



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

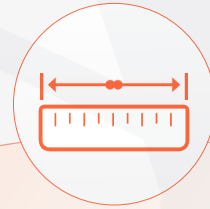
- ▶ 6 degrees of freedom
- ▶ 6 electro-mechanical actuators
- ▶ 1.000 kg total payload
- ▶ 300 mm actuator stroke



APPLICATIONS

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

3D CONNECTION CONTROLLER
OPTIONAL



DIMENSIONS

L2.3XW2.0XH1.4 m



SMOTION PRODUCT LINE

SMOTION50

SMOTION100

SMOTION200

SMOTION500

SMOTION800

SMOTION1000





TECHNICAL SPECIFICATIONS

Performance Specifications

- ▶ Gross Moving Load up to **1.000 kg**
- ▶ Actuator Stroke **300 mm**
- ▶ Center of Gravity Above Top Platform **0.60 m (Max)**
- ▶ Settled Height **1.85 m**
- ▶ Neutral Height **1.10 m**

Moment of Inertia About

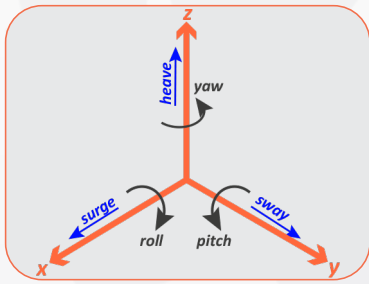
- ▶ Moment of Inertia About X axis **500 kg.m²**
- ▶ Moment of Inertia About Y axis **500 kg.m²**
- ▶ Moment of Inertia About Z axis **500 kg.m²**

Power Supply

- ▶ **380VAC ±10%, 3ph , 50/60Hz**

	Velocity	Acceleration
▶ Surge	± 0.55 m/s	± 6 m/s ²
▶ Sway	± 0.55 m/s	± 6 m/s ²
▶ Heave	± 0.45 m/s	± 7 m/s ²
▶ Roll	± 35 ⁰ /s	± 500 ⁰ /s ²
▶ Pitch	± 35 ⁰ /s	± 500 ⁰ /s ²
▶ Yaw	± 45 ⁰ /s	± 550 ⁰ /s ²

Excursion	Single Axis	Multi Axis
▶ Surge	-0.22 m 0.24 m	-0.30 m 0.30 m
▶ Sway	-0.22 m 0.22 m	-0.31 m 0.31 m
▶ Heave	-0.19 m 0.18 m	-0.19 m 0.18 m
▶ Roll	-21.00 ⁰ 21.00 ⁰	-24.00 ⁰ 24.00 ⁰
▶ Pitch	-20.00 ⁰ 22.00 ⁰	-25.00 ⁰ 25.00 ⁰
▶ Yaw	-22.00 ⁰ 22.00 ⁰	-26.00 ⁰ 26.00 ⁰



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

