# Slocum Deployment (shoreside) (Coastal) (good weather for laptop)

1. Vehicle Sanity Check
   1. Battery level
   2. Vacuum level (> 7 in Hg)
   3. Confirm ‘boot app’ with ‘boot’ command
   4. Iridium connection
2. Check logs folder
   1. Make sure empty or void of SBD’s at minimum. If they are there:
      1. Copy \*.sbd ..\sentlogs
      2. Del \*.sbd
3. status.mi
   1. Can be performed while steaming, 15 min out? At the dock or the day before.
   2. Mission completed normally and confirm GPS hit achieved
4. Stage 1 deployment (glider in water)
   1. With or without float
      1. Typically float is used when glider is shipped and deployed in a new area
      2. Floats are not used locally
      3. Water depth can be determined in float usage as well, if deep ocean you may want the increased security of a float
   2. zero\_ocean\_pressure
   3. run odctd.mi
      1. confirm abort is for overdepth
      2. confirm boat witnessed submergence and reemergence
   4. Boat side (if possible)
      1. Transfer DBD and MLG’s
   5. sync\_time
5. Communicate with shoreside to confirm if you are running the test mission, ideally boat side should do this.

It should be possible to do an entire deployment shoreside, we should have a procedure for this.

# Slocum Deployment (shoreside) (Coastal) (bad weather for laptop)

1. Warn shoreside that glider is powered on
2. Turn on vehicle
3. Coordinate running of status.mi if needs to be run
4. Fin to port is a NEGATIVE or contact needs to be made, fin to STARBOARD is a positive
   1. For example if I need to get in touch with the boat or having issues, put c\_fin -.3, hopefully contact will be met
   2. A fin placed to the right means all going well so far (not used often)
5. Deploy glider, confirm with shoreside (text or phone call)
6. Watch overdepth mission, confirm it submerges and reemerges
7. Contact shoreside to confirm departure and mission completion
8. Slowly steam from the area, but stay near phone for findings within < 20 min or so
9. Confirm with shoreside all is well and proceed to steam away