



**SIMULATION  
+ TRAINING**  
A Textron Company

**Flight & Ground Vehicle Simulation Update - 2017**  
**January 2017**  
**Flight Control System Simulation**

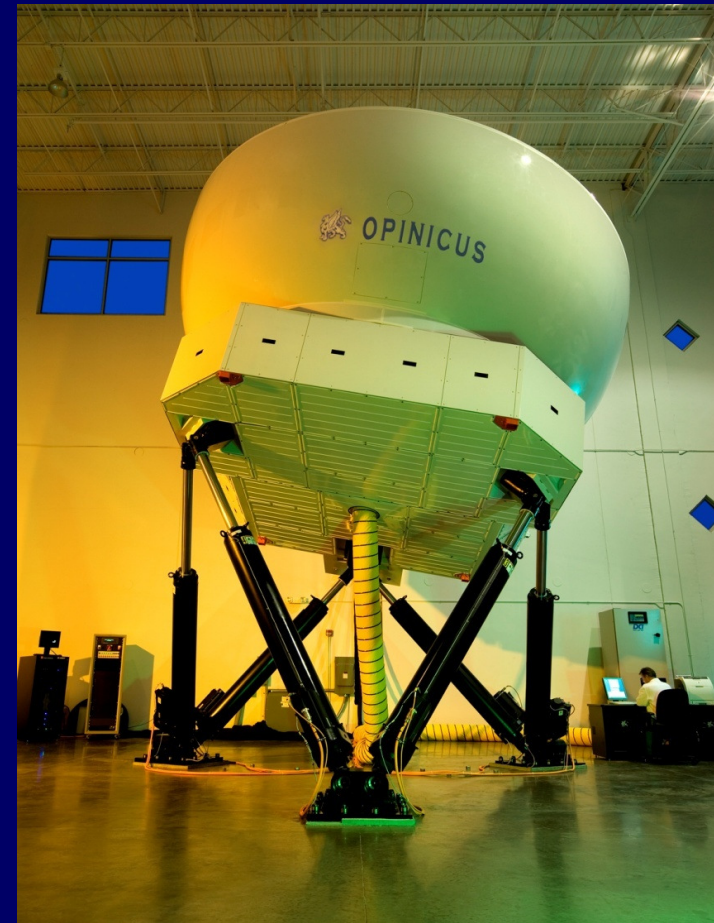
# **Flight Control System Simulation - 2017**

**James R. Takats**

**Sr. VP Global Strategy**  
**Textron Inc.**  
**Charleston, SC**

**[www.TRUsimulation.com](http://www.TRUsimulation.com)**

**TRU S+T... combines**  
**OPINICUS, Mechtronix, AAI and**  
**ProFlight**





# **FLIGHT & GROUND VEHICLE CONTROL SYSTEM SIMULATION**

---

## **OUTLINE**

- ◆ **Introduction to Flight & Ground Control System**
- ◆ **Autopilot & Flight Guidance Control Systems**
- ◆ **Flight & Ground Vehicle Force Feedback Simulation**
- ◆ **Installation and Setup of Control Loading Systems**
- ◆ **Control Loading Performance Verification**



# **FLIGHT & GROUND VEHICLE CONTROL SYSTEM SIMULATION**

---

## **INTRODUCTION TO FLIGHT CONTROL SYSTEMS**



# EVOLUTION OF FLIGHT CONTROL & AUTOPILOT SYSTEMS

## Pre-World War I

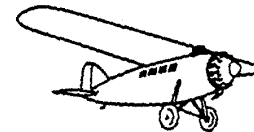
- Direct Mechanical Flight Control System



WRIGHT FLYER

## WW I to WW II

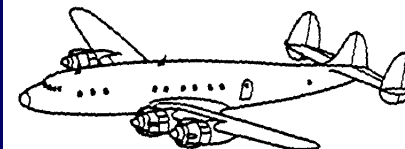
- Tab Driven Mechanical Flight Control Systems
- Autopilot Systems (Maintain Attitude)



LOCKHEED VEGA

## 1945 to 1965

- Autopilot Systems (Maintain Speed & Direction)
- Flight Augmentation Computers - Analog



LOCKHEED CONSTELLATION

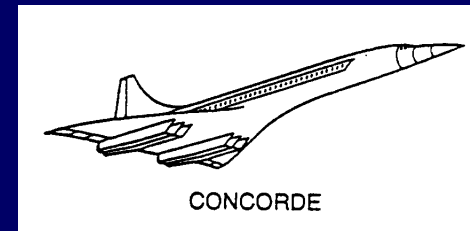




# EVOLUTION OF FLIGHT CONTROL & AUTOPILOT SYSTEMS

## 1965 to 1985

- Hydraulically Boosted Flight Control Systems
- Flight Director Systems
- Automatic Landing Systems
- On-Board Digital Computers



## 1985 to 2000

- Fly-By-Wire or Fly-By-Light Flight Control Systems
- Fully Integrated Autopilot & Flight Management Computers/Mission Computer





# EVOLUTION OF FLIGHT CONTROL & AUTOPILOT SYSTEMS

## 2000 - present

- More Sophisticated Fly-By-Wire or Fly-By-Light Flight Control Systems – including Vertical Takeoff and Landing systems
- Highly Optimized Fully Integrated Auto Flight Guidance and Auto SBAS capable Landing Systems (SBAS – Satellite Based Augmentation System) such as WAAS or EGNOS
- Unmanned Air Vehicles
- New systems such as “Gust Alleviation Systems” which uses wireless sensors

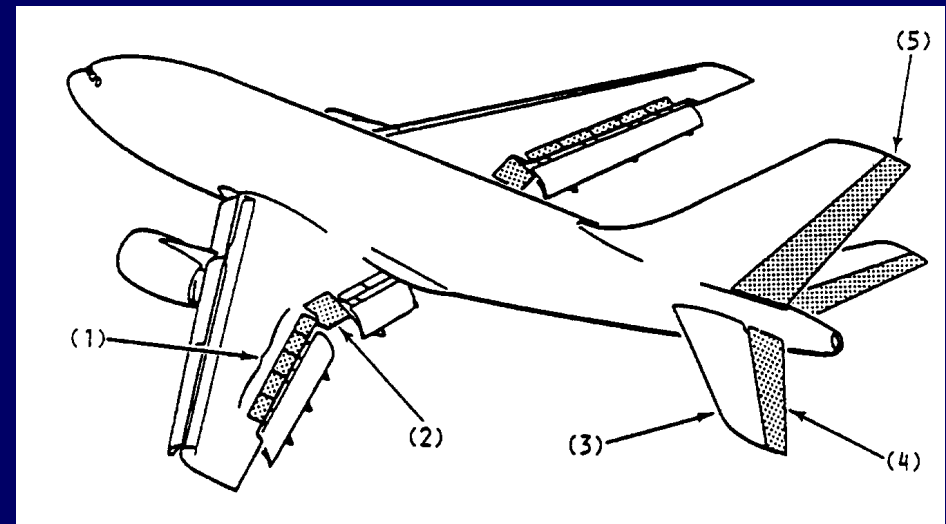




# PRIMARY FLIGHT CONTROL SYSTEMS

## Primary Controls

1. Roll Spoilers
2. Aileron
3. Trimmable Horizontal Stabilizer
4. Elevator
5. Rudder

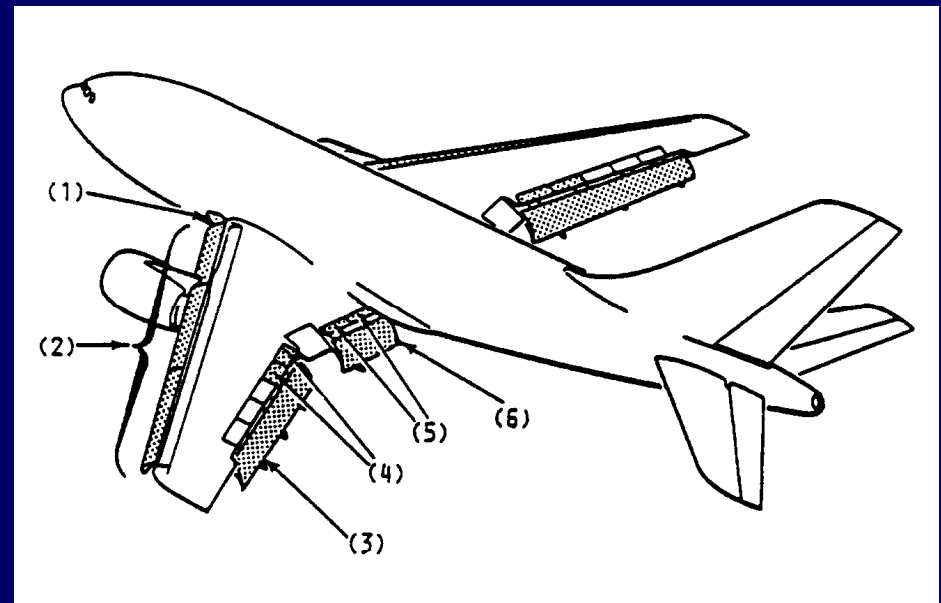




# SECONDARY FLIGHT CONTROL SYSTEMS

## Secondary Controls

1. Kruger Flaps
2. Slats
3. Outer Flaps
4. Outer Speedbrakes
5. Inner Speedbrakes
6. Inner Flaps

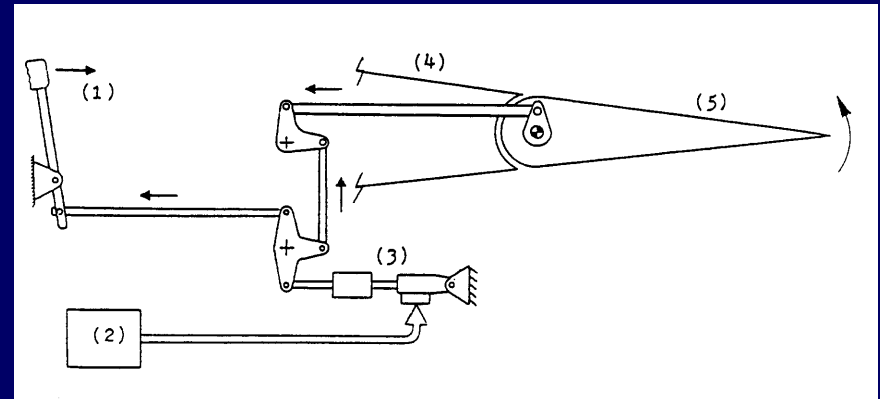




# REVERSIBLE FLIGHT CONTROL SYSTEMS

## Direct Mechanical

1. Control Stick
2. Autopilot Computer
3. Autopilot Actuator & Disconnect/Override Mechanism
4. Stabilizer
5. Control Surface

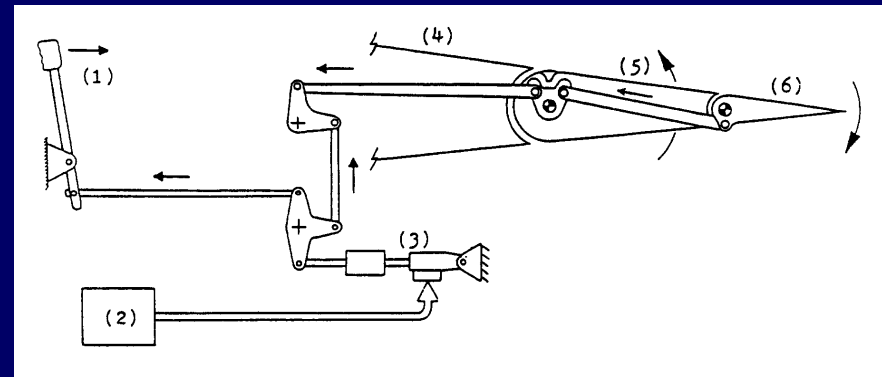




# REVERSIBLE FLIGHT CONTROL SYSTEMS

## Tab Driven

1. Control Stick
2. Autopilot Computer
3. Autopilot Actuator & Disconnect/Override Mechanism
4. Stabilizer
5. Control Surface
6. Control Tab

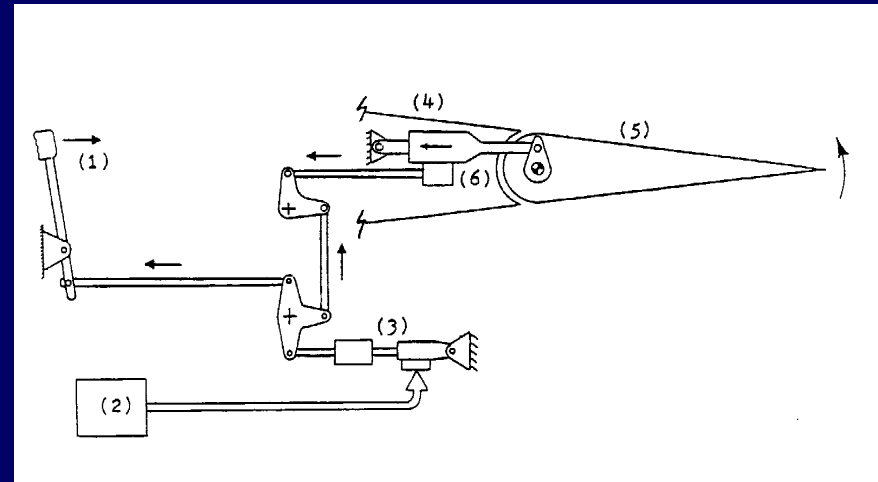




# IRREVERSIBLE FLIGHT CONTROL SYSTEMS

## Mechanical, Hydraulically Boosted

1. Control Stick
2. Autopilot Computer
3. Autopilot Actuator & Disconnect/Override Mechanism
4. Stabilizer
5. Control Surface
6. Hydraulic Actuator





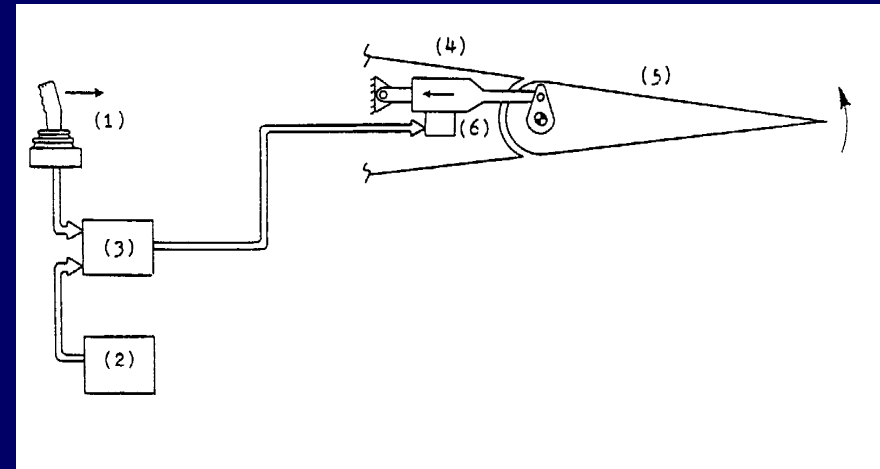


# IRREVERSIBLE FLIGHT CONTROL SYSTEMS

## Fly-By-Wire, Hydraulically Boosted



1. Side Stick
2. Autopilot Computer
3. Electronic Flight Control Computer
4. Stabilizer
5. Control Surface
6. Hydraulic Actuator





# CONVENTIONAL ROTARY WINGED AIRCRAFT

## Conventional Helicopter

1. Mechanical Linkage
2. Hydraulically Powered
3. Simple or No Stability Augmentation System
4. Simple or No Autopilot System





# SOPHISTICATED ROTARY WINGED AIRCRAFT

## Sophisticated Helicopter

1. Mechanical Linkage
2. Hydraulically Powered and Boosted
3. Dual Stability Augmentation System (SAS)
4. Sophisticated Digital Autoflight Control System (DAFCS)

