold for Tanks Located Athwartship</u>
<u>132</u>	<u>Valve Manifold for Tanks Located Fore and Aft</u>
<u>134</u>	<u>Valve Manifold for Tanks Located Fore and Aft</u>
<u>133</u>	<u>Valve Manifold for Fill, High-Suction, and Low-Suction Valves</u>
<u>135</u>	<u>Valve Manifold for Fill, High-suction, and Low-suction Valves</u>
<u>134</u>	<u>Default Push Button</u>
<u>136</u>	<u>Default Push Button</u>
<u>135</u>	<u>Push Button States</u>
<u>137</u>	<u>Push Button States</u>
<u>136</u>	<u>Radio Buttons</u>
<u>138</u>	<u>Radio Buttons</u>
<u>137</u>	<u>Check Boxes</u>
<u>139</u>	<u>Check Boxes</u>
<u>138</u>	<u>Slider Control</u>
<u>140</u>	<u>Slider Control</u>
<u>139</u>	<u>Message Window Design</u>
<u>141</u>	<u>Message Window Design</u>
<u>140</u>	<u>Finger-Operated Displacement Joystick Specifications</u>
<u>142</u>	<u>Finger-Operated Displacement Joystick Specifications</u>
<u>141</u>	<u>Trackball Dimensions, Resistance, and Clearance</u>
<u>143</u>	<u>Trackball Dimensions, Resistance, and Clearance</u>
<u>142</u>	<u>Permissible Noise Exposure Limits</u>
<u>144</u>	<u>Permissible Noise Exposure Limits</u>
<u>143</u>	<u>Large Enclosure Ventilation Requirements</u>
<u>145</u>	<u>Large Enclosure Ventilation Requirements</u>
<u>144</u>	<u>Surface Reflectance Values</u>
<u>146</u>	<u>Surface Reflectance Values</u>
<u>145</u>	<u>Health Guidance Zones for Limited Exposures</u>
<u>147</u>	<u>Health Guidance Zones for Limited Exposures</u>
<u>146</u>	<u>Independent Symbols</u>
<u>148</u>	<u>Independent Symbols</u>
<u>147</u>	<u>Guidelines for Labels on Consoles and Panels</u>
<u>149</u>	<u>Guidelines for Labels on Consoles and Panels</u>
<u>148</u>	<u>Control and Control Setting Labels</u>
<u>150</u>	<u>Control and Control Setting Labels</u>
<u>149</u>	<u>Control and Display Group Labels</u>
<u>151</u>	<u>Control and Display Group Labels</u>
<u>150</u>	<u>Control Setting Labels for Multiple Controls</u>
<u>152</u>	<u>Control Setting Labels for Multiple Controls</u>
<u>151</u>	<u>Equipment Label Format</u>
<u>153</u>	<u>Equipment Label Format</u>
<u>152</u>	<u>Sensor Label</u>

LIST OF FIGURES

Figure	Title
<u>154</u>	<u>Sensor Label</u>
<u>153</u>	<u>Pipe Marker Labels</u>
155	Pipe Marker Labels
<u>154</u>	<u>Pipe Marker Labels with Two Colors</u>
156	Pipe Marker Labels with Two Colors
<u>155</u>	<u>Hazard Signal Word Headers</u>
157	Hazard Signal Word Headers
<u>156</u>	<u>Examples of Text and Symbol on Signs</u>
158	Examples of Text and Symbol on Signs
<u>157</u>	<u>Example of Information Sign</u>
159	Example of Information Sign
<u>158</u>	<u>Examples of Push-Pull Forces</u>
159	Examples of Push-Pull Forces
<u>159</u>	<u>Handle Dimensions</u>
160	Handle Dimensions
<u>160</u>	<u>Use of Hand Trucks</u>
160	Use of Hand Trucks
<u>161</u>	<u>Use of Hand Trucks</u>
161	Use of Hand Trucks
<u>161</u>	<u>Use of Dollies</u>
162	Use of Dollies
<u>162</u>	<u>Case Orientation</u>
162	Case Orientation
<u>163</u>	<u>Access Opening Covers</u>
163	Access Opening Covers
<u>164</u>	<u>Access Opening Covers</u>
164	Access Opening Covers
<u>164</u>	<u>Example of Alignment Pins</u>
165	Example of Alignment Pins
<u>165</u>	<u>Cable Arrangements</u>
166	Cable Arrangements
<u>166</u>	<u>Suggested Cable Arrangement in a Junction Box</u>
166	Suggested Cable Arrangement in a Junction Box
<u>167</u>	<u>Suggested Cable Arrangement in a Junction Box</u>
167	Suggested Cable Arrangement in a Junction Box
<u>167</u>	<u>Fluid Line Connection Recommendations</u>
168	Fluid Line Connection Recommendations
<u>168</u>	<u>Areas Not To Place Items on Bulkhead</u>
168	Areas Not To Place Items on Bulkhead
<u>169</u>	<u>Areas To Place Items on Bulkhead</u>
169	Areas To Place Items on Bulkhead
<u>169</u>	<u>Safety Barriers</u>
170	Safety Barriers
<u>X1.1</u>	<u>Primary and Secondary Fields of View</u>

