



FLIGHT SIMULATOR



*Italia*

*Xesa Systems s.r.l.  
Via Sesto 68, 26100  
Cremona - Italy*



*Tel.: +39 0372 1876129  
info@xesasystems.com  
www.xesasystems.com*

# Full Motion Simulator X620-EP-C2S2-C180B3

## C2S2-C180B3 CABIN DATA\*

### Mechanical Specifications

Framework material	Aluminum & Mild steel
Visual System Architecture	Multiple beamers
Visual Field of View (with monitors)	180° Horizontal × ±24° Vertical (at the design eye point)
Nominal Width	3500 mm
Nominal Length	2950 mm
Nominal Height	2350 mm
Approx unit weight	1150 kg

### Performance Specifications

Available User Payload	250 kg includes all extra mounted equipment and persons
Payload C.G. horizontal offset	Less than 50mm from Centroid of Flying Platform
Payload C.G. Vertical offset	Less than 500mm high from top of Flying Platform

\* The reported characteristics are indicative and may vary.

## X620-EP MOTION PLATFORM MAIN CHARACTERISTICS\*

### Mechanical Specifications

Motion system actuation	Fully electric
Degrees of freedom	6 (Pitch - Roll - Yaw - Sway - Surge - Heave)
Payload	2000 kg
Architecture	Parallel motors
Nominal size (Parked)	Width 2500mm, Length 2000mm, Height 1300 mm
Approx unit weight	1100 kg

### Performance Specifications

Payload CG horizontal offset	Less than 50mm from centroid of motion platform
Payload CG Vertical offset	Less than 500mm high from top of motion platform
Indep. Pitch (disp. / vel. / accel.)	+30° / - 27°, ±0.42rad/s , ±4.5rad/s <sup>2</sup>
Indep. Roll (disp. / vel. / accel.)	±24°, ±0.49rad/s , ±4.5rad/s <sup>2</sup>
Indep. Yaw (disp. / vel. / accel.)	±34°, ±0.58rad/s , ±4.5rad/s <sup>2</sup>
Indep. Sway (disp. / vel. / accel.)	±300mm, ±0.55m/s , ±8.0m/s <sup>2</sup>
Indep. Surge (disp. / vel. / accel.)	±350mm, ±0.6m/s , ±8.0m/s <sup>2</sup>
Indep. Heave (disp. / vel. / accel.)	±330mm, ±0.4m/s , ±8.0m/s <sup>2</sup>

### Electrical Specifications

Power Supply Requirements	440V / 460V / 480V 3Ph 60Hz
Average Power Consumption	6 kW

\* The reported characteristics are indicative and may vary.