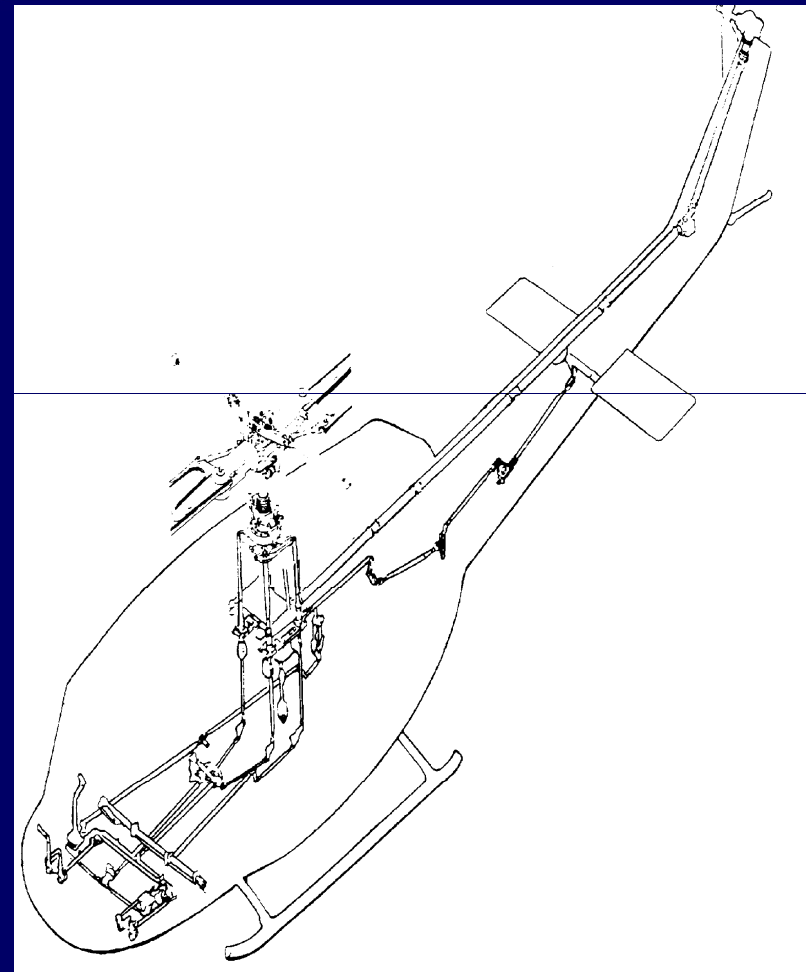




# ROTARY WINGED AIRCRAFT CONTROL LINKAGE

## Helicopter Control Linkage

1. Ridged Mechanical Linkage (Light and Responsive)
2. Hydraulically Powered
3. 4 channels (Lateral and Longitudinal Cyclic, Collective, & Pedals)

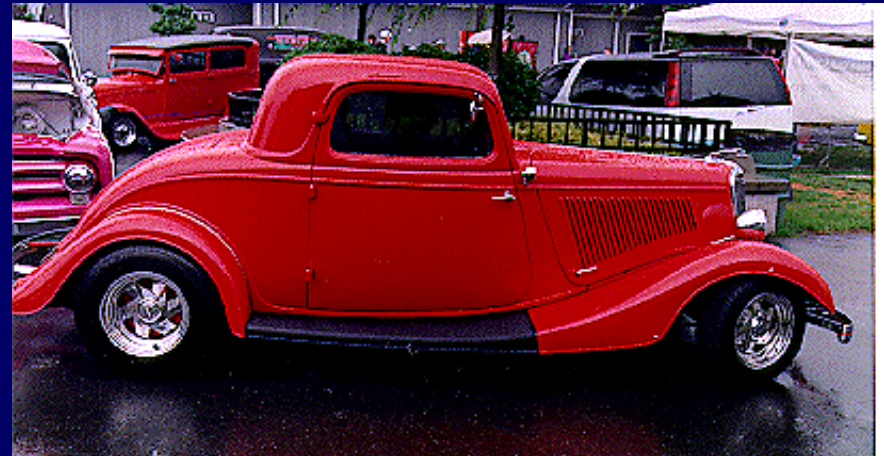




# GROUND VEHICLE CONTROL SYSTEMS

## Mechanical Manual

1. Mechanical Linkage
2. Manual Transmission
3. No Power Steering or Power Brakes



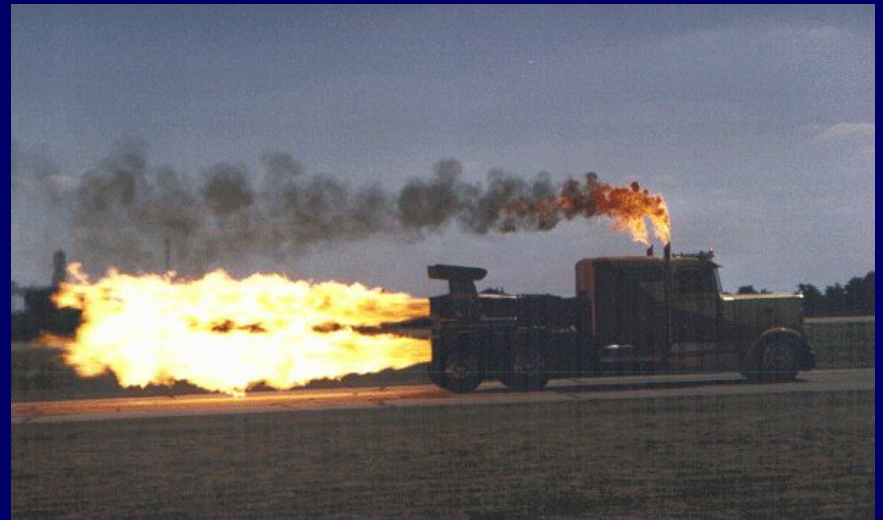




# GROUND VEHICLE CONTROL SYSTEMS

## Customized

1. Custom Heavy Duty Linkage
2. Custom Transmission
3. Custom Steering & Custom Brakes





# GROUND VEHICLE CONTROL SYSTEMS

## Precision Controls

1. Precision Mechanical Linkage
2. Precision Transmission
3. Precision Steering & Precision Brakes







# **FLIGHT & GROUND VEHICLE CONTROL SYSTEMS SIMULATION / MODELING**

---

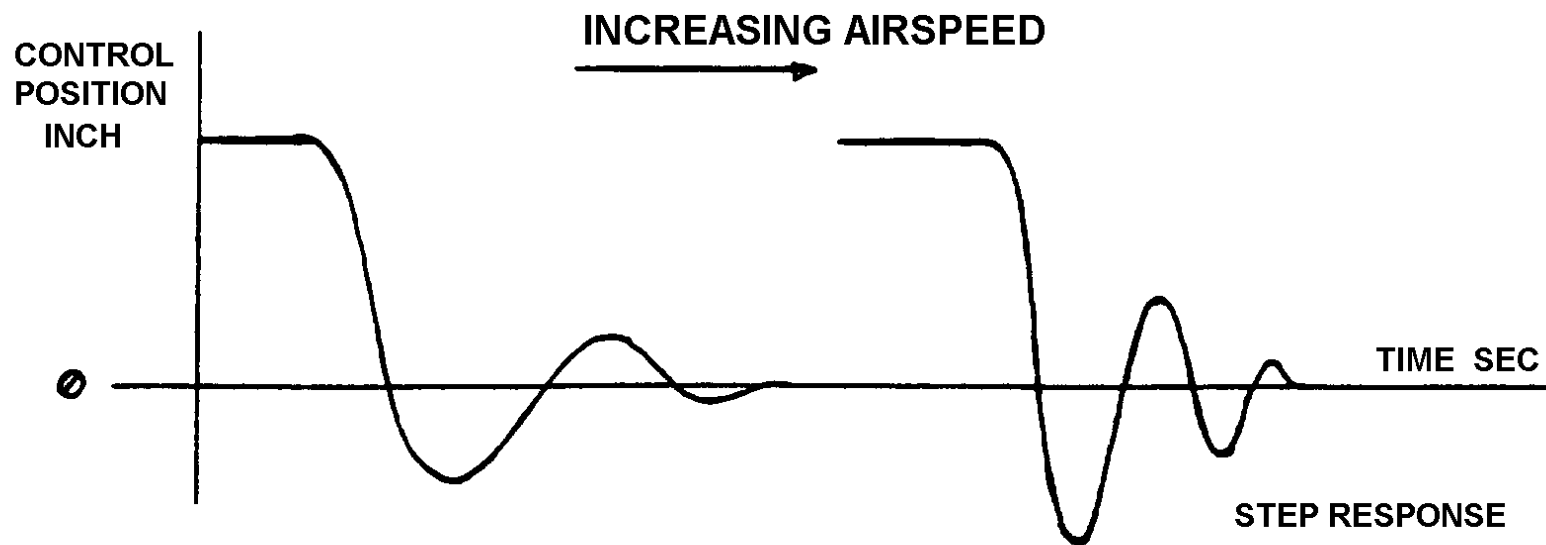
## **Simulation of Mechanical Flight Control System & Ground Vehicle Control System**

- ◆ Static Simulation (lower level devices)
- ◆ Dynamic Simulation (focus)



# SIMULATION OF MECHANICAL FLIGHT CONTROL SYSTEMS

## Dynamic Simulation

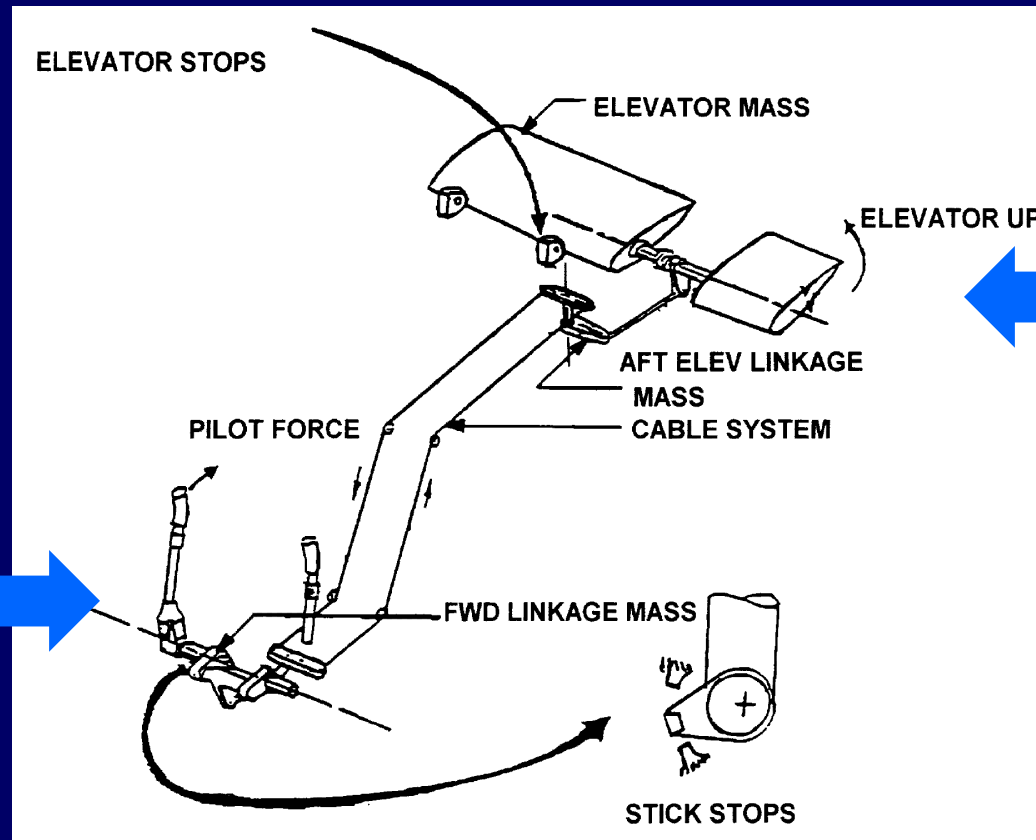




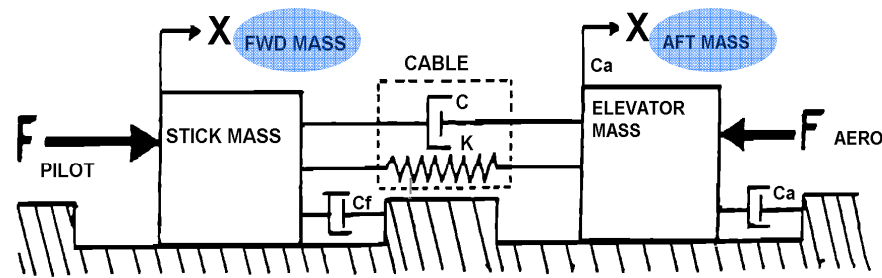
# SIMULATION OF MECHANICAL FLIGHT CONTROL SYSTEMS

