

TRUEQ[®]

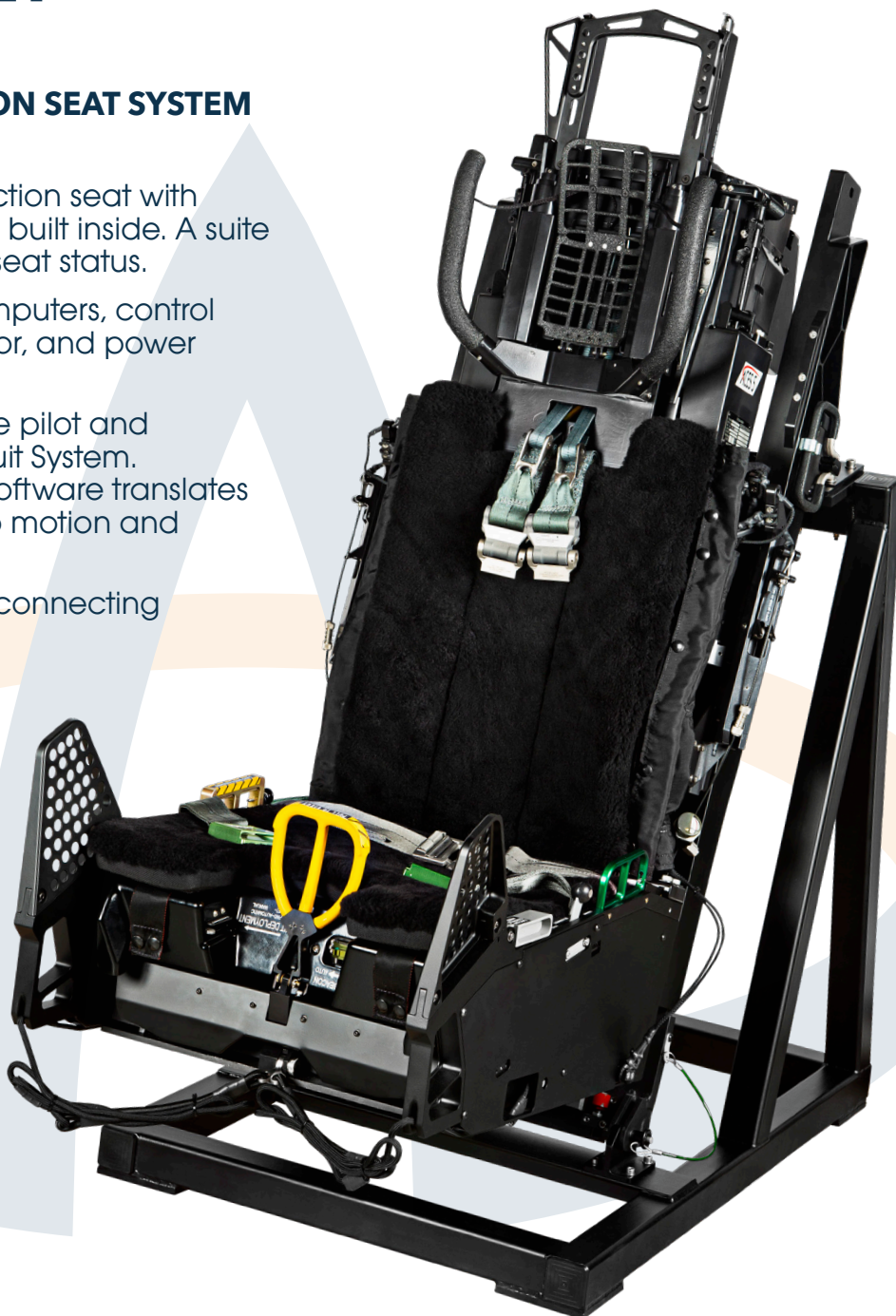
DYNAMIC MOTION SEATS



T-7 SPECIFICATION SHEET

COMPLETE DYNAMIC MOTION SEAT SYSTEM *INCLUDES*

- Ultra-high fidelity replica ejection seat with multi-channel motion system built inside. A suite of internal sensors manage seat status.
- Electronics Cabinet with computers, control chassis, maintenance monitor, and power distribution.
 - Single computer can drive pilot and copilot seats and the G-Suit System. Executable, embedded software translates flight simulator signals into motion and G-Suit commands.
 - Power and signal cables connecting seat and electronics.
- Interface, Test, and Maintenance Manuals to install, maintain, and support the system.
- Standard Warranty protects the investment.
- Optional pneumatic system providing on-demand, filtered, pressurized air and vacuum for G-Suit and Mask Air Systems. All valves, filters, tanks and hoses included.



(Patent #8827709)

PITCH, ROLL, YAW, DIVE, CLIMB, ACCEL/DECEL, G-CUES

MULTI-CHANNEL MOTION CUEING

EYE-POINT CORRECTION, ACTUATED HARNESSSES



- 1 - Sway
- 2 - Bucket Heave
- 3 - Surge
- 4 - Squab Heave
- 5 - Tilt
- 6 - Actuated Harness



ACME Motion Seats provide full 6-DOF cueing

Cueing in all 6 Degrees of Cueing (6-DOF) is critical to effective flight simulation. Realistic cueing is much more than just individual motion axes.

True Q[®] Dynamic Motion Seats use a combination of motion channels working in a continuous, seamless concert to provide realistic, immersive 6-DOF cueing.

Motion cues coupled with replica G-Suit System provides exceptional cues for both g-force onset sensations and sustained g-loads. It's the best g-cueing available outside the aircraft or the enormously expensive centrifuge.