LIST OF TABLES

Table	Title
1	Recommended Manual Controls
2	Control Movement Expectations
3	Minimum Spacing Between Two Controls
4	Comparison of Displacement and Isometric Controls
5	Typical Status Display and Alarm Color Codes for North American Industry
6	Character Sizes for Digital Displays
7	Functional Evaluation of Types of Audio Signals
8	Guidelines for Color Coding of Visual Alarms
9	General Recommendations for Sound Loudness and Frequency
10	Guidelines for Selecting Audible Alarm Sounds
11	Clothing and Postural Effects
12	International Geographical Regions for Which Anthropometric Data Are Available
13	Standing Height Dimensions—International Population
14	Seated Eye Height Dimensions—International Population
15	Forward Functional Reach Dimensions—International Population
16	Male Anthropometric Data from Four Regions of the World
17	Female Anthropometric Data from Four Regions of the World
18	Weights for American Adult Females and Males
19	Seated Workspace Dimensions
20	Dimensions for a Seated Computer Workstation
21	Maximum Overhead Extended and Gripping Reach
22	Selection of Access Type
23	Stair Dimensions
24	Stair Widths
25	Handrail Arrangements
26	Recommended Ramp Angle Inclinations
27	Walkway and Passageway Dimensions
28	Dimensions for Additional Personnel Movement-Related Features
28	Dimensions for Additional Personnel Movement-related Features
29	Access Opening and Mounting Depth Dimensions for Levers and Handwheels Mounted Below the Standing Surface
30	System Response Time Limits
31	Advantages and Disadvantages of Nonkeyboard Input Devices
32	Keyboard Push-Button Characteristics
32	Keyboard Push-button Characteristics
33	Pointer Shapes and Associated Functions
34	Pointing Device Button Actions

LIST OF TABLES

Table	Title
35	Limiting Dimensions for Mouse
36	Maximum Permissible Noise Levels
37	Noise Attenuation from Hearing Protectors
38	Lighting Levels for Ships and Maritime Structures
39	Maximum Brightness Ratios
40	Operational Environment Types
41	Examples of Equipment Labels
42	Pipe Label Format
43	Example Color-Coding Scheme for Vessel/Structure Piping
43	Example Color-Coding Scheme for Vessel/structure Piping
44	Chromaticity Coordinates for Color Coding
45	Message Text Character Heights
46	Design Weight Limits for Lifting
47	Design Weight Limits for Carrying
48	Limiting Factors
49	Seated, Forward Reach (Both Arms)
50	Cross-Legged Seated, Forward Reach (Both Arms)
51	Standing, Forward Reach (Both Arms)
52	Standing, Forward Reach (Preferred Arm)
53	Standing, Lateral Reach (Preferred Arm)
54	Opening Dimensions for Single-Hand Access with Tools
54	Opening Dimensions for Single-hand Access with Tools
55	Opening Dimensions for Single-Hand Access without Tools
55	Opening Dimensions for Single-hand Access without Tools
56	Opening Dimensions for Arm Access without Tools
57	Opening Dimensions for Two-Hand Access
57	Opening Dimensions for Two-hand Access
58	Thermal Temperature Limits
59	Shock Current Intensities and Their Probable Consequences
60	Minimum Speech Intelligibility Scores
X1.1	Visibility Standards for HSC and Small Boat Application
X1.2	Forward Functional Reach Measurements for North American Population
X1.1	Human Factors Checklist for Design
X2.1	Human Factors Checklist for Design