## Reversible Pitch Flight Control System

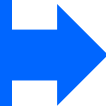
**FORWARD  
MASS**



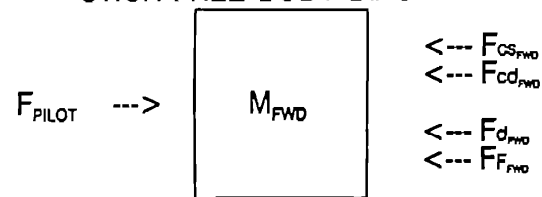
**AFT  
MASS**



**FORWARD  
MASS**



STICK FREE BODY DIAGRAM



$$F_{CS\_FWD} = F_{CABLE\ SPRING} = K * (X_{FWD} - X_{AFT})$$

$$F_{CD\_FWD} = F_{CABLE\ DAMPING} = C * (\dot{X}_{FWD} - \dot{X}_{AFT})$$

$$F_{d\_FWD} = F_{FWD\ MASS\ DAMPING} = C_F * \dot{X}_{FWD}$$

$$F_{F\_FWD} = F_{FWD\ MASS\ FRICTION} = f(\dot{X}_{FWD})$$

$$\sum F_{FWD} = F_{PILOT} - F_{CS\_FWD} - F_{CD\_FWD} - F_{d\_FWD} - F_{F\_FWD}$$

$$\sum F_{FWD} = M_{FWD} * \ddot{X}_{FWD}$$

$$\ddot{X}_{FWD} = \sum F_{FWD} / M_{FWD}$$

$$\dot{X}_{FWD} = \int_0^t \ddot{X}_{FWD} dt$$

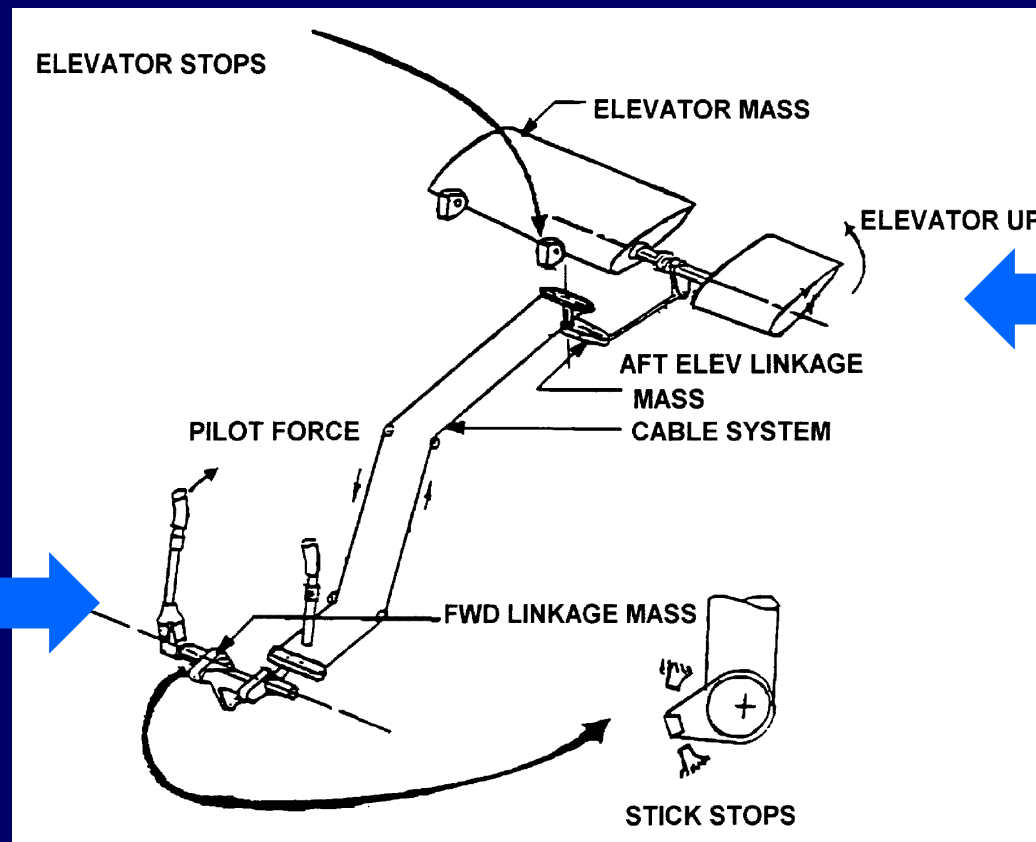
$$X_{FWD} = \int_0^t \dot{X}_{FWD} dt$$



# SIMULATION OF MECHANICAL FLIGHT CONTROL SYSTEMS

## Reversible Pitch Flight Control System

**FORWARD  
MASS**



**AFT  
MASS**

# AFT MASS FREE BODY DIAGRAM

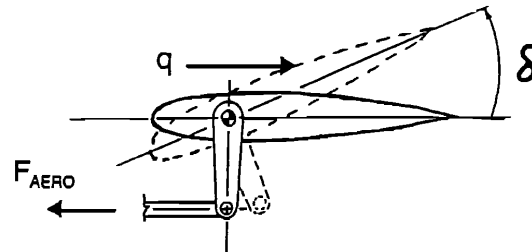


$$F_{CS\_AFT} = F_{CABLE\ SPRING} = K * (X_{AFT} - X_{FWD})$$

$$F_{CD\_AFT} = F_{CABLE\ DAMPING} = C * (\dot{X}_{AFT} - \dot{X}_{FWD})$$

$$F_{d\_AFT} = F_{AFT\ MASS\ DAMPING} = C_A * \dot{X}_{AFT}$$

$$F_{F\_AFT} = F_{AFT\ MASS\ FRICTION} = f(\dot{X}_{AFT})$$



$$F_{AERO} = (H_k + H_o) * G_H$$

Hinge Moment due to Aerodynamic Force Gradient

$$H_k = \underbrace{qS\bar{c} * C_{H_\delta}}_{\text{Force Gradient } (q)} * \underbrace{\delta}_{\text{Surface Deflection}}$$

Hinge moment due to Aerodynamic offsets

$$H_o = qS\bar{c} (C_{H_o} + C_{H_\alpha} * \alpha)$$

$$zF_{AFT} = -F_{AERO} - F_{CS\_AFT} - F_{CD\_AFT} - F_{d\_AFT} - F_{F\_AFT}$$

$$zF_{AFT} = M_{AFT} * \ddot{X}_{AFT}$$

$$\ddot{X}_{AFT} = zF_{AFT} / M_{AFT}$$

$$\dot{X}_{AFT} = \int_0^t \ddot{X}_{AFT} dt$$

$$X_{AFT} = \int_0^t \dot{X}_{AFT} dt$$

AFT  
MASS

$M_{FWD}$	FWD MASS
$\ddot{X}_{FWD}$	FWD MASS ACCELERATION
$\dot{X}_{FWD}$	FWD MASS VELOCITY
$X_{FWD}$	FWD MASS POSITION
$C_F$	FWD MASS DAMPING COEFFICIENT
$F_{d_{FWD}}$	FWD MASS DAMPING FORCE
$F_{F_{FWD}}$	FWD MASS FRICTION FORCE

$M_{AFT}$	AFT MASS
$\ddot{X}_{AFT}$	AFT MASS ACCELERATION
$\dot{X}_{AFT}$	AFT MASS VELOCITY
$X_{AFT}$	AFT MASS POSITION
$C_A$	AFT MASS DAMPING COEFFICIENT
$F_{d_{AFT}}$	AFT MASS DAMPING FORCE
$F_{F_{AFT}}$	AFT MASS FRICTION FORCE

$K$	CABLE SPRING RATE
$C$	CABLE DAMPING COEFFICIENT
$F_{CS_{FWD}}$	CABLE SPRING FORCE ON FWD MASS
$F_{cd_{FWD}}$	CABLE DAMPING FORCE ON FWD MASS
$F_{CS_{AFT}}$	CABLE SPRING FORCE ON AFT MASS
$F_{cd_{AFT}}$	CABLE DAMPING FORCE ON AFT MASS

$F_{PILOT}$	PILOT APPLIED FORCE
$F_{AERO}$	TOTAL AERODYNAMIC FORCE
$G_H$	GEAR RATIO, SURFACE HINGE to AFT MASS
$H_k$	HINGE MOMENT DUE TO AERODYNAMIC FORCE GRADIENT
$H_o$	HINGE MOMENT DUE TO AERODYNAMIC OFFSETS
$C_{H_\delta}$	VARIATION OF HINGE MOMENT COEFF. WITH SURFACE DEFLECTION
$C_{H_o}$	HINGE MOMENT COEFF. FOR ZERO ANGLE OF ATTACK
$C_{H_\alpha}$	VARIATION OF HINGE MOMENT COEFF. WITH ANGLE OF ATTACK
$\delta$	SURFACE DEFLECTION
$\alpha$	ANGLE OF ATTACK
$q$	DYNAMIC PRESSURE
$S$	SURFACE AREA
$\bar{c}$	MEAN AERODYNAMIC CORD





# **MODULAR MODELING APPROACH**

## **Component Groups Usually Simulated**

### **Cockpit Control, Forward Linkage & Cable Quadrant Mass**

- ◆ Inertia
- ◆ Bobweight (or Mass Imbalance)
- ◆ Damping
- ◆ Centering Spring Force (if applicable)
- ◆ Friction (static & kinetic)
- ◆ Position Stops

### **Cable System**

- ◆ Cable Spring Rate (or Stretch)
- ◆ Deadband (or Backlash)
- ◆ Damping



# **MODULAR MODELING APPROACH**

## **Component Groups Usually Simulated**

### **AFT Linkage System & Cable Quadrant Mass**

- ◆ Inertia
- ◆ Bobweight (or Mass Imbalance)
- ◆ Damping
- ◆ Centering Spring or Q-feel Device (if applicable)
- ◆ Friction (static & kinetic)
- ◆ Position Stops

### **Load Limiters (or Interconnect Bungees)**

- ◆ Breakout Force
- ◆ Force Profile Beyond Breakout
- ◆ Compression/extension limits
- ◆ Damping



# **MODULAR MODELING APPROACH**

## **Component Groups Usually Simulated**

### **Surface Hydraulic Actuators**

- ◆ Actuator Dynamics
- ◆ Control Valve Stops and Spring Forces
- ◆ Override Forces
- ◆ Maximum Actuator Rates

### **Control Surfaces**

- ◆ Inertia
- ◆ Mass Imbalance
- ◆ Mechanical Damper (if applicable)
- ◆ Friction
- ◆ Aerodynamic Hinge Moments
  - ✈ Offsets, Gradients, Damping



# **MODULAR MODELING APPROACH**

## **Component Groups Usually Simulated**

### **Trim Actuators**

- ◆ Actuator Dynamics (Characteristic Lag)
- ◆ Loading Effects on Trim Rates
- ◆ Maximum Trim Rates

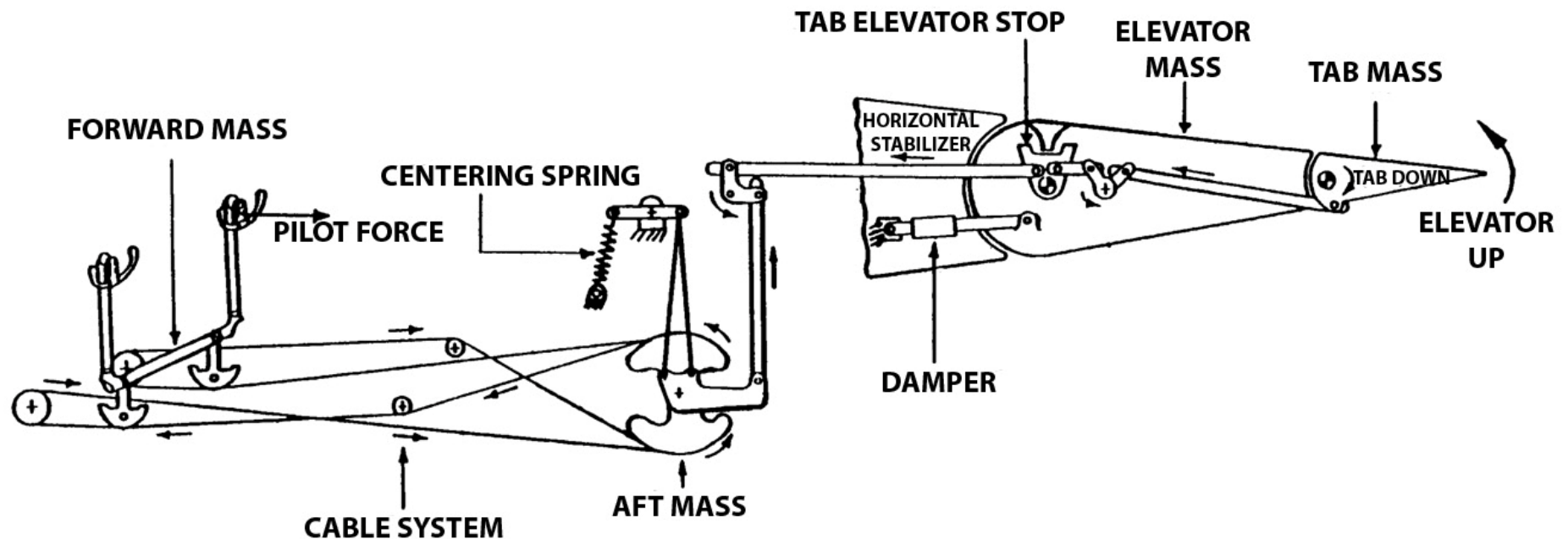
### **Autopilot Actuators**

- ◆ Actuator Dynamics
- ◆ Loading Effects on Autopilot Authority
- ◆ Override Force
- ◆ Maximum Actuator Rates



