## Not possible in reality, but easy with



The first virtual simulator for NDE inspectors

Efficiently training UT inspectors to perform manual UT inspections can be difficult... But smart tools can help! **TraiNDE UT** is a virtual mock-up with a database of experimental and simulated signals that reproduce real inspection conditions for numerous applications. Discover the benefits of TraiNDE UT in your NDE program.

## **Zone Coverage**

## The training challenge

The correct inspection of a component requires manually scanning the full zone of interest with a maximum step based on the beam width in order to avoid any dead zones and missed defects.

This requires practice and experience for UT inspectors, but it is currently difficult with manual UT to check that you are scanning properly while your are practicing. It is also difficult for trainers to verify trainees' work... They can just note that the trainee has missed some defects!

## The benefits of using TraiNDE UT

TraiNDE UT lets trainees practice zone coverage, displaying the scan path on top of the virtual mock-up image — something that is of course impossible on a real block!

2 possibilities are offered:

- "Path display while scanning" mode, for your first attempts and auto-correction
- "Blind test" mode, if you want to challenge yourself in real conditions

In both cases, the "score" (percentage of zone covered) can be displayed, either for self-evaluation by the trainee to assess their learning, or for trainer-evaluation of the inspector's performance.



This level of performance accounts for the beam width, that depends on the UT probe used, and also accounts for the probe skew to make sure you scan with a good orientation.

A visual and smart tool is better than long explanations, practice with traiNDE UT and you will get it!

More information about zone coverage tools in TraiNDE UT in our video: TraiNDE UT Tutorial: Zone Coverage

Find all our application cases on: <a href="http://trainde.extende.com">http://trainde.extende.com</a>