



**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
- ▶ 3.500 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**

SMOTION1500

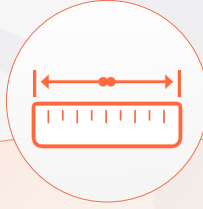
SMOTION1800

SMOTION2500

SMOTION3000

**SMOTION3500**

SMOTION4000



**DIMENSIONS**

**L2.9Xw3.0XH2.1 m**





**TECHNICAL SPECIFICATIONS**

**Performance Specifications**

- ▶ Gross Moving Load up to **3.500 kg**
- ▶ Actuator Stroke **600 mm**
- ▶ Center of Gravity Above Top Platform **1.00 m (Max)**
- ▶ Settled Height **1.22 m**
- ▶ Neutral Height **1.61 m**

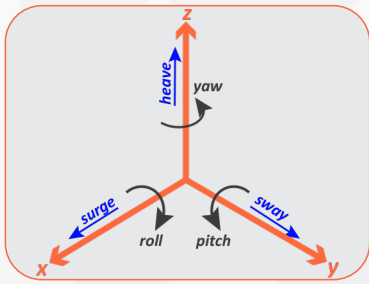
**Moment of Inertia About**

- ▶ Moment of Inertia About X axis **5.000 kg.m<sup>2</sup>**
- ▶ Moment of Inertia About Y axis **5.000 kg.m<sup>2</sup>**
- ▶ Moment of Inertia About Z axis **5.000 kg.m<sup>2</sup>**

**Power Supply**

- ▶ **380VAC ±10%, 3ph , 50/60Hz**

	<b>Velocity</b>	<b>Acceleration</b>
▶ Surge	± <b>0.80 m/s</b>	± <b>7 m/s<sup>2</sup></b>
▶ Sway	± <b>0.80 m/s</b>	± <b>7 m/s<sup>2</sup></b>
▶ Heave	± <b>0.70 m/s</b>	± <b>9 m/s<sup>2</sup></b>
▶ Roll	± <b>45<sup>0</sup>/s</b>	± <b>200<sup>0</sup>/s<sup>2</sup></b>
▶ Pitch	± <b>47<sup>0</sup>/s</b>	± <b>300<sup>0</sup>/s<sup>2</sup></b>
▶ Yaw	± <b>52<sup>0</sup>/s</b>	± <b>300<sup>0</sup>/s<sup>2</sup></b>



**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**