# REVERSIBLE FLIGHT CONTROL SYSTEM

## Typical Reversible Tab Driven Elevator Flight Control Systems





# REVERSIBLE FLIGHT CONTROL SYSTEM

## Digital Model of Reversible Flight Control System

- See Next Slide -

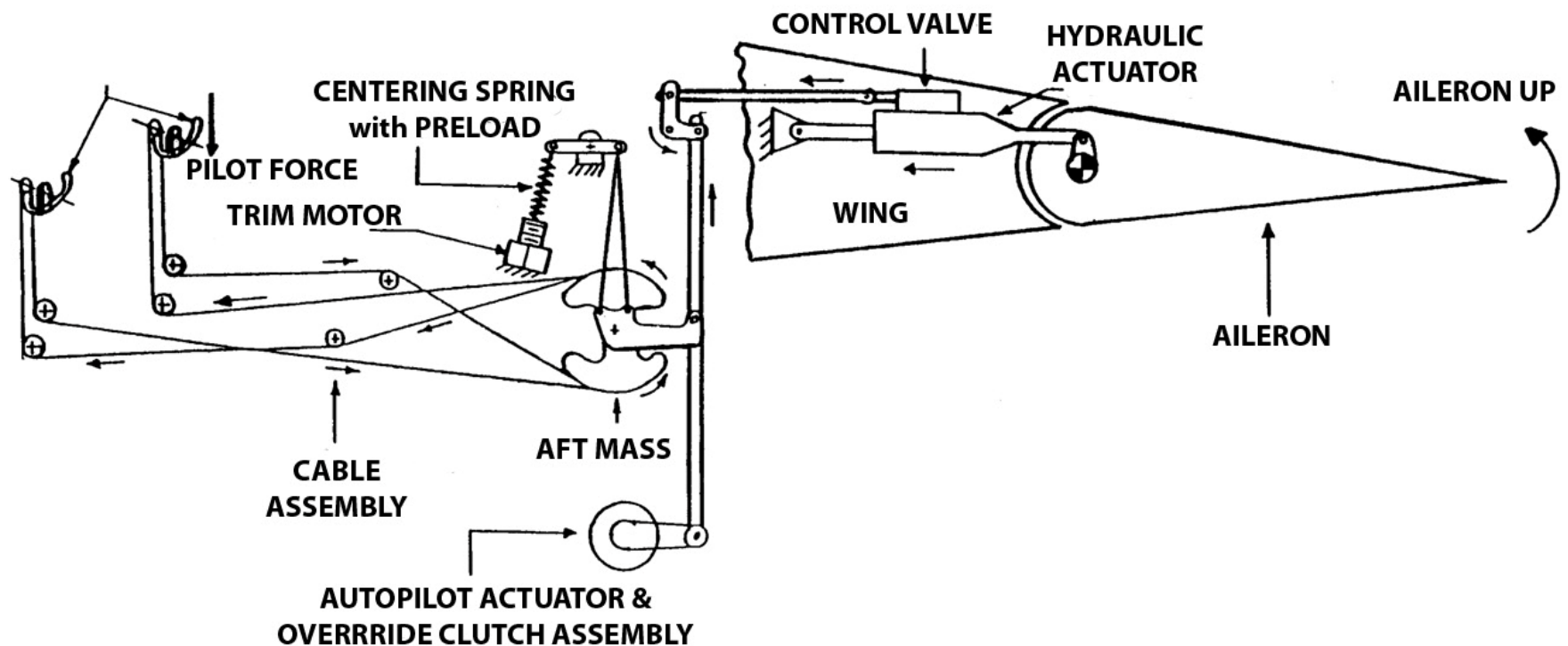






# IRREVERSIBLE FLIGHT CONTROL SYSTEM

## Typical Irreversible Aileron Flight Control Systems





# **IRREVERSIBLE FLIGHT CONTROL SYSTEM**

---

## **Digital Model of Irreversible Flight Control System**

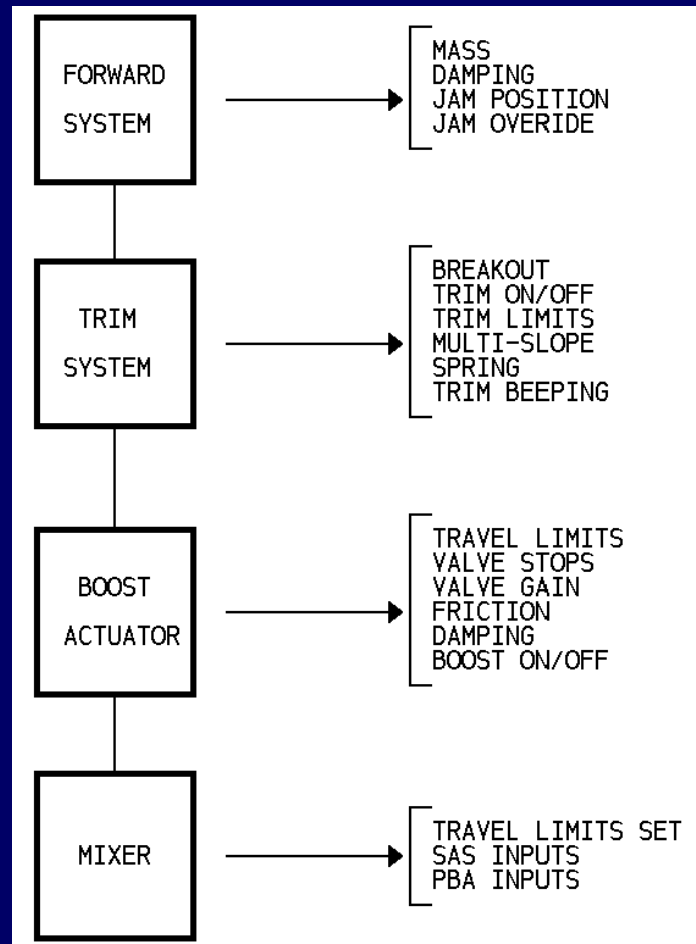
- See Next Slide -







# HELICOPTER FLIGHT CONTROL SYSTEM (Generic)

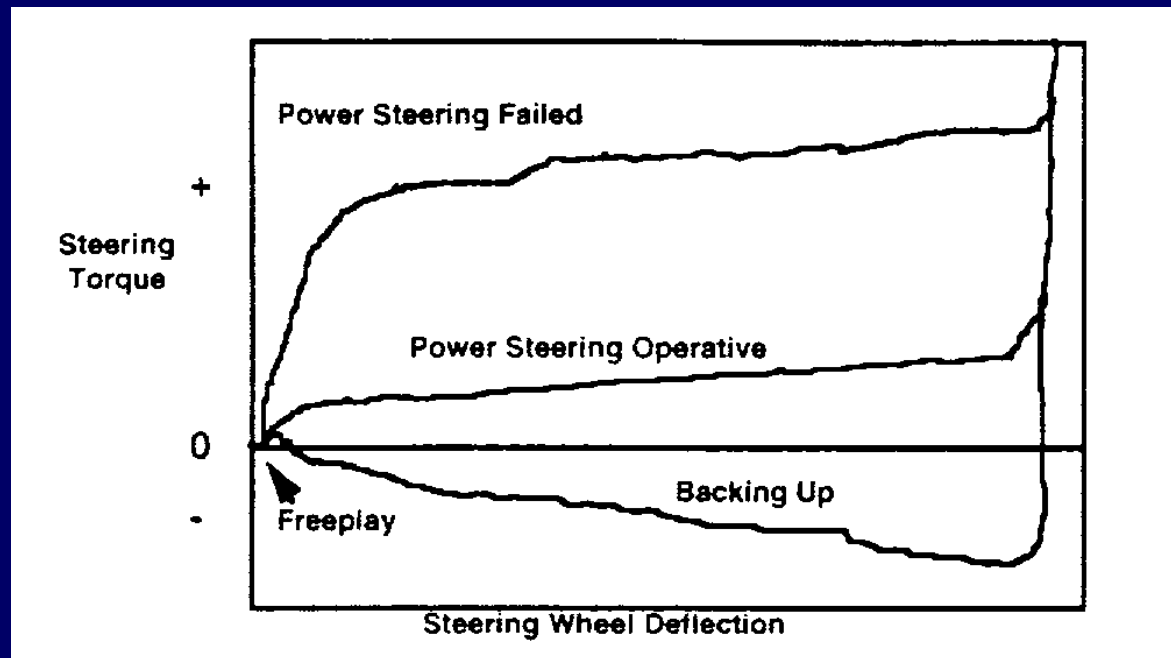




# GROUND VEHICLE CONTROL SYSTEM

## Challenges - Steering Control System

- ◆ High Dynamic Range
- ◆ Low Force Gradients
- ◆ Unstable when Vehicle Backing Up





# GROUND VEHICLE CONTROL SYSTEM

## Challenges - Pedals

- ◆ Accelerator (especially)
  - ✈ Low Mass
  - ✈ High Force when Simulating Stops
  - ✈ High return speeds





# **FLIGHT & GROUND VEHICLE CONTROL SYSTEM SIMULATION**

---

## **AUTOPILOT AND FLIGHT GUIDANCE CONTROL SYSTEMS**



# **ELECTRONIC AUTOPILOT & FLIGHT CONTROL SYSTEMS CONSIDERATIONS**

## **Fly-By-Wire & Autopilot Guidance Systems Common Considerations**

### **SIMULATION vs. STIMULATION**

- ◆ **System Complexity ?**
- ◆ **Specified Performance (Requirements) ?**
- ◆ **Life Cycle Costs ?**
- ◆ **Availability of Data ?**
- ◆ **Cost of Data ?**
- ◆ **Cost of Avionics (Black Boxes) ?**



# SIMULATION vs. STIMULATION

## PROS & CONS

### Simulation

#### PROS

- ◆ Special Simulator Function
- ◆ Malfunctions
- ◆ Hardware Costs

#### CONS

- ◆ Performance
- ◆ Updates
- ◆ Development Costs

### Stimulation

#### PROS

- ◆ Performance
- ◆ Ease of Updates
- ◆ Costs (initial?)

#### CONS

- ◆ Special Simulator Function
- ◆ Malfunctions
- ◆ Hardware Complexity
- ◆ Hardware Costs (repeats?)



# **SIMULATION vs. STIMULATION**

## **Design Considerations Stimulation**

### **◆ Simulation Architecture**

- ✈ System Transport Delays
- ✈ I/O Iteration Rates
- ✈ Program Sequencing
- ✈ Program Iteration Rates

### **◆ Sensor Simulation**

- ✈ Signal Waveform
- ✈ Signal Phase
- ✈ Signal Transducer Offsets

### **◆ Servo Actuator Simulation**

- ✈ Static Characteristics
- ✈ Dynamic Characteristics
- ✈ Feedback Monitoring

### **◆ Limitation on Special Simulator Functions**

- ✈ Freezes
- ✈ Repositions
- ✈ Record/Playback
- ✈ Etc.



# **SIMULATION vs. STIMULATION**

## **Design Considerations Simulation**

### **◆ Simulation Architecture**

- ✈ Program Sequencing
- ✈ Program Iteration Rates

### **◆ Limitation on Simulation**

- ✈ Filter Cutoff  
Frequencies
- ✈ Signal Distortion



# SIMULATION vs. STIMULATION

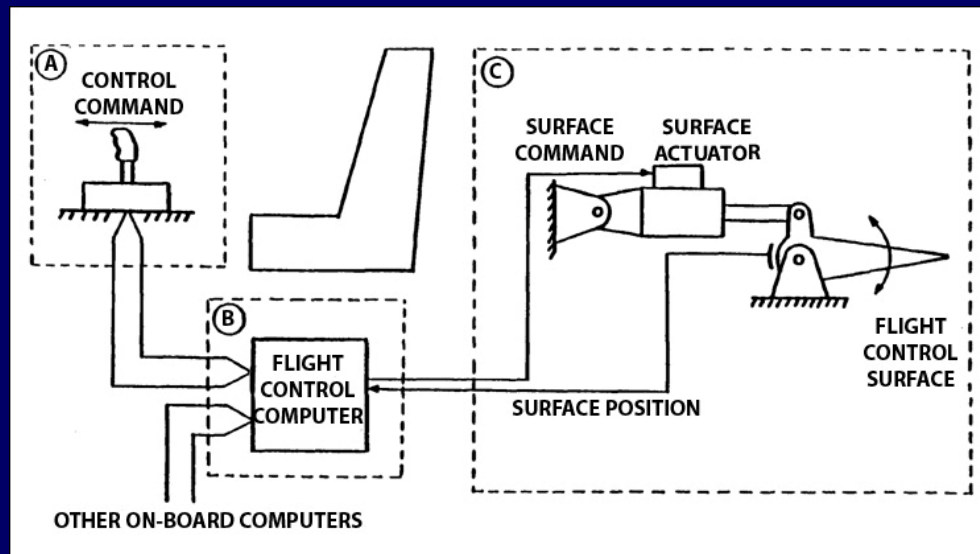
## Data Considerations

DETAILED DATA DESCRIBING	SIMULATION	STIMULATION
System Performance	X	X
Internal Control Laws	X	X*
Internal Logic	X	X*
Internal Fault Monitoring	X	X*
Fault Detection Circuits (sniffers)		X
Electrical Characteristics of Computer Inputs & Outputs		X
Sensor Output Characteristics ( waveform, phase, offsets)		X
Servo Actuator Transfer Functions		X
* Used to expedite hardware/ software integration and assist with debugging		



# SIMULATION vs. STIMULATION

## Simplified Fly-By-Wire System



### Simulation

- A. Control Loading Device or Aircraft Stick
- B. Simulated Flight Control Computer
- C. Simulated Actuator & Control Surface

### Stimulation

- A. Aircraft Stick
- B. Aircraft Flight Control Computer
- C. Simulated Actuator & Control Surface





# **SIMULATION of FLY-BY-WIRE & AUTOPILOT FLIGHT CONTROL SYSTEMS**

## **Common Features**

- ◆ Inner & Outer System Feedback Control Loops
- ◆ Onboard Computer “Black Boxes”
  - ✈ Complex Control Laws
  - ✈ Signal Conditioners
  - ✈ Filters
  - ✈ Switch Logic
  - ✈ Fault Monitoring & Detection Systems (SNIFFERS)



# AUTOMATIC FLIGHT CONTROL SYSTEMS

## Autopilot System

- ◆ Pitch Control
- ◆ Roll Control
- ◆ Yaw Control

## Flight Augmentation System

- ◆ Yaw Damper
- ◆ Pitch Trim
- ◆ Flight Envelope Protection

## Thrust Control System

- ◆ Autothrottle
- ◆ Autothrust
- ◆ Engine Parameter Management

## Flight Director System

- ◆ Pitch Direction
- ◆ Roll Direction
- ◆ Yaw Direction



# **AUTOPILOT SYSTEMS**

## **Typical Modes/Functions**

### **Longitudinal Modes**

- ◆ Vertical Speed Hold/Acquire
- ◆ Altitude Hold/Acquire
- ◆ Profile/VNAV
- ◆ Glideslope

### **Lateral Modes**

- ◆ Heading Hold/Acquire
- ◆ NAV or LNAV (FMS or GPS)
- ◆ VOR/LOC

### **Integrated Modes**

- ◆ Takeoff
- ◆ Land (LOC & G/S)
- ◆ Land SBAS (WAAS, EGNOS)
- ◆ Go-around
- ◆ Control Wheel Steering



# **FLIGHT AUGMENTATION AND THRUST CONTROL**

## **Typical Modes/Functions**

### **Flight Augmentation System**

- ◆ Dutch Roll Damping
- ◆ Turn Coordination
- ◆ Assist Autopilot During Engine Failure
- ◆ Auto Trim
- ◆ Mach Trim
- ◆ Alpha Trim

### **Thrust Control System**

- ◆ Thrust Mode
- ◆ Speed/Mach Hold/Acquire
- ◆ Retard Mode



## **OTHER INNOVATIVE Modes/Functions**

---

### **Active Gust Alleviation System**

- ◆ Many of the sensors in the B787 Dreamliner are connected wirelessly to a central data processor.
- ◆ Some are used for the “active gust alleviation” system which uses sensors to measure turbulence at the nose, then instantly adjusts wing flaps to counter it.



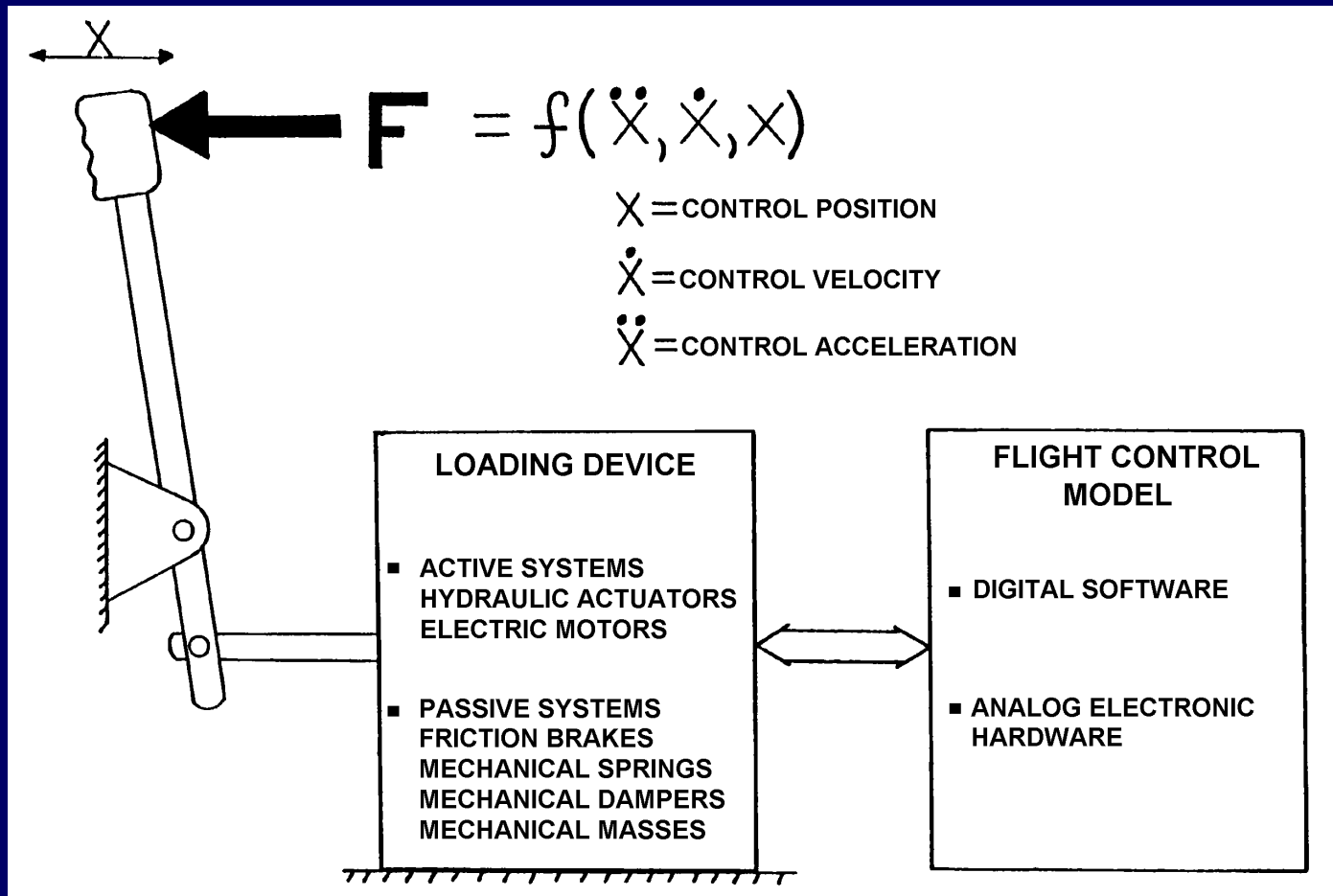
# **FLIGHT & GROUND VEHICLE CONTROL SYSTEM SIMULATION**

---

## **FLIGHT AND GROUND VEHICLE FORCE FEEDBACK SIMULATION**



# SIMULATION of COCKPIT CONTROL “FEEL” aka - CONTROL LOADING





# SIMULATION OF COCKPIT CONTROL “FEEL” (aka CONTROL LOADING)

## ACTIVE vs. PASSIVE Loaders

### ACTIVE Loading Devices are Used When:

- ◆ Control Forces VARY with Flight Conditions *and/or*
- ◆ Accurate Dynamic Performance IS Required *and/or*
- ◆ Back Driving of the Cockpit Control IS Required

