



COMPATIBLE WITH

- ▶ Remote control weapon systems
- ▶ Camera tracking systems
- ▶ Gimbal systems
- ▶ Radar systems
- ▶ Rotator systems
- ▶ Turret systems
- ▶ Vehicle cabin/body systems
- ▶ Aircraft cabin systems
- ▶ Heavy load turret systems



FACTS

- ▶ 6 degrees of freedom
- ▶ 6 electro-mechanical actuators
- ▶ 10.000 kg total payload
- ▶ 1.020 mm actuator stroke



APPLICATIONS

- ▶ Turret & RCW test
- ▶ Component validation
- ▶ Signal replication
- ▶ Signal generation
- ▶ Real time simulation table
- ▶ Field data system testing simulator

3D CONNECTION CONTROLLER
OPTIONAL



SMOTION PRODUCT LINE

SMOTION4000

SMOTION6000

SMOTION8000

SMOTION10000

SMOTION12000

SMOTION14000



DIMENSIONS

L5.7Xw5.5XH3.7 m





TECHNICAL SPECIFICATIONS

Performance Specifications

- ▶ Gross Moving Load up to **10.000 kg**
- ▶ Actuator Stroke **1.020 mm**
- ▶ Center of Gravity Above Top Platform **1.50 m (Max)**
- ▶ Settled Height **2.30 m**
- ▶ Neutral Height **3.06 m**

Moment of Inertia About

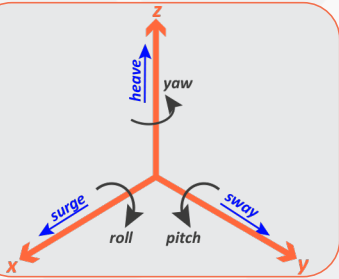
- ▶ Moment of Inertia About X axis **30.000 kg.m²**
- ▶ Moment of Inertia About Y axis **30.000 kg.m²**
- ▶ Moment of Inertia About Z axis **30.000 kg.m²**

Power Supply

- ▶ **380VAC ±10%, 3ph , 50/60Hz**

	Velocity	Acceleration
▶ Surge	± 0.60 m/s	± 6 m/s²
▶ Sway	± 0.60 m/s	± 6 m/s²
▶ Heave	± 0.50 m/s	± 8 m/s²
▶ Roll	± 23⁰/s	± 130⁰/s²
▶ Pitch	± 23⁰/s	± 130⁰/s²
▶ Yaw	± 25⁰/s	± 160⁰/s²

	Excursion	Single Axis	Multi Axis
▶ Surge	-0.81 m	0.91 m	-0.98 m - 0.97 m
▶ Sway	-0.78 m	0.78 m	-0.96 m - 0.96 m
▶ Heave	-0.67 m	0.61 m	-0.67 m - 0.61 m
▶ Roll	-21.60⁰	21.60⁰	-26.50⁰ - 26.50⁰
▶ Pitch	-21.30⁰	22.10⁰	-28.50⁰ - 28.20⁰
▶ Yaw	-26.30⁰	26.30⁰	-29.20⁰ - 29.20⁰



HARDWARE COMPONENTS

- ▶ User friendly interface control (GUI)
- ▶ Hardware real-time control
- ▶ UDP based PC communication
- ▶ IMU integrated measurement system
- ▶ Passive and active limitations



SIMPLE, SAFE AND ERGONOMIC SOFTWARE

- ▶ Signal generations
- ▶ Field data signal replication
- ▶ Real time signal visualization
- ▶ Signal recording and processing

USER FRIENDLY GUI

