


COMPATIBLE WITH

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


FACTS

- ▶ 6 degrees of freedom
- ▶ 6 electro-mechanical actuators
- ▶ 5.000 kg total payload
- ▶ 600 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
SMOTION5000

- SMOTION8000
- SMOTION12000
- SMOTION14000

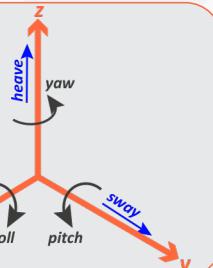

DIMENSIONS

L 2.9 X w 3.0 X H 2.1 m





TECHNICAL SPECIFICATIONS



HARDWARE COMPONENTS

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

Performance Specifications

▶ Gross Moving Load up to	5.000 kg
▶ Actuator Stroke	600 mm
▶ Center of Gravity Above Top Platform	1.00 m (Max)
▶ Settled Height	1.28 m
▶ Neutral Height	1.70 m

Moment of Inertia About

▶ Moment of Inertia About X axis	5.650 kg.m²
▶ Moment of Inertia About Y axis	5.650 kg.m²
▶ Moment of Inertia About Z axis	5.650 kg.m²

Power Supply

- ▶ 380VAC ±10%, 3ph , 50/60Hz

Velocity

± 0.75 m/s || ± 7 m/s²

Sway

± 0.75 m/s || ± 7 m/s²

Heave

± 0.62 m/s || ± 7 m/s²

Roll

± 40°/s || ± 200°/s²

Pitch

± 40°/s || ± 200°/s²

Yaw

± 50°/s || ± 300°/s²

Acceleration

|| ± 7 m/s²

|| ± 7 m/s²

|| ± 7 m/s²

|| ± 200°/s²

|| ± 200°/s²

|| ± 300°/s²

Excursion

Surge -0.42 m -0.53 m || -0.58 m -0.57 m

Sway -0.43 m -0.43 m || -0.62 m -0.62 m

Heave -0.40 m -0.35 m || -0.40 m -0.35 m

Roll -20.60° -20.60° || -26.41° -26.41°

Pitch -20.20° -21.20° || -29.70° -26.01°

Yaw -24.00° -24.00° || -26.56° -26.56°

Single Axis

Multi Axis

SIMPLE, SAFE AND ERGONOMIC SOFTWARE



Signal generations

Field data signal replication

Real time signal visualization

Signal recording and processing

USER FRIENDLY GUI