### PASSIVE Loading Devices are Used When:

- ◆ Control Forces DO NOT VARY with Flight Conditions *and*
- ◆ Accurate Dynamic Performance IS NOT Required *and*
- ◆ Back Driving of the Cockpit Control IS NOT Required





## HISTORIC OVERVIEW

- ◆ **Analog Hydraulic Control Loading – ACL**  
**(60's - 80's)**
  - ✈ Position Loop Servo (60's and 70's) – low fidelity
  - ✈ Force Loop Servo (80's) – high fidelity
- ◆ **Digital Hydraulic Control Loading – DCL**  
**(mid 80's – 90's)**
  - ✈ Force Loop Servo
  - ✈ Servo Compensation Techniques – stability
  - ✈ Enhanced Modeling – higher order
  - ✈ Calibration and Tuning Software



## **HISTORIC OVERVIEW (cont.)**

### **◆ Digital Electric Control Loading – DECL (90's – present)**

- ✈ Force Loop Servo**
- ✈ Enhanced Servo Compensation Techniques – improved stability, increased frequency response**
- ✈ Better performance, higher fidelity, better handling qualities**
- ✈ Improved Modeling due to very powerful, cost effective, commercial of-the-shelf PCs**
- ✈ Enhanced Calibration and Tuning Software**
- ✈ Lower Maintenance**



# **ELECTRIC vs. HYDRAULIC**

## **Electric Systems**

*(advantages)*

- ◆ No Hydraulic Power Unit or Distribution System
- ◆ No Mess from Hydraulic Oil Leaks
- ◆ Improved Reliability
- ◆ Less Maintenance
- ◆ Lower Acquisition and Life Cycle Costs

## **Hydraulic Systems**

*(advantages)*

- ◆ Proven Long Term Performance
- ◆ High Force/High Sustained Force Capability
- ◆ Small Package



## ELECTRIC vs. HYDRAULIC (cont.)

### Control Loading Hardware Component Requirements

<u>Component</u>	<u>Requirement</u>	<u>Component</u>	<u>Requirement</u>
❖ <u>ELECTRIC</u>		❖ <u>HYDRAULIC</u>	
◆ Electric Motor	<ul style="list-style-type: none"><li>- High Torque</li><li>- High Accuracy</li><li>- Low Inertia</li><li>- Low Friction</li><li>- Smooth</li></ul>	◆ Hydraulic Actuator	<ul style="list-style-type: none"><li>- Low Friction</li></ul>
		◆ Servo Valve	<ul style="list-style-type: none"><li>- Near Zero Hysteresis</li><li>- Near Zero Drift</li></ul>
		❖ <u>BOTH</u>	
◆ Power Amplifier	<ul style="list-style-type: none"><li>- High Power</li><li>- Low Noise</li></ul>	◆ Linkage	<ul style="list-style-type: none"><li>- Low Inertia</li><li>- Low Friction</li><li>- High Stiffness</li><li>- Zero Free Play</li></ul>
◆ Gear Reduction	<ul style="list-style-type: none"><li>- Zero Backlash</li><li>- Low Friction</li><li>- Low Inertia</li><li>- Low Vibration</li></ul>	◆ Transducers	<ul style="list-style-type: none"><li>- High Accuracy</li><li>- High Signal-to-Noise</li><li>- Low Friction</li></ul>



# ELECTRIC vs. HYDRAULIC CONTROL LOADING RELIABILITY

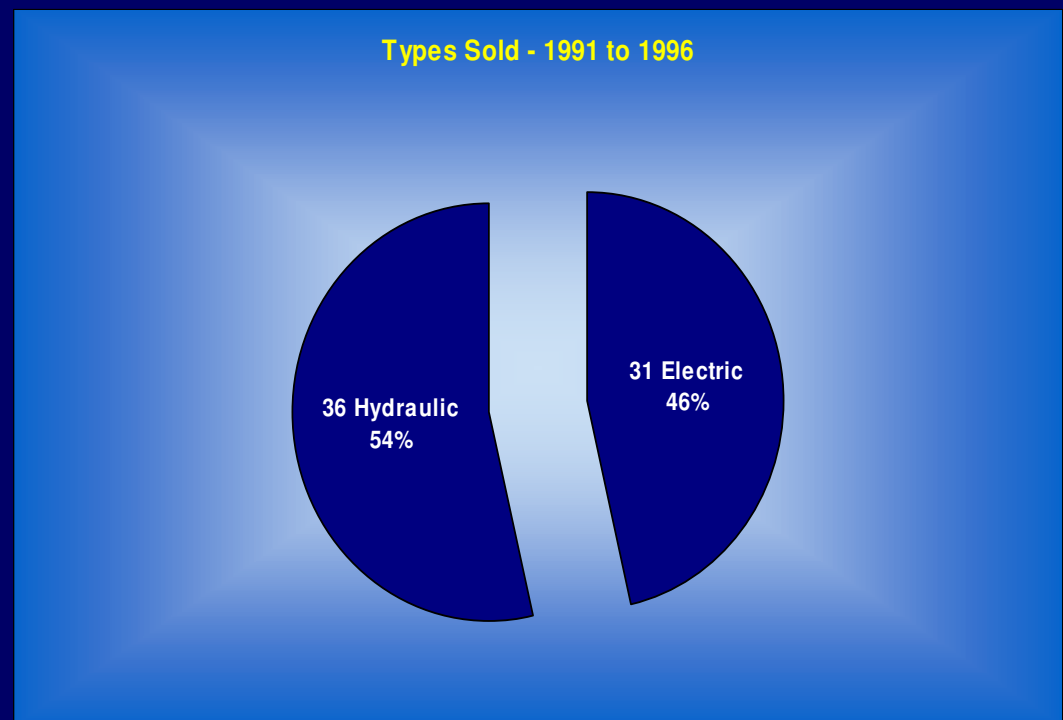
## ◆ *REALFeel*®

System theoretical  
MTBF: 15,800 hrs.

## ◆ From FSEMC '96

✈ BAE/Reflectone:  
Electric vs. Hydraulic  
system sales over a  
five year period

✈ Performed a  
reliability study





# ELECTRIC vs. HYDRAULIC CONTROL LOADING RELIABILITY

## ◆ 36 Hydraulic:

- ✈ 17 failures
- ✈ Cost \$13,164.

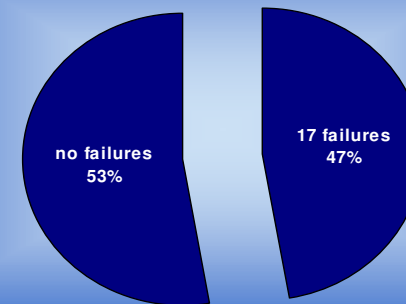
## ◆ 31 Electric:

- ✈ 1 failure
- ✈ Cost \$500.

## ◆ Cost factor:

- ✈ 26:1 in favor of Electric

36 Hydraulic Systems



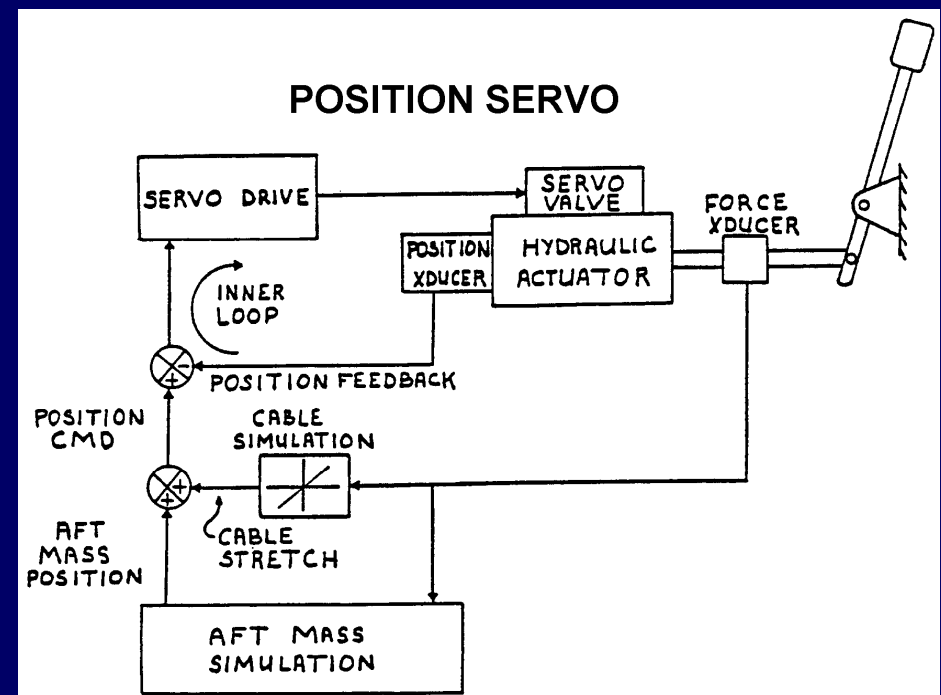
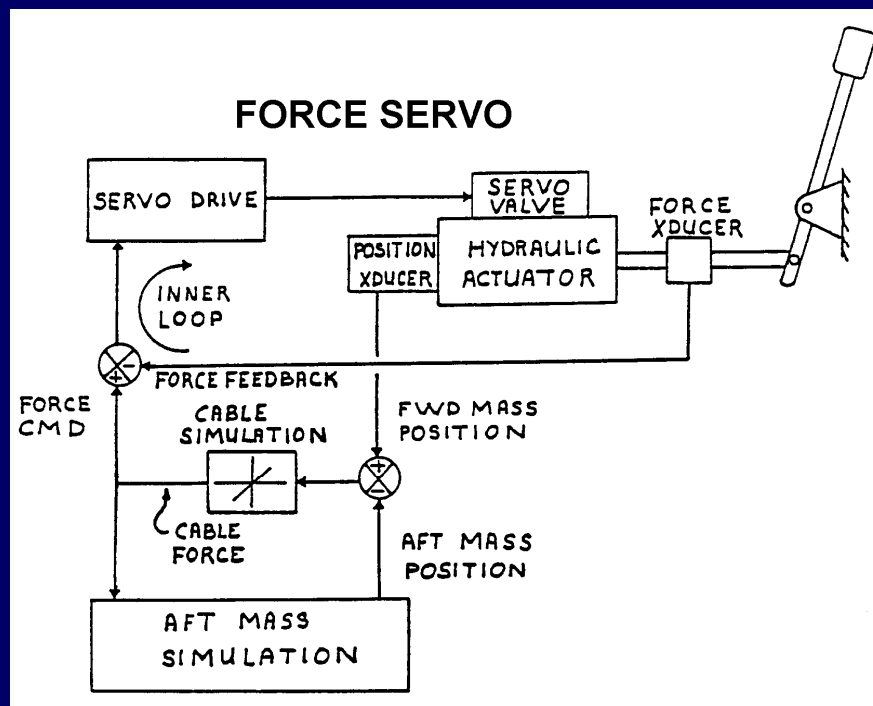
31 Electric Systems





# INTEGRATION OF CONTROL LOADING SYSTEMS

## Servo Configuration - Force & Position Servo





# INTEGRATION OF CONTROL LOADING SYSTEMS

## Model Implementation

- ◆ Analog Model (**obsolete**)
- ◆ Hybrid Analog/Digital (**obsolete**)
- ◆ Digital Model

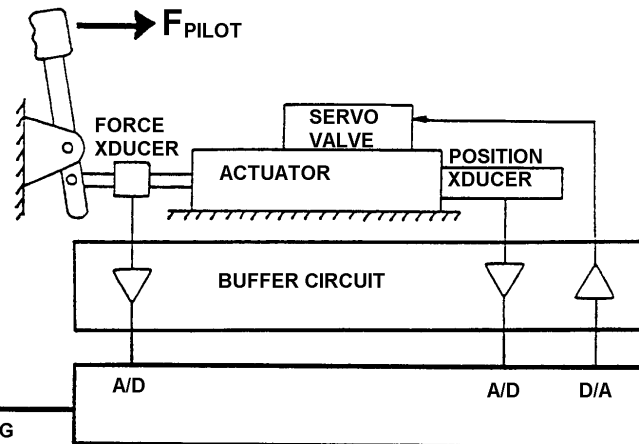




# **DIGITAL CONTROL LOADING SYSTEMS**

## **Simplified Digital Model**

**- See Next Slide -**



CONTROL LOADING  
COMPUTER

EXECUTE CONTROL LOADING  
ANALOG INPUT ROUTINE

! INPUT FROM A/D

!  $F_{PILOT}$  &  $X_{ACT}$

! DAMPING FORCE

! FRICTION FORCE

! SUM OF FWD FORCES

! FWD MASS ACCELERATION

! FWD MASS VELOCITY

! FWD MASS POSITION

! SERVO COMPENSATION

! SERVO COMMAND

! OUTPUT SERVO CMD

! TO D/A

EXECUTE CONTROL LOADING  
ANALOG OUTPUT ROUTINE

! DAMPING FORCE

! FRICTION FORCE

! SUM OF AFT FORCES

! AFT MASS ACCELERATION

! AFT MASS VELOCITY

! AFT MASS POSITION

! CABLE SPRING FORCE

! CABLE DAMPING FORCE

! TOTAL CABLE FORCE

! AERO FORCE GRADIENT

! AERO FORCE OFFSET

! TOTAL AERO FORCE

! TRANSFER  $X_{AFT}$  TO HOST

! TRANSFER  $K_{1,2}$  FROM HOST

FWD MASS

$$F_{DFWD} = C_F * \dot{X}_{FWD}$$

$$F_{FFWD} = f(\dot{X}_{FWD})$$

$$F_{FWD} = F_{PILOT} - F_{CABLE} - F_{DFWD} - F_{FFWD}$$

$$\ddot{X}_{FWD} = F_{FWD} / M_{FWD}$$

$$\dot{X}_{FWD} = \dot{X}_{FWD} + (\ddot{X}_{FWD} / \text{ITERATION RATE})$$

$$X_{FWD} = X_{FWD} + (\dot{X}_{FWD} / \text{ITERATION RATE})$$

$$S_{COMP} = f(F_{PILOT}, \ddot{X}_{FWD}, \dot{X}_{FWD}, X_{FWD}, X_{ACT})$$

$$S_{CMD} = \dot{X}_{FWD} + S_{COMP}$$

AFT MASS

$$F_{DAFT} = C_A * \dot{X}_{AFT}$$

$$F_{FAFT} = f(\dot{X}_{AFT})$$

$$F_{AFT} = F_{CABLE} - F_{DAFT} - F_{FAFT} - F_{AERO}$$

$$\ddot{X}_{AFT} = F_{AFT} / M_{AFT}$$

$$\dot{X}_{AFT} = \dot{X}_{AFT} + (\ddot{X}_{AFT} / \text{ITERATION RATE})$$

$$X_{AFT} = X_{AFT} + (\dot{X}_{AFT} / \text{ITERATION RATE})$$

CABLE

$$F_{CS} = K(X_{FWD} - X_{AFT})$$

$$F_{CD} = C(\dot{X}_{FWD} - \dot{X}_{AFT})$$

$$F_{CABLE} = F_{CS} + F_{CD}$$

AERO  
FORCE

$$F_{AERO GRADIENT} = K_2 * X_{AFT}$$

$$F_{AERO OFFSET} = H_0$$

$$F_{AERO} = F_{AERO GRADIENT} + F_{AERO OFFSET}$$

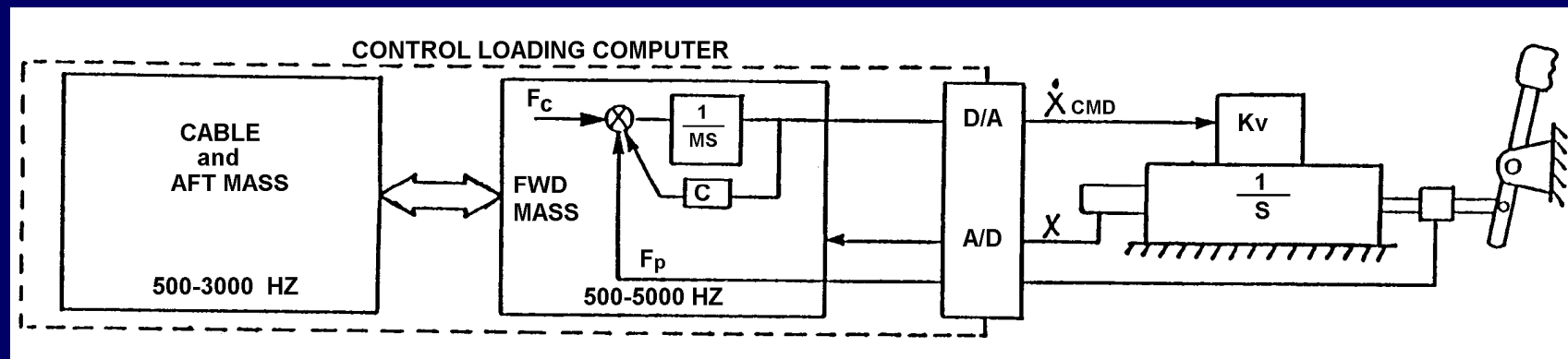
EXECUTE HOST COMPUTER  
PARAMETER TRANSFER

