



COMPATIBLE WITH

- ▶ Remote control weapon systems
- ▶ Camera tracking systems
- ▶ Gimbal systems
- ▶ Radar systems
- ▶ Rotator systems
- ▶ Turret systems
- ▶ Vehicle cabin/body systems
- ▶ Aircraft cabin systems
- ▶ Main battle tank systems



FACTS

- ▶ 6 degrees of freedom
- ▶ 6 electro-mechanical actuators
- ▶ 14.000 kg total payload
- ▶ 1.030 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 **14.000 kg**
- ▶ Actuator Stroke **1.030 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 **50.000 kg.m²**
- ▶ Moment of Inertia About Y axis **50.000 kg.m²**
- ▶ Moment of Inertia About Z axis **50.000 kg.m²**

Power Supply

- ▶ **380VAC ±10%, 3ph , 50/60Hz**

Velocity

Acceleration

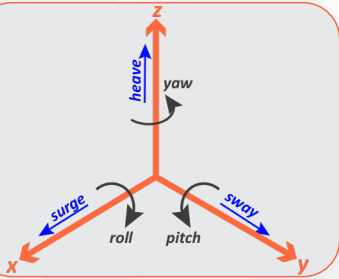
▶ Surge	± 0.70 m/s		± 7 m/s²
▶ Sway	± 0.70 m/s		± 7 m/s²
▶ Heave	± 0.60 m/s		± 8 m/s²
▶ Roll	± 23°/s		± 160°/s²
▶ Pitch	± 23°/s		± 160°/s²
▶ Yaw	± 26°/s		± 160°/s²

Excursion

Single Axis

Multi Axis

▶ Surge	-0.75 m	0.75 m		-0.92 m	0.90 m
▶ Sway	-0.74 m	0.74 m		-0.94 m	0.95 m
▶ Heave	-0.64 m	0.61 m		-0.64 m	0.62 m
▶ Roll	-23.00°	23.00°		-26.00°	26.00°
▶ Pitch	-23.00°	24.00°		-27.00°	27.00°
▶ Yaw	-26.00°	26.00°		-28.00°	28.00°



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

