Link lowers simulator cost

BINGHAMPTON

To meet a growing demand for low-cost simulators from foreign military customers and US and overseas transport and utility aircraft operators, Singer Link has developed a microprocessor-based modular simulator called Microflite.

At the same time UK subsidiary Link-Miles has announced development of what it claims to be the first microprocessor-based visual system to incorporate texture, Image III-T.

Microflite can be configured to simulate a range of aircraft types including civil and military trainers, transports, and helicopters, and even fighters, with generic or replica cockpits. Day-dusk-night visuals and motion systems are available as modular options.

Intended to simulate aircraft previously considered to justify only procedure trainers, Microflite is based on a series of modular microprocessor units. Monoboard computers using very large-scale integrated circuits to reduce space, power, and connections increase speed and allow for modular expansion. Computing power can be added in small, low-cost increments, says Link.

According to Link, Microflite is designed to provide cost-effective training for overseas armed forces on aircraft ranging from basic trainers, through utility helicopters, to tactical fighters. A key target, however, must be those civil operators requiring simulators for the new generation of regional airliners.

Link-Miles has sold more than 50 Image II and Image III computer generated image visual systems to date, including three microprocessor-based Image IIIIs to American Airlines Training Systems for US Air Force KC-10 training. The new Image III-T adds texture to provide height, speed, and position cues, particularly important in helicopter training.

Lockheed orders GE Compu-Scene IV

DAYTONA BEACH

General Electric has sold an $8 million Compu-Scene IV visual system to Lockheed for use on a research simulator. It is the fourth US sale of this system. GE has also sold Compu-Scene IVs to Europe and Asia, effectively creating a non-US market in high-cost visual systems for research.

apparently by virtue of the extremely high display quality achieved through GE’s texturing method of combining photographic and computer-generated imagery.

The first US customer for GE’s system, McDonnell Douglas, is due to have its new research simulator running by the third quarter of this year and, in common with Lockheed, plans to use the machine for development of the Advanced Tactical Fighter.

The other two US customers, Sikorsky and Hughes Helicopters, will use their Compu-Scene IV-equipped simulators for development of their LHX light scout/attack helicopter designs.

Touch-screen control from Rediffusion

Rediffusion Simulation has unveiled an initial design concept for its TASC touch-activated simulator control instructor station, human-engineered by Ken Sadler Associates.

Tector sells Tecstar

NEWARK

Tector has sold its third Tecstar target image generator to an unnamed customer for use in an air-combat dome simulator. The contract is worth around $100,000 and the simulator is to be operational by late this year.

The system will produce a computer-generated image (CGI) aerial target, fully manoeuvrable and correctly shaded according to Sun position. Initially the system will generate a three-dimensional target of 127 surfaces, but this will be upgraded to 256 surfaces soon after installation by modular changes to the image generation computer. The database will store 20 different target types.

Tecstar is a low-cost alternative to full CGI systems which generate not only the target but also the background, and which can cost several million dollars.

A Far Eastern customer, thought to be Indonesia, has already bought two Tecstar systems for use on F-5 and Hawk simulators. For these applications Tecstar is combined with Tector’s Opdis terrain/sky image generator in a three-window visual system suitable for limited air-combat training.