HOST  
COMPUTER  
30 HZ



# BASIC APPROACH TO DIGITAL CONTROL LOADING

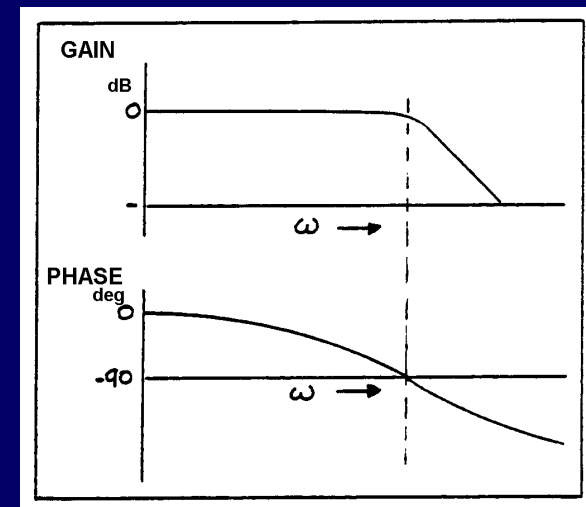
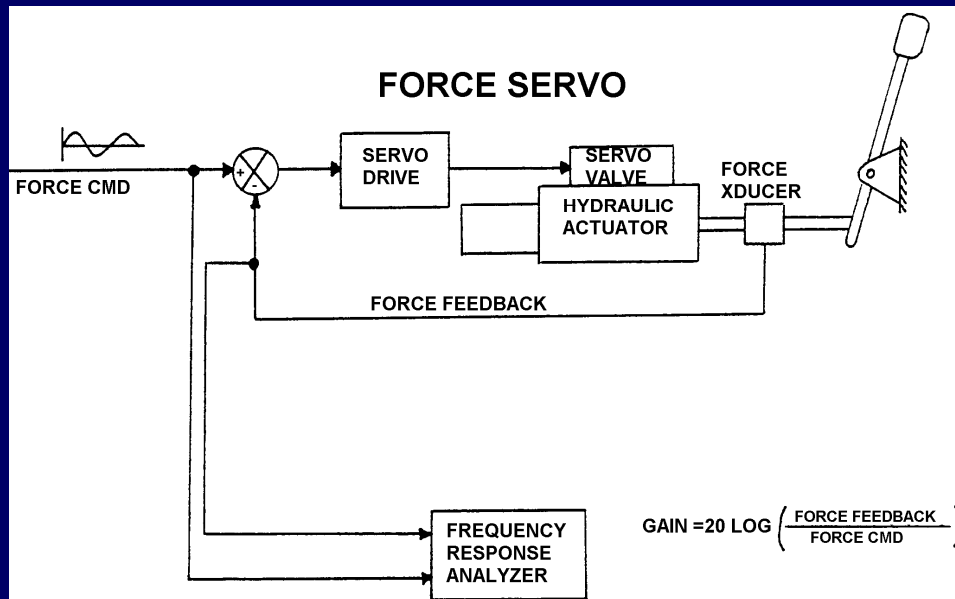
## Standard Approach: Fully Digital System





# DESIGN OF CONTROL LOADING SYSTEMS

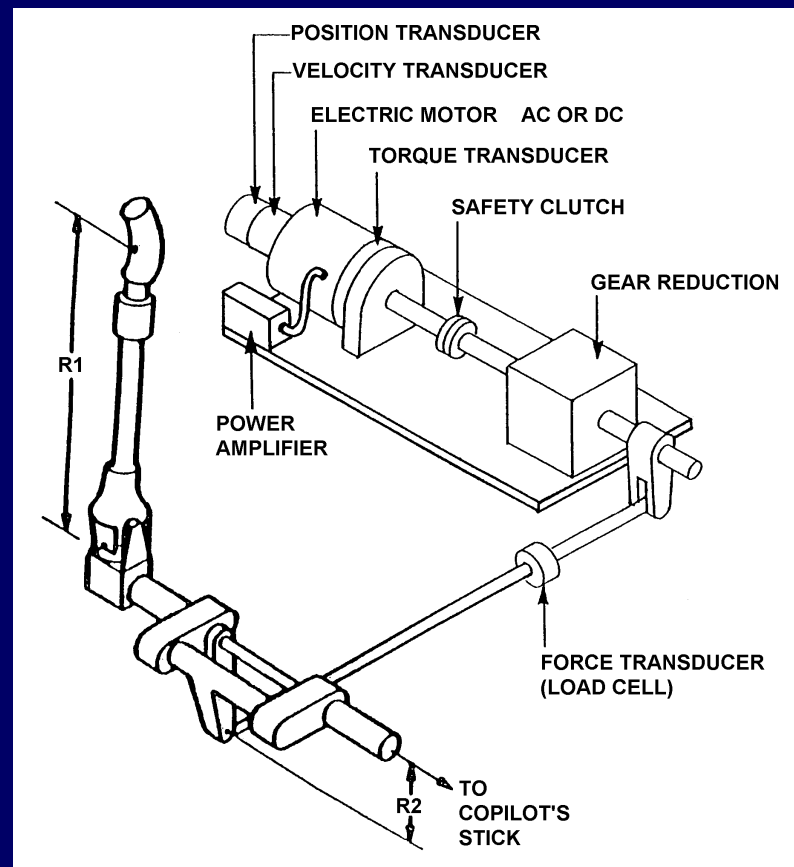
## Force Loop Frequency Response Measurement





# CONTROL LOADING HARDWARE INSTALLATION

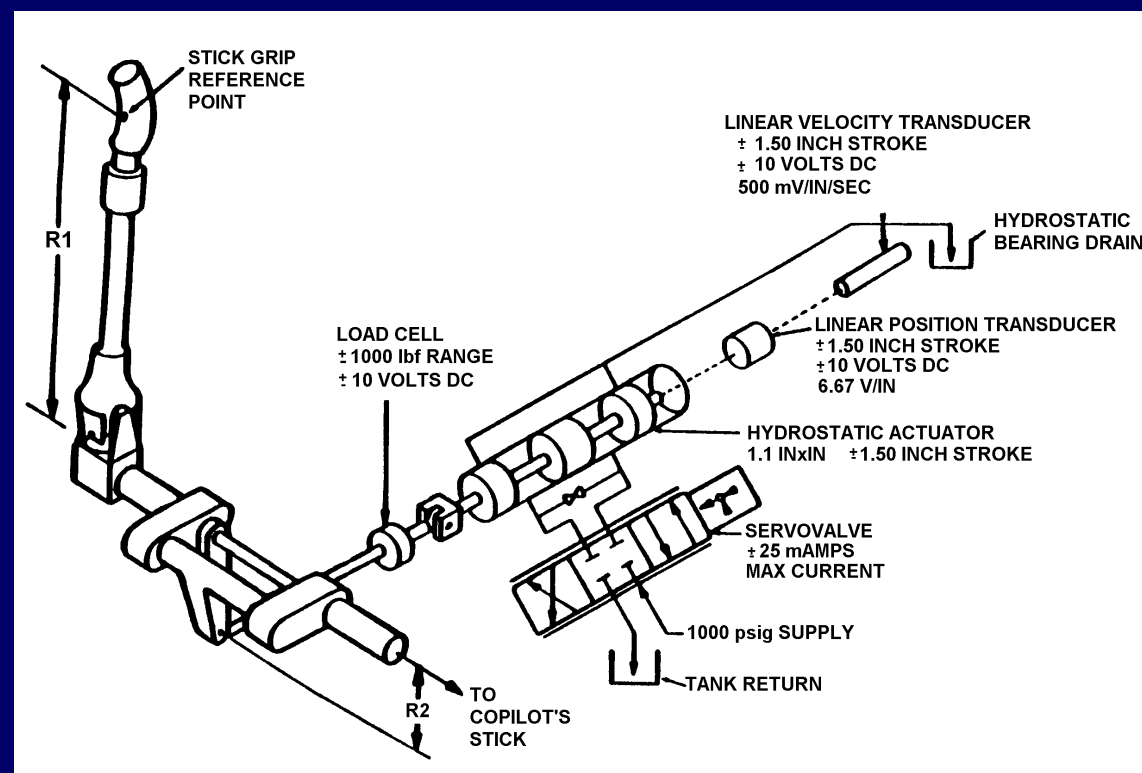
## Basic Electric Loader Servo Hardware





# CONTROL LOADING HARDWARE INSTALLATION

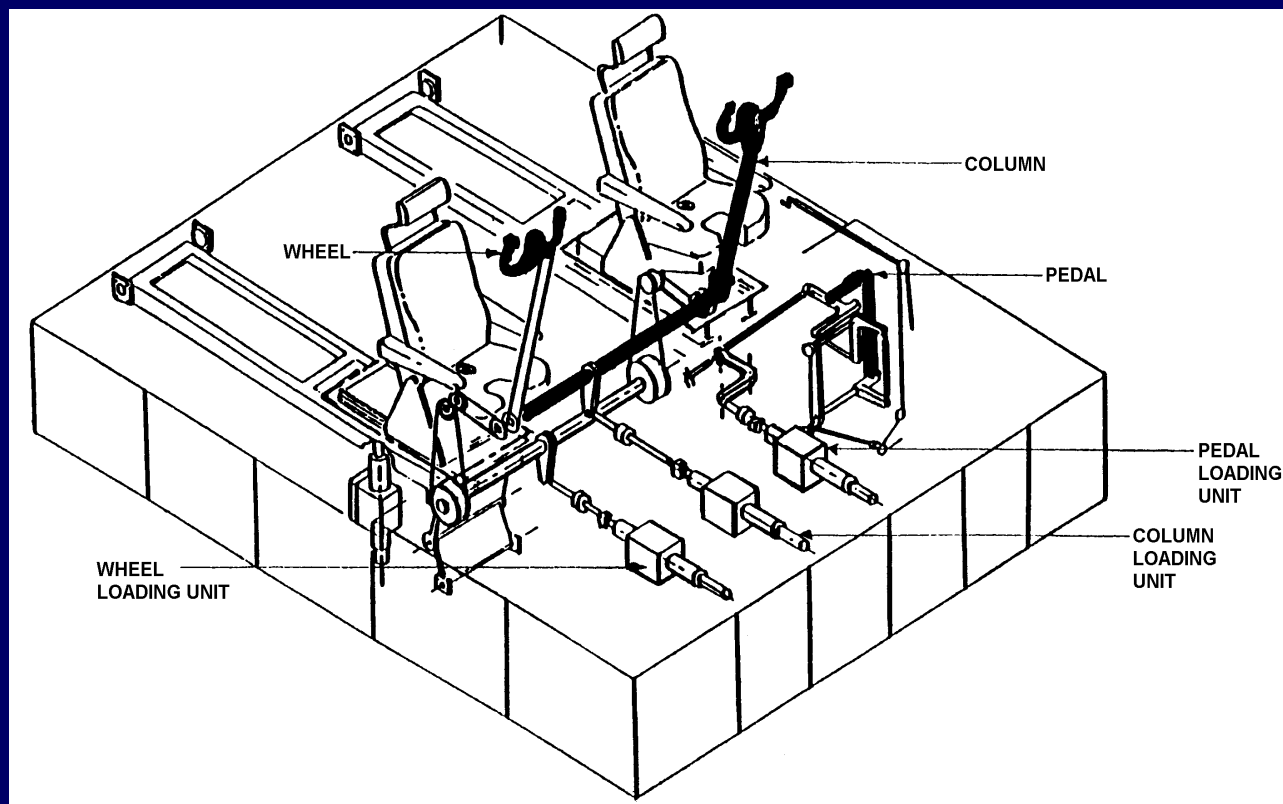
## Basic Hydraulic Loader Servo Hardware



