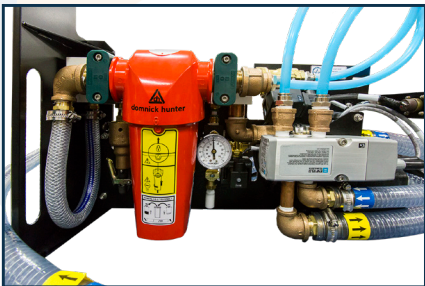


G-SUIT

TURN-KEY G-SUIT SYSTEM PROVIDES PRESSURE & VACUUM FOR EXCELLENT G-FORCE CUEING

Complete system includes the high-flow compressor, pressure and vacuum tanks, controllers, filters, valves and more. Entire system is easily controlled via the DMS Computer and needs no direct inputs during 'flight' operation. Extended cables and hoses enable the pneumatic pallet to be remotely located from the cockpit such as in a utility room. Valves on board the cockpit provide direct connection to crew g-suit ensembles.

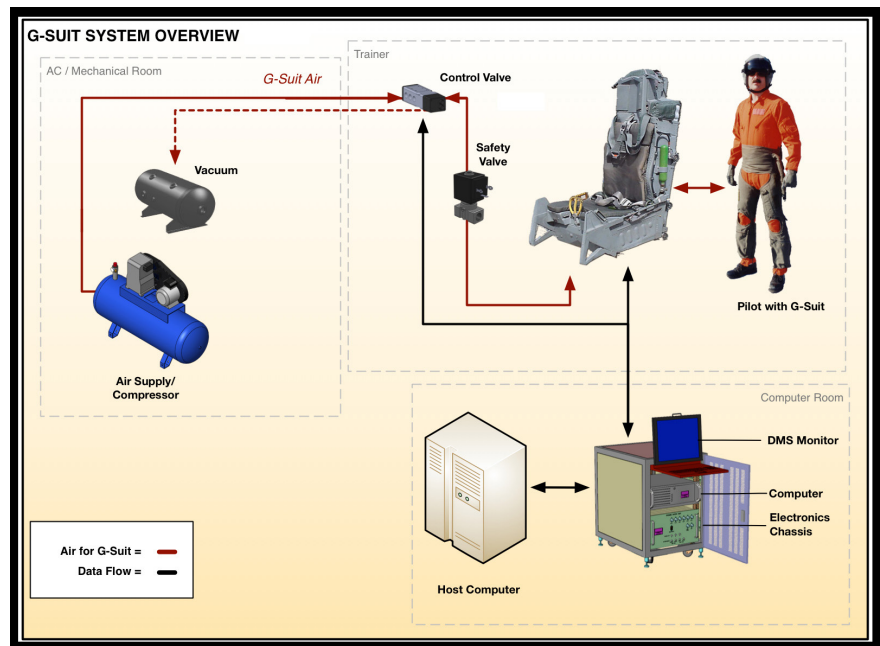
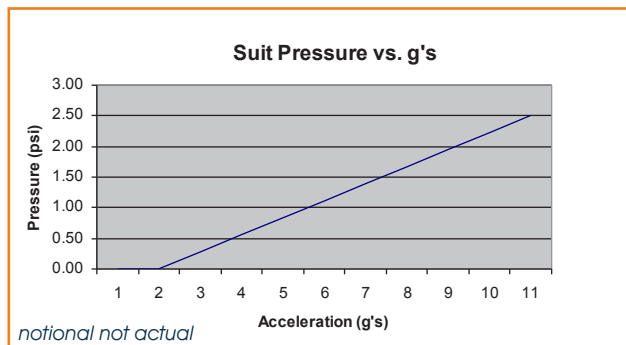


(Patent #8827709)

G-SUIT

VARIABLE PRESSURE FOR G-CUEING

ACME's G-Suit System connects right to an actual g-suit pants/vest ensemble and provides variable pressure to correspond to simulated g-forces in flight. The G-suit System is easily controlled via the DMS Computer and needs no direct inputs during 'flight' operation.



MASK AIR SYSTEM

ACME's G-Suit compressor can also provide filtered, medically-clean air for fighter cockpit crew masks. Optional Mask Air System allows crews to wear their masks in the sim just as in the aircraft and helps train crews for emergency situations like smoke or fumes in the cockpit or pressure issues.

Training for G's without the Actual G's

Fighter jets continuously change accelerations and G-loads. The loads are key to the fighter environment and pilots use them to monitor the jet's status and situation. They are critical cues for managing aircraft energy. Onset, steady, and increasing/decreasing g-loads are specific cues for training too. Getting those g-cues into the simulator is vital for realistic fighter simulations. ACME's G-suit system provides realistic, varying pressures in the suit that correspond to changing g-loads in flight. It's the best possible cueing without the actual g-forces.

ACME's G-Suit System is designed as a drop-in option for ACME's fighter type True Q[®] Dynamic Motion Seats. It's also available as a stand-alone system for simulators. High-flow G-suit systems are available for single crews, tandem crews, or even for two separate simulators operating simultaneously.