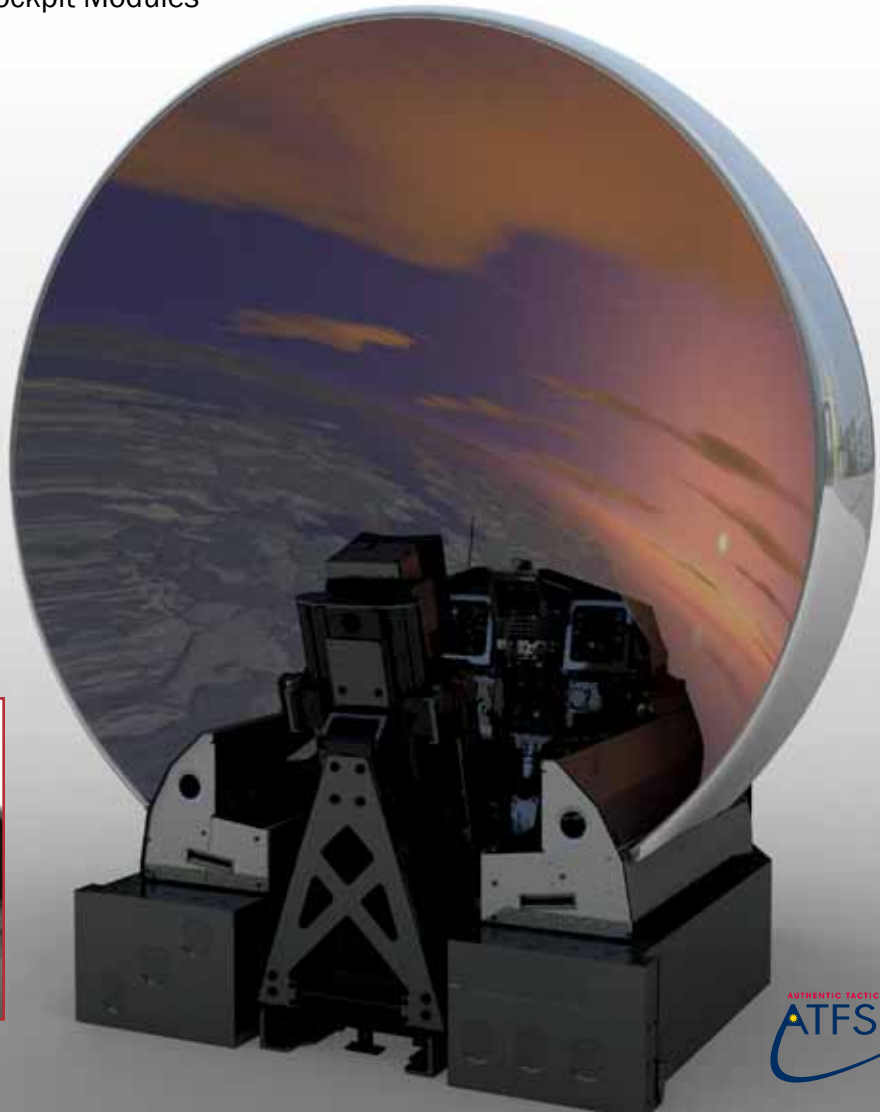


# COCKPIT MODULE

## AUTHENTIC & INTERCHANGEABLE

### Standard Features:

- Expanded FOV visuals (near 360° horizontal and over the top vertical)
- Expeditionary - Deployable as an expeditionary flight simulator
- Infrastructure - No Special Requirements -- Uses 220 VDC power
- Portable - Weighs less than 1200 pounds and movable on a hand trolley
- Data Linked - With other local Cockpit Modules for multi-ship operations
- Highly Compatible - Data link with HLA and/or DIS compliant full mission simulators and/or actual live aircraft
- Motion Based - In conjunction with ATFS series flight simulators for High 'G' tolerance & training
- Virtual Battlespace
- Aircraft Specific Aeromodels
- Authentic Cockpit with Realistic Flight Controls



AUTHENTIC TACTICAL FIGHTING SYSTEM  
ATFS-400

### **Training Applications:**

- Basic Fighter Maneuvers
- Basic Flight Procedures
- Air-to-ground missions - includes “across the spectrum” of threat, weapons employment
- Interactive multi-ship engagements and operations
- Dynamic weapons employment
- Defense maneuvering in a hostile environment

### **Advantages:**

- Air-to-Ground Mission – CAS, SEAD, and DEAD
- Easily integrated into any existing tactical training program
- A variety of tactical flight applications
- Usable in three unique, distinct training configuration – versatile and cost effective



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**ISO Compliance 9000, 9001-2000, 9003**

# ATFS-400

## COMMON TERMS



**Signature Technology** – Signature Technology as it applies to the ATFS – 400 PHOENIX product line, addresses inherent mechanical, electrical and software design features which allows the operator to sense the nuances of motion of the machine (motion signature), recall previously learned or practiced skills and effectively apply those techniques. Conversely, by a pilot responding to the particular “Signature” of the machine, a symbiotic man machine interface is created where the machine is more responsive to the pilot input while the pilot is more perceptive in discerning the machine nuances of motion. This resultant Signature relationship elevates the experience between the pilot and simulator, making the experience as close to a real flight experience as can be achieved.

**Motion Signature** – A motion signature enables the operator to sense the motion of the machine and apply previously learned skills during its operation based on his experience with that vehicle’s motion and performance signature, much like with a sports car.

**Frequency Domain Design** – Frequency Domain Design is a design philosophy that employs various techniques aimed at addressing the simulator design at a system-level, allowing for requirements to be formulated for interactions between sub-systems that are generally missed or overlooked with a conventional design approach.

With this in mind designing in the Frequency Domain produces an end product that increases the strength, specifically with the ATFS-400 PHOENIX, the centrifuge arm strength. Typically, there is a certain amount of flexion in the arm so that it will not break. However, this flexion is unacceptable for tactical flight training since the requirement

demands a strong arm without flex during acceleration. This is important because when the arm flexes, undesirable motion artifacts are produced, decreasing the realism of the flight. By having a centrifuge arm designed “in the Frequency Domain” an arm with a high bandwidth (for tactical fidelity) is produced which is extremely strong and therefore doesn’t flex during dynamic operation conditions. Thus, with a stiffer arm, cycle lag times are greatly reduced enabling the machine to provide a more rapid response to pilot input, and motion artifacts greatly decreased or abated.

**System Bandwidth** – A systems bandwidth is essentially the overall responsiveness of a system and takes into consideration the design and ensuing responsiveness of all sub-systems including, electro mechanical, software, etc.

The ATFS-400 PHOENIX is able to produce a bandwidth equal to or greater than that of current 4th and 5th generation aircraft thereby replicating each aircraft’s ultra responsiveness to the pilots actions, ultimately providing a flight simulator which is nearly identical to flying a real aircraft.

**G-Pointing** – The G-Pointing motion control system controls the high performance motion system and is the key to the realistic simulation of varying G forces. Pilot control inputs are processed by aeromodel to create realistic virtual aircraft responses. Simultaneously, commands are sent to the G-POINTING system to properly position the ATFS-400 gondola, containing the modular tactical aircraft cockpit, and vary the speed of the high performance motion system to precisely create the correct inertial G forces in all three axes. G on-set and off-set rates correspond to those of the tactical aircraft being simulated.