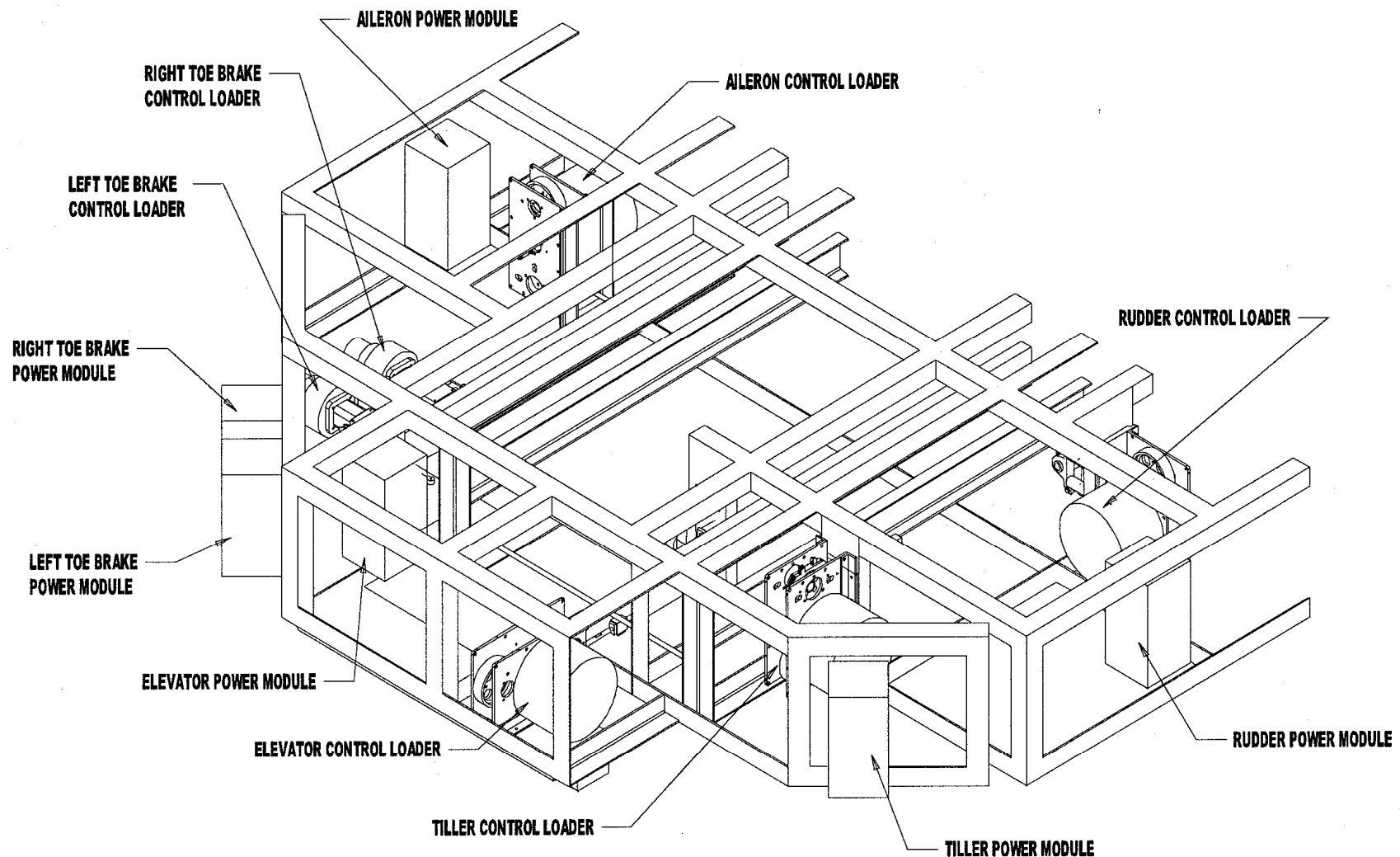


# CONTROL LOADING HARDWARE INSTALLATION

## Basic Three Axis Hydraulic Installation - Column, Wheel, Pedals



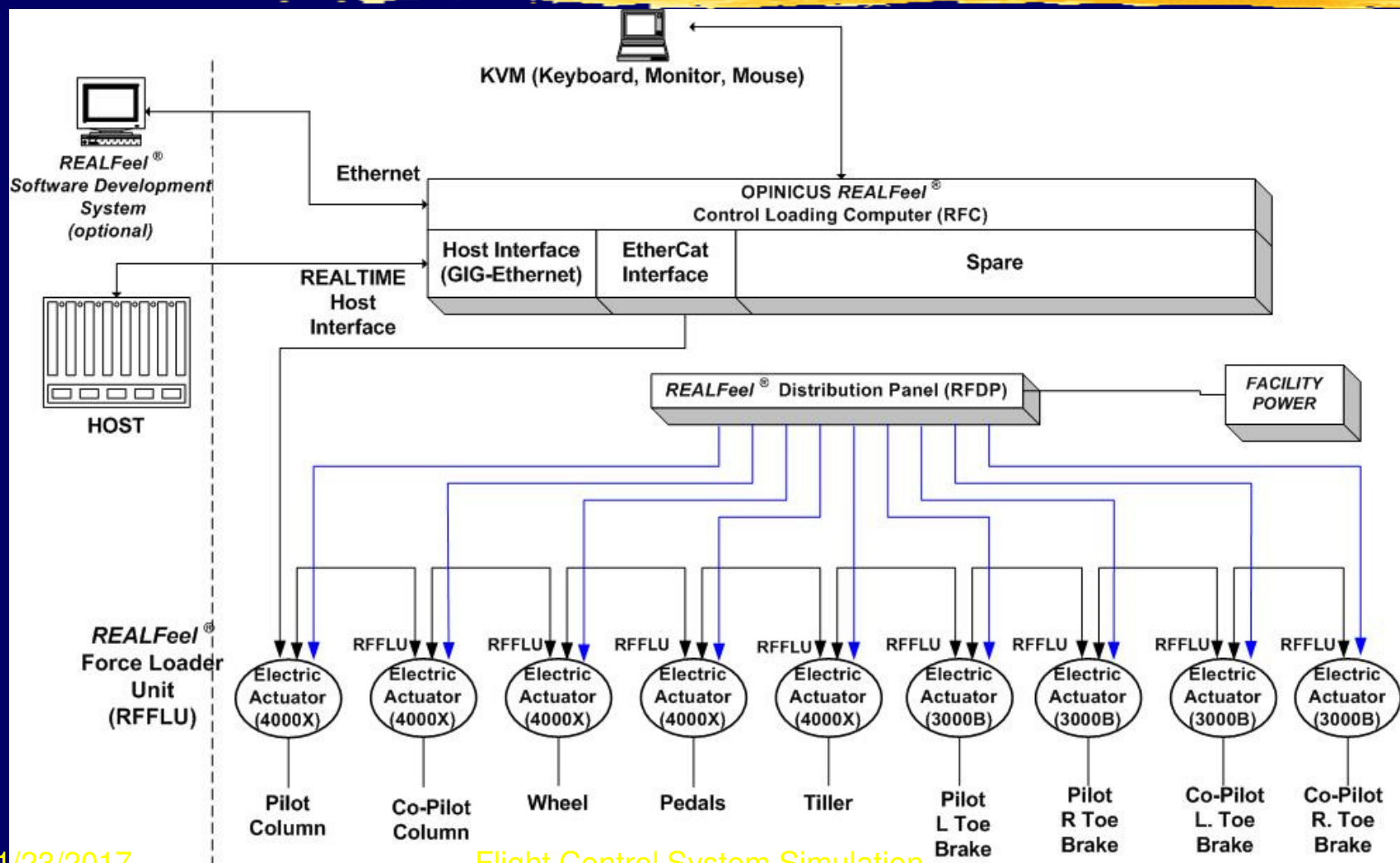
# Basic 6 Axis Electrical Installation – Column, Wheel, Pedals, Tiller, Left Toe Brake, & Right Toe Brake







# CONTROL LOADING SYSTEM BLOCK DIAGRAM - *REALFeel*® NG

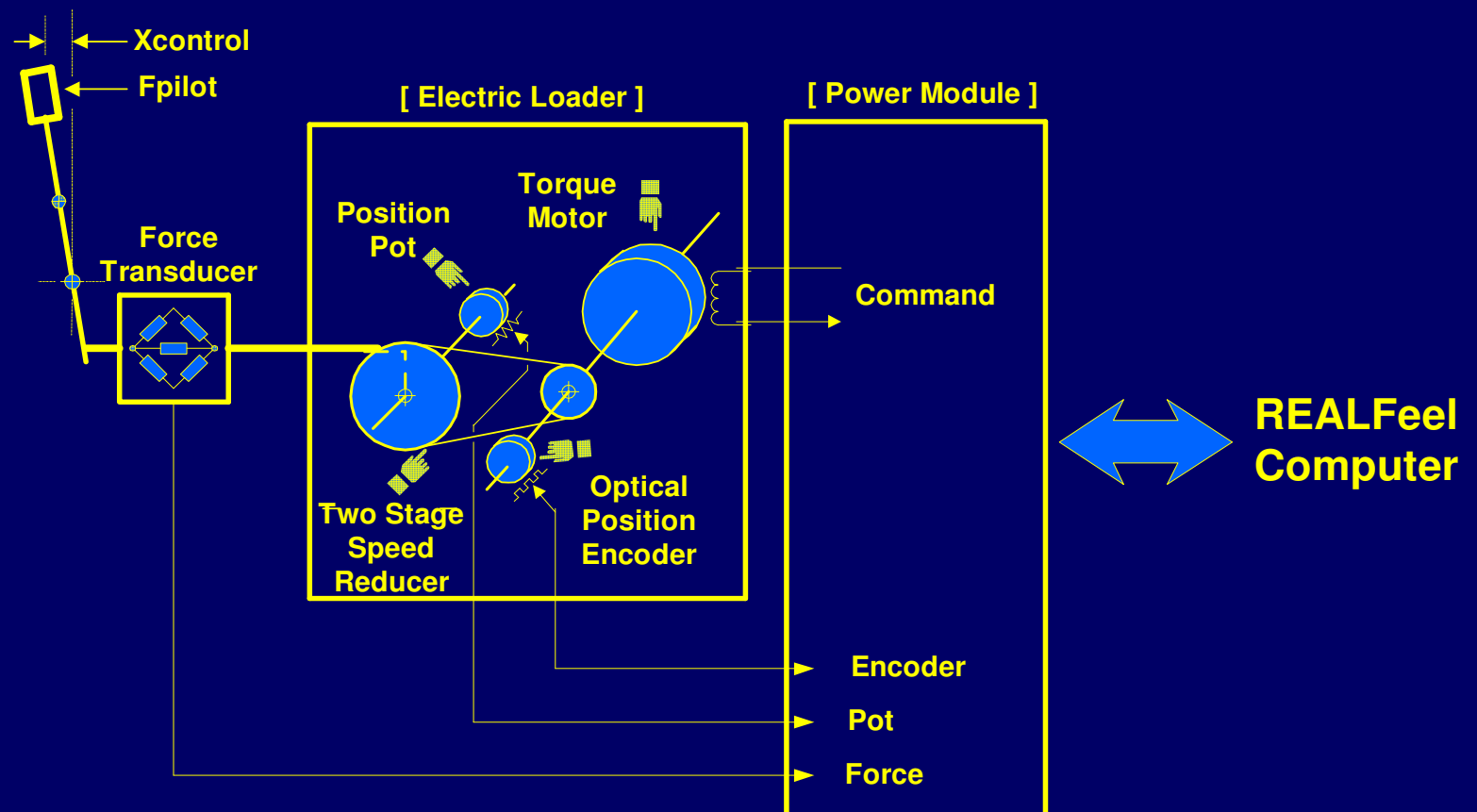


1/23/2017

Flight Control System Simulation  
OPINICUS *REALFeel*® 9 Channel Control Loading System



# ***REALFeel*® NG ELECTRIC LOADER ARCHITECTURE**





# **REALFeel® NG ELECTRIC LOADER**







# GENERAL SERVO REQUIREMENTS

## Basic Active Control Loading Systems

### Static Requirements

- ◆ Force Threshold  
✈ 0.1 lb
- ◆ Maximum Force  
✈ 250 lb
- ◆ Maximum Force Gradient  
✈ 300 lb/in

### Dynamic Requirements

- ◆ Large Amplitude Free Response  
(Natural Frequency)  
✈ > 5 Hz
- ◆ Small Signal Force Bandwidth  
✈ > 50 Hz



# THE NEW STANDARDS (DESIRABLE SERVO CAPABILITIES)

## High Fidelity Electric Active Control Loading Systems

### Static Requirements

- ◆ Force Threshold
  - ✈ 0.05 lb
- ◆ Maximum Force
  - ✈ Dependent on Control Channel (see next slides)
- ◆ Maximum Velocity
  - ✈ Dependent on Control Channel (see next slides)
- ◆ Maximum Force Gradient
  - ✈ 300 lb/in

### Dynamic Requirements

- ◆ Large Amplitude Bandwidth between Force in and Position out should have less than 90 degrees phase lag at 7Hz.
- ◆ Small Signal Force Bandwidth
  - ✈ > 100 Hz



## DESIRABLE PERFORMANCE CAPABILITIES

### Maximum Force Requirements at the Controls (Electric C/L Systems)

	<u>Force - Short Term</u>	<u>Force - Sustained</u>
◆ Column	250 lb	150 lb
◆ Wheel	125 lb	75 lb
◆ Pedal	325 lb	250 lb
◆ Tiller	100 lb	75 lb
◆ Toe Brake	300 lb	200 lb



## DESIRABLE PERFORMANCE CAPABILITIES

### Maximum Velocity Requirements at the Controls (Electric C/L Systems)

	<u>Velocity – Required</u>	<u>Velocity - Desired</u>
◆ Column	95 deg/sec	128 deg/sec
◆ Wheel	715 deg/sec	967 deg/sec
◆ Pedal	95 deg/sec	126 deg/sec
◆ Tiller	360 deg/sec	450 deg/sec
◆ Toe Brake	240 deg/sec	300 deg/sec



# **ELECTRIC LOADER FORCE / ACCELERATION CAPABILITIES**

## ◆ **Electric DC Torque Motor**

- ✈ **High Torque Constant**
- ✈ **Amplifier Current Capability**
- ✈ **S3 Curve – defines sustained torque duration**
- ✈ **Cooling Fan Option – increases duration by approx. 40%**

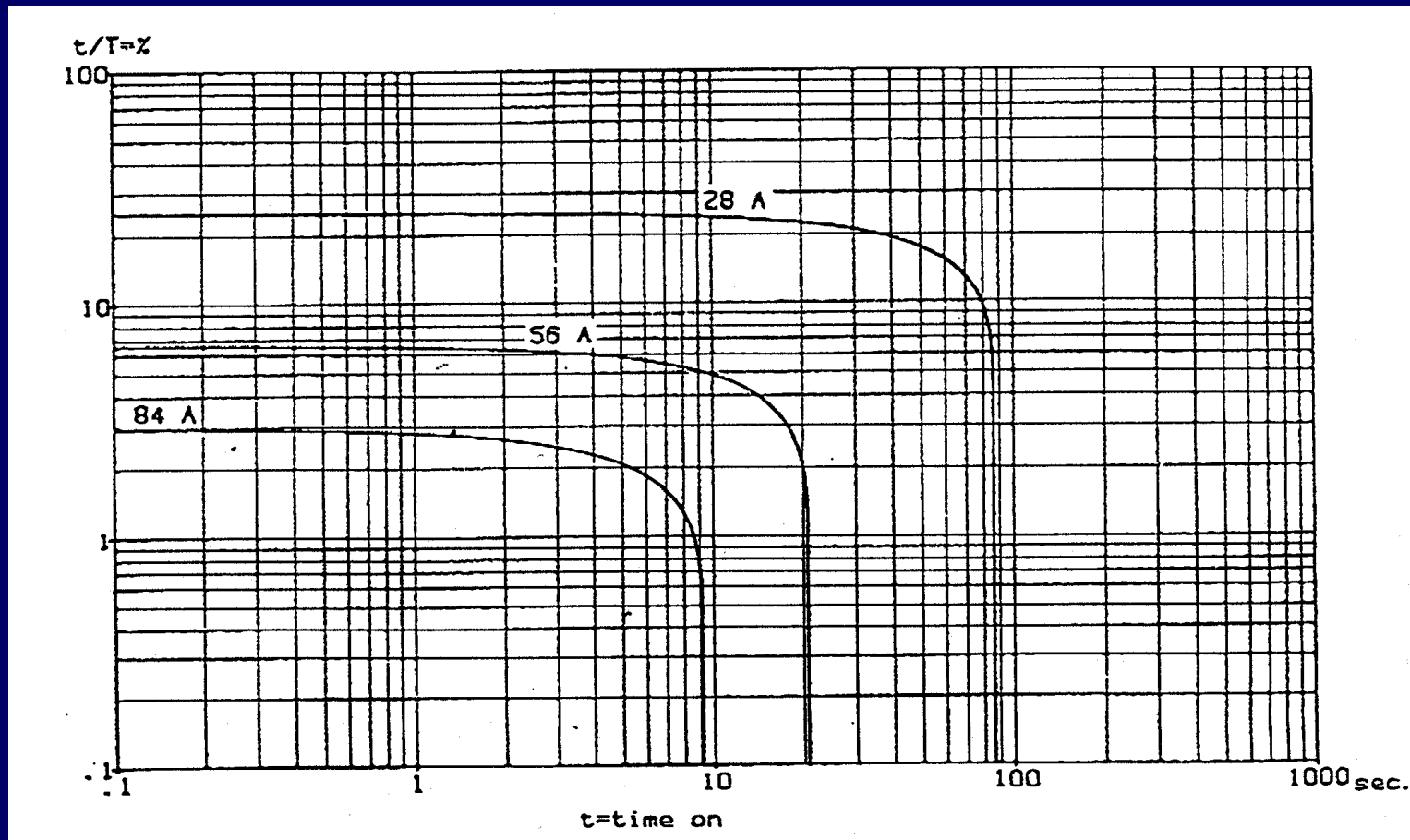
## ◆ **Speed Reducer**

- ✈ **Gearing**
- ✈ **Low Inertia (2 Stage)**
- ✈ **Force / Velocity Relationship**