1.5 *This standard does not purport to address all of the safety concerns, if any, associated with its use. It is the responsibility of the user of this standard to establish appropriate safety, health, and environmental practices and determine the applicability of regulatory limitations prior to use.*

1.6 *This international standard was developed in accordance with internationally recognized principles on standardization established in the Decision on Principles for the Development of International Standards, Guides and Recommendations issued by the World Trade Organization Technical Barriers to Trade (TBT) Committee.*

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3. Terminology

3.1 Definitions of Terms Specific to This Standard:

3.1.1 *accessible, adj*—an item is considered accessible when it can be operated, manipulated, inspected, serviced, removed, or replaced by the suitably clothed and equipped user with applicable body dimensions conforming to the anthropometric range and database specified by the procuring activity or, if not specified by the procuring activity, with applicable 5th to 95th percentile body dimensions as defined in Section 9.

3.1.1.1 Discussion—

Applicable body dimensions are those dimensions that are design critical to the operation, manipulation, inspection, service, removal, or replacement task.

3.1.2 *advisory signal, n*—signal that indicates a safe or normal configuration, condition of performance, or operation of equipment or attracts attention and imparts information for routine action purposes.

3.1.3 *alarm, n*—visual or audible signal or both of a condition, or a predetermined out-of-tolerance condition, for machinery, equipment, components, or systems that require attention and response by a crewmember.

3.1.4 *alarm filtering, n*—technique by which unnecessary alarms are eliminated.

3.1.5 *alarm priority, n*—predicted assessment of the potential consequence of a condition or situation and the resulting urgency of mitigating responses required of personnel, that is, the more severe the potential consequence, the higher the alarm priority.

3.1.6 *alarm suppression, n*—(1) technique in which when a single-alarm event leads to subsequent alarm events (for example, cascading alarms), the initiating alarm is presented but the subsequent events are not (that is, are suppressed); and (2) technique by which alarm messages are not displayed but are available to the user upon request.

3.1.7 *analog display, n*—type of display that shows the complete range of a measured parameter on a continuous scale and by means of a pointer, or equivalent, indicating an instantaneous value of the parameter on the scale.

3.1.8 *angle of inclination, n*—angle that the stair rises measured from the deck or surface on which the stair is sitting to the underside of the stair stringers.

3.1.9 *annunciator, n*—(1) type of transilluminated display that provides written text, pictorial data, or both to a user to show status or condition of a system or equipment; and (2) (also called a legend light) type of transilluminated display consisting of a light source located behind a cover that contains a printed label (that is, legend).

3.1.9.1 Discussion—

The color of the light (usually red, green, white, or blue), whether it is ON or OFF, and the printed label all provide information to the operator about the status of a piece of equipment or system.

3.1.10 *anthropometrics, n*—(1) study of the physical size, strength, and range of motion of the human body and the application of that data to the design of systems, equipment, workspaces, and tools to maximize human performance and safety in a work setting; and (2) measurement of human variability of body dimensions and strength as a function of gender, race, and regional origin.

3.1.11 *anti-two-block alarm*, *n*—alarm used to warn a crane operator of the impending collision of the traveling block and crane tip sheave.

3.1.12 *articulation index (AI)*, *n*—technique used to measure how intelligible (that is, understandable) spoken words are that are received over communication equipment and is expressed as a percentage of speech units that are understood by a listener when heard out of context.

3.1.13 *assembly*, *n*—number of parts or subassemblies or any combination thereof joined together to perform a specific function and capable of disassembly.

3.1.13.1 *Discussion*—

The distinction between an assembly and a subassembly is determined by the individual application. An assembly in one instance may be a subassembly in another in which it forms a portion of an assembly.

