

Project #09-10.25

Full Motion Flight Simulator Specifications

EXTERIOR

- Aluminum cockpit enclosure - Painted and decaled

INTERIOR

Controls and Input Devices

- 2 x premium yoke linked with 2-axis control loading
- 2 x Rudder pedals linked with differential brakes
- Magnetos and starter switch
- Master battery and alternator switch
- Two (2) Fuel pump switch
- Landing lights switch
- Taxi lights switch
- Navigation lights switch
- Beacon switch
- Strobe Lights switch
- Pitot Heater switch
- Avionics master switch
- Landing gear switch and indicator LED's
- Elevator trim wheel
- Wing flaps switch
- Alternate static air switch
- Parking brake switch
- Fuel selector valve
- Pause flight button
- End flight button

- Pilot side headphone and microphone jacks
- Copilot side headphone and microphone jacks
- Headset volume controls
- Instructors console connection port – Type RJ45
- Pilot Key port – Type USB
- Motion platform emergency stop button
- Volume knob

Visual and Audio Systems

- Six (6) 27” widescreen displays oriented in an arc around the pilot and copilot, providing the external display
- Two (2) 19” widescreen displays providing cockpit instrument panel display.
- Audio system providing engine and environment sound.

Cockpit

- Pilot seat with seatbelt – adjustable
- Copilot seat with seatbelt - adjustable
- Instrument panel accent lighting under eyebrow
- 110v 20amp power outlet

HARDWARE AND SOFTWARE SYSTEMS

- Simulation computer
- Simulation software
- Instructor’s console software
- Administration software
- Motion platform control software
- Microsoft® Windows 11 Operating System
- Lockheed Martin Prepar3D Simulation Engine

MOTION PLATFORM

- Motion platform capable of simulating roll, pitch and yaw motions