## MOTOR CHARACTERISTICS - S3 CURVE





## REALFeel® NG FORCE CAPABILITY

The ENHANCED FORCE CAPABILITY of the REALFeel™ 4000 Series Force Loaders	REALFeel™ 4000XX		REALFeel™ 4000X		REALFeel™ 3000B	
	w/o cooling	w/cooling	w/o cooling	w/cooling	w/o cooling	w/cooling
<b>Option A: Output Stroke</b>	+/- 2 in	+/- 2 in	+/- 2 in	+/- 2 in	+/- 1.5 in	+/- 1.5 in
Continuous Force	694 lbs	864 lbs	412 lbs	512 lbs	237 lbs	332 lbs
Intermediate Force (30 sec)	886 lbs	1109 lbs	600 lbs	839 lbs	390 lbs	390 lbs
High Force (10 sec)	1109 lbs	1109 lbs	1000 lbs	1000 lbs	390 lbs	390 lbs
Maximum Force (2 sec)	1774 lbs	1774 lbs	1600 lbs	1600 lbs	623 lbs	623 lbs
<b>Option B: Output Stroke</b>	+/- 1.75 in	+/- 1.75 in	+/- 1.75 in	+/- 1.75 in	+/- 1.25 in	+/- 1.25 in
Continuous Force	819 lbs	1019 lbs	487 lbs	606 lbs	277 lbs	388 lbs
Intermediate Force (30 sec)	1048 lbs	1310 lbs	708 lbs	992 lbs	455 lbs	455 lbs
High Force (10 sec)	1310 lbs	1310 lbs	1180 lbs	1180 lbs	455 lbs	455 lbs
Maximum Force (2 sec)	2095 lbs	2095 lbs	1889 lbs	1889 lbs	727 lbs	727 lbs



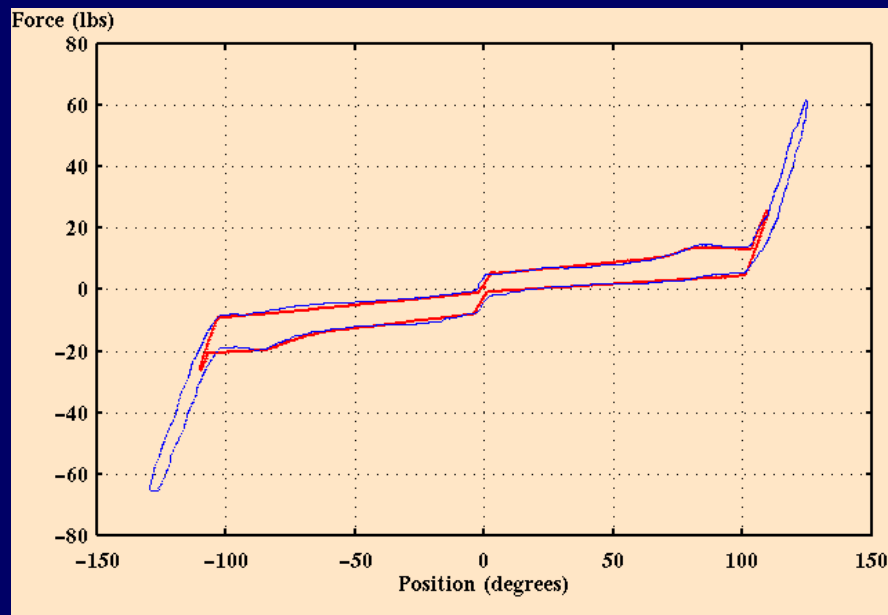
## ***REALFeel*® NG PERFORMANCE SUMMARY**

Example: ***REALFeel*® NG 4000X**

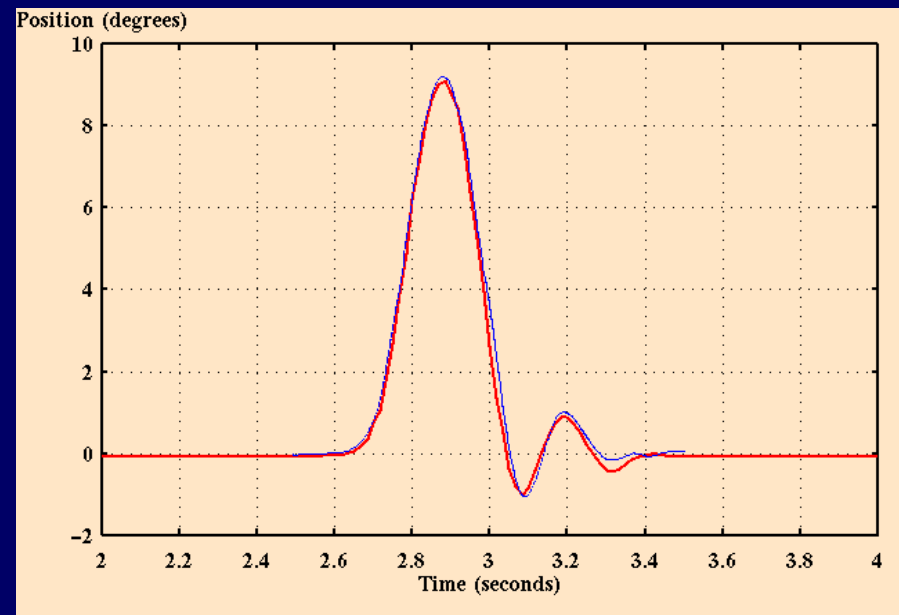
- ◆ **Tolerances**
  - Exceeds FAA and JAA Level D fixed & rotary wing (Static and Dynamic)
- ◆ **Iteration Rate**
  - 4000 Hz
- ◆ **System Bandwidth**
  - > 100 Hz
- ◆ **Backlash**
  - 0 deg
- ◆ **Velocity (max.)**
  - 32.2 in/sec
- ◆ **Torque (continuous)**
  - 1339 in-lb
- ◆ **Torque (max. peak)**
  - 5195 in-lb
- ◆ **Force (max.)**
  - 2095 lbs



# **REALFeel® NG PERFORMANCE EXAMPLES**



✈ DC9 Static Plot



✈ DC9 Dynamic Plot



# ***MOOG FCS Q-LINE* CONTROL LOADING SYSTEM**

## ◆ **Q-LINE**

- ◆ **Direct-drive, high fidelity performance**
- ◆ **The Q-line actuators are based on high torque motors in a direct-drive setup, capable of generating an output torque of up to 200Nm continuously**
- ◆ **They are designed for primary controls with high fidelity requirements in applications related to high fidelity control force simulation for aerospace simulation**





# MOOG-FCS Q-LINE PERFORMANCE SPECIFICATION

Model	Q100	Q150	Q200
Cont. Output Torque	100 Nm (885 lb in)	150 Nm (1325 lb in)	200 Nm (1770 lb in)
Output Torque < 30 sec	120 Nm (1050 lb in)	175 Nm (1550 lb in)	250 Nm (2210 lb in)
Output Torque Peak < 1 sec	240 Nm (2125 lb in)	300 Nm (2650 lb in)	350 Nm (3100 lb in)
Output Stroke	+/- 45°	+/- 45°	+/- 45°
Max. Velocity (1x 208-230 VAC)	600°/s	590°/s	500°/s
Weight	28 kg	37 kg	42 kg
Dimensions of Motor	341x332x223 (LxWxH)	341x332x248 (LxWxH)	341x332x273 (LxWxH)
Max. Power Consumption	1000 Watt	1150 Watt	1500 Watt
Average Power Consumption	250 Watt	300 Watt	350 Watt
CE Approved	Yes	Yes	Yes



# ***MOOG FCS L-LINE* CONTROL LOADING SYSTEM**

## ◆ **L-LINE**

- ◆ Compact, high force performance
- ◆ The L-line actuators are compact motor-ballscrew combinations capable of generating an output force of up to 2,400 N continuously
- ◆ Their primary use is for heavily loaded primary controls control force simulation for aerospace simulation





# **MOOG-FCS L-LINE PERFORMANCE SPECIFICATION**

Model	L-Line
Stroke Length	127 mm (5.0 in)
Lubrication	Oil Lubrication-Lifetime Lubrication
Finish	Paint Flat Black
Position Feedback	Encoder (Absolute)
Static Design Load	4.0 Kn (900 LBF)
Weight	13 kg
CE Approved	Yes
Actuator Continuous Force Capability	2.2 Kn (500 LBF)
Actuator Peak Velocity Set by Controller	609 mm/s (24 in/sec)
Actuator Screw Lead	20 mm/rev
Total Actuator Inertia	.006 in-lb-s <sup>2</sup> (Rotor, Screw, Interface of Bearings, Nute, Keyways)
Actuator Design Life	Dynamic Load Rating of Screw - 19.5 Kn





# **WITTENSTEIN SIDESTICK CONTROL LOADING SYSTEM**

## ◆ Sidestick

- ◆ Re-Configurable Active 2-Axis Sidestick that provides programmable feel characteristics using force feedback.
- ◆ It's high performance and programmability make it suitable for both reconfigurable and high fidelity controllers.





## ***WITTENSTEIN* SIDESTICK PERFORMANCE SPECIFICATION**

- ◆ **Travel**
  - ◆ +/- 18 Degrees in each axis
- ◆ **Force**
  - ◆ Continuous torque - 24 NM (212 lb.in)
  - ◆ Peak torque – 64 NM (510 lb.in)
- ◆ **Equivalent Force at 6.4 inches pivot radius**
  - ◆ 156 N (33 lb.) Continuous
  - ◆ 404 N (80 lb.) Peak
- ◆ **Size**
  - ◆ 10.67 in x 4.18 in x 4.88 in (H,W,D)



# **WITTENSTEIN STEERING WHEEL CONTROL LOADING SYSTEM**

- ◆ **Steering Wheel**
  - ◆ A full range of Re-Configurable Active Steering Wheels for road vehicle driving simulators provide programmable feel characteristics.
  - ◆ Their high performance and programmability make them suitable for re-configurable controllers





## **WITTENSTEIN STEERING WHEEL PERFORMANCE SPECIFICATION**

Motor Option	Level	Torque	Force'
MYTA010	Cont.	34 Nm	89 N
Gear ratio		(300 lb.in)	(20lbf)
61.1	Peak	72 Nm	189 N
		(640 lb.in)	(43 1bf)



# **FLIGHT & GROUND VEHICLE CONTROL SYSTEM SIMULATION**

---

## **INSTALLATION & SETUP OF CONTROL LOADING SYSTEMS**



# INSTALLATION OPTIONS

## ◆ Dimensions:

### ✈ 4000X

- 19.3L x 11.9H x 15.2W

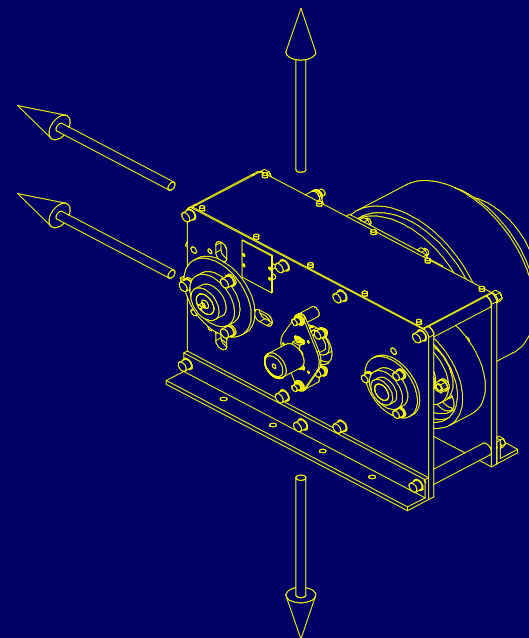
### ✈ 3000B

- 15.3L x 9.7H x 13.0W

## ◆ 1 Mounting Surface

## ◆ 16 Actuating Configurations

## ◆ Power Required – 200W @ 10% duty cycle of rated motor power







# FLIGHT SIMULATOR CONTROL LOADING HARDWARE

## OPINICUS *REALFeel*® Force Loader Unit (4000X)





# FLIGHT SIMULATOR CONTROL LOADING HARDWARE

Moog FCS *L-Line Q-Line* & *sidestick Box* Loaders





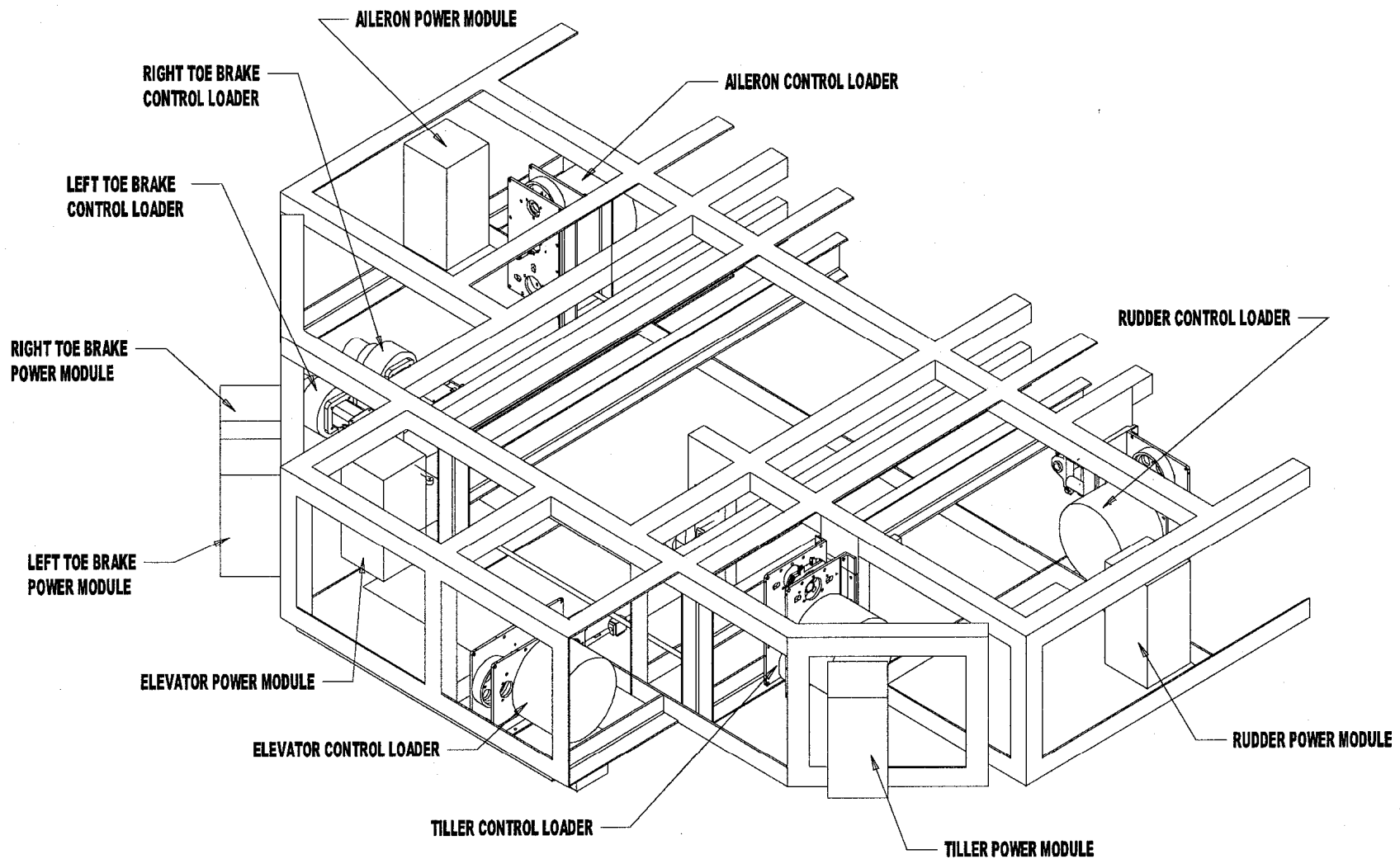


# FLIGHT SIMULATOR CONTROL LOADING HARDWARE

Wittenstein *Centerstick*, *Steering Wheel* & *Sidestick* Loaders