3.1.14 *assisted lifting devices*, *n*—items such as cranes, hoists, mobile A-frame and hydraulic jacking units, monorails, trolleys, or padeyes used by individuals to lift or move materials and equipment or both that is too heavy for direct manual lifting or carrying.

3.1.15 *audible alarm*, *n*—alarm comprised of tones, verbal messages, or verbal messages combined with tones and not all audible alarms are associated with visual alarms.

3.1.16 *auditory display*, *n*—device that provides readings, status, or condition of machinery, equipment, or system-operating parameters through the use of sound signals or spoken messages.

3.1.17 *band pass*, *n*—electronic filter designed to respond only to selected audio frequencies while blocking all other frequencies.

3.1.17.1 *Discussion*—

Commonly used in telephones.

3.1.18 *binaural*, *n*—sound coming to a headset from dual channels or signal paths with a different channel or signal path presented to each headset.

[ASTM F1166-21](https://standards.iteh.ai/catalog/standards/sist/42da2f26-93e6-4edf-81ef-ec7c12c4fc88/astm-f1166-21)

<https://standards.iteh.ai/catalog/standards/sist/42da2f26-93e6-4edf-81ef-ec7c12c4fc88/astm-f1166-21>

3.1.19 *case*, *n*—part of an item of equipment that encloses and protects the equipment from its surroundings and protects the surroundings—including personnel—from the equipment.

3.1.20 *caution signal*, *n*—signal that indicates the existence of a condition requiring attention but not immediate action.

3.1.21 *coaming*, *n*—vertical steel plate extending up 50 to 76 mm (2 to 3 in.) from the deck and placed around equipment or other areas in which liquids (for example, oil, water, grey or black water, and oily water) could be spilled to contain the liquids within a confined area.

3.1.22 *color pad*, *n*—area on a console or panel face that is shaded a different color than the panel itself to highlight a set of controls, displays, ~~and/or alarms~~ or alarms, or combination thereof, that are related in some manner.

3.1.23 *command*, *n*—instructions that cause a device to perform some action.

3.1.24 *command language*, *n*—limited programming language used strictly for executing a series of commands (for example, Linux or any DOS shells).

3.1.25 *console*, *n*—group of controls and displays associated with one or more individual pieces of equipment or systems mounted together on a structure dedicated to the control and monitoring of the individual equipment or systems.

3.1.25.1 *Discussion*—

Consoles may be freestanding units and include angled and vertical surfaces.

3.1.26 *continuous control, n*—continuous control is an actuator that operates at any point or value along a continuous scale (for example, engine throttle).

3.1.27 *contrast ratio, n*—ratio of the differences in luminance between the item on a video display and the background.

3.1.28 *control, n*—(1) any switch, pushbutton, knob, lever, keyboard, mouse, or other device manually manipulated by the operator/maintainer to alter or maintain the status of a particular piece of equipment or system; and (2) a device an operator or maintainer uses to input a signal, change the operating status of equipment or systems, or to manipulate displayed data. Examples include switches, knobs, cranks, thumbwheels, levers, keyboards, and foot pedals.

3.1.29 *cursor, n*—marker on the display screen that indicates the position where the computer expects the next input or will display the next output.

3.1.29.1 *Discussion*—

The cursor may be positioned by the computer or by the user.

3.1.30 *danger signal, n*—signal that indicates the existence of a hazardous condition requiring immediate action to prevent loss of life, major equipment damage or environmental contamination, or serious loss of mission capability.

3.1.31 *dead-man switch, n*—control that automatically stops machinery or systems from operating once the control is released by the operator.

3.1.32 *dependent symbol, n*—symbols that alone do not impart any specific information to the user but require the existence of supporting data to provide useful information.

3.1.33 *detent control, n*—(1) type of discrete control, characterized by the control locking into each position setting until the operator exerts extra force to move the control out of the setting.

3.1.33.1 *Discussion*—

These types of controls are preferable for machinery equipment or system operation requiring control in discrete steps or different modes.

(2) type of discrete control in which each control position setting is identified by an audible click and the control “locks” into that position setting until the operator exerts extra force to move the control out of that setting and into the next one.

3.1.34 *digital display, n*—type of display that uses numeric characters to provide an instantaneous value of a parameter.

3.1.35 *directly accessible, adj*—to be directly accessible, an object, space, component, or piece of equipment shall be in an area reachable without having to use tools or disassemble an access opening; be clear of, or protected from, obstructions, moving equipment, hot surfaces, or other obstructions that would prevent safe contact by the user; allow the user to get as close as necessary (for example, arm’s reach) to perform the required tasks; be reachable via by means of a permanent access; and allow all of the above by a person wearing the required protective clothing and carrying tools, spare parts, and test equipment as required.

3.1.36 *directly visible, adj*—a directly visible object (for example, control, display, hazard warning, and so forth) shall not be located behind a door or other closure cover and shall be readable from the normal user position within the provided ambient lighting and from a position that does not require the reader to stand on pipes, cable trays, structural members, or other surfaces not intended to be a regular working surface or assume awkward body postures.

3.1.37 *discrete control, n*—actuator that allows for the selection between two or more mutually exclusive operating functions or points along a scale (for example, switching a machine ON or OFF or selecting one of three pumps to run).

3.1.38 *displacement joystick, n*—joystick that moves out of the detent in the direction it is pushed.

3.1.38.1 *Discussion*—

Displacement joysticks are usually spring-loaded so that they return to a neutral center (detent) position.

3.1.39 *display*, *n*—any gauge, light counter, printer, annunciator, sight glass, horn, siren, digital counter, cathode ray tube (CRT) screen, or any other device that provides visual or auditory information to the human operator/maintainer about the status of a piece of equipment or system.

3.1.40 *dynamic display*, *n*—display screen that is, or has portions within that are, updated on a regular basis, primarily alphanumeric values.

3.1.41 *emergency shutdown stations (ESDs)*, *n*—manual controls that are located throughout a ship or maritime structure that shut down ~~equipments,~~equipment, systems, or complete structures and initiate an alarm at the same time.

3.1.42 *fixed ladder*, *n*—ladder permanently attached to a structure, building, or equipment.

3.1.43 ~~foot candle,~~candle (fc, lm/ft² or ft-c), *n*—a non-SI measure of light intensity or illuminance, the amount of light striking a surface.~~surface~~, in lumens per square foot. One foot candle is equal to approximately 10.76 lux (the corresponding SI unit).

3.1.44 ~~foot lambert,~~lambert (fl or ft-L), *n*—a non-SI measure of luminance, the amount of light reflected from the surface.~~surface~~. A foot-lambert equals $1/\pi$ candela per square foot, or 3.426 candela per square metre (the corresponding SI unit).

3.1.45 *flicker*, *n*—perception of rapid fluctuations in luminance levels characterized by an impression of jerky movements.

3.1.46 *function keys*, *n*—labeled keys that serve as keyboard shortcuts (for example, F1, F2, F3, or with the function name such as Delete or Insert) by combining in one key the actions of a sequence of individual keys.

3.1.47 *general emergency alarms*, *n*—alarm given in the case of an emergency involving all persons on a vessel or other maritime facility and these alarms sound throughout a vessel or maritime installation and are intended to be heard by all personnel.

3.1.47.1 *Discussion*—

General emergency alarms relate to conditions of a serious nature such as announcing a fire or flooding, demanding evacuation of an area, or demanding abandonment of a vessel or installation.

3.1.48 *glare*, *n*—luminance or amount of light-per-unit area emitted or reflected from a surface, within a specific area of ~~personnel~~personnel's field of view, that is greater than the luminance to which the eye is adjusted compared to the remainder of the field of view.

3.1.49 *graphic label*, *n*—type of label used to present information through line schematics, diagrams, charts, tables, and pictures.

3.1.50 *handle or handgrab*, *n*—U-shaped bar attached directly to bulkheads or other structures used by a person to hold onto where handholds are required such as when passing through hatches or lightening holes or climbing vertically through deck openings.

3.1.51 *handrail*, *n*—vertical barrier consisting of two or more horizontal rails connected to vertical stanchions that are erected along exposed edges of floor openings, wall openings, ramps, steps, platforms, and walkways to prevent a person from falling from one elevation to another.

3.1.52 *hazard identification sign*, *n*—type of sign used to identify and provide information about situations that may be hazardous to personnel, equipment, or the environment; there are two types of hazards: “DANGER” and “CAUTION.”

3.1.53 *hazard label*, *n*—type of label used to identify and provide information about situations that may be hazardous to personnel, equipment, or the environment and only two types of hazards should be allowed, that is, “DANGER” and “CAUTION,” based on the following criteria.

3.1.53.1 *DANGER*—used where the hazard could result in serious injury or death to a person, serious damage to vital equipment, or a major environmental problem.

3.1.53.2 *CAUTION*—used where the hazard could result in a minor injury to a person, minor damage to the equipment, or a minor environmental problem.

3.1.54 *hierarchical menus*, *n*—large series of options or menus that are organized as a multilevel, branching structure in which an option in a higher-level menu is the name of another menu at the next lower level and the options in the lowest-level menus are not the names of other menus.

3.1.55 *human engineering (ergonomics)*, *n*—scientific discipline concerned with the understanding of interactions among humans and other elements of a system and the profession that applies theory, principles, data, and methods to design to optimize human well-being and overall system performance.

3.1.56 *human machine interface (HMI)*, *n*—means by which humans and machines/computers communicate/work with each other to control and operate systems.

3.1.57 *human systems integration (HSI)*, *n*—systems engineering discipline that is focused on human performance, human skills and training, manpower, personnel survivability, health and safety, and quality of life at sea.

3.1.58 *hyperlinks*, *n*—text that provides the capability to, when selected using a pointing device or ENTER key, direct the user to another location within the window or another window.

3.1.58.1 *Discussion*—

Hyperlinks are generally indicated by textual formats such as alternate text color or underlining or both.

3.1.59 *icon*, *n*—picture or drawing that represents an actual piece of equipment or system on the ship or maritime structure.

3.1.60 *identification label*, *n*—type of label used to: (1) identify, and be placed on, all individual ~~equipment~~equipment or components, for example, valves, gauges, junction boxes, filters, pumps, sensor, consoles, transmitters, pressure vessels, control panels, local motor controllers, fans, heaters, cabinets, lockers, and all other items used by the crew for operation, maintenance, or habitability use; (2) identify spaces (for example, rooms, compartments, open deck areas, buildings, tanks, voids, or any area in which the crew may enter); and (3) identify individual controls, displays, alarms, or groups thereof as shown in Section 8 that appear on consoles, control panels, or are individually mounted.

3.1.61 *independent symbol*, *n*—pictorial representation that alone provides information to personnel without requiring elaboration by supporting text.

<https://standards.iteh.ai/catalog/standards/sist/42da2f26-93e6-4edf-81ef-ec7c12c4fc88/astm-f1166-21>

3.1.62 *individual rung ladder*, *n*—fixed ladder, each rung of which is individually attached to a structure, building, or equipment rather than to ladder stringers.

3.1.63 *information label or placard*, *n*—type of label or placard used to present nonprocedural information of a general nature related to health, first aid, sanitation, rules, housekeeping, and general conduct.

3.1.64 *instruction label*, *n*—instruction label provides step-by-step instructions for accomplishing a specific task (operation or maintenance related) along with hazard and safety information related to performing the task.

3.1.65 *isometric joystick*, *n*—joystick that has no perceptible movement but output is a function of applied force.

3.1.66 *jitter*, *n*—interference in electron-gun displays (for example, CRT displays) as a result of magnetic fields from other devices such as motors and generator sets.

3.1.67 *keyboard lockout*, *n*—state determined by an application in which the application does not accept input from the keyboard.

3.1.68 *kickout panel*, *n*—part of a joiner bulkhead or wall that is marked and designed especially to be “kicked out” and used as an emergency escape exit.

3.1.69 *label*, *n*—term, when used alone, shall mean any type of plate, sign, placard, inscription, legend, marking, or combination of these, that is used for purposes of identification or to impart visual information or instructions to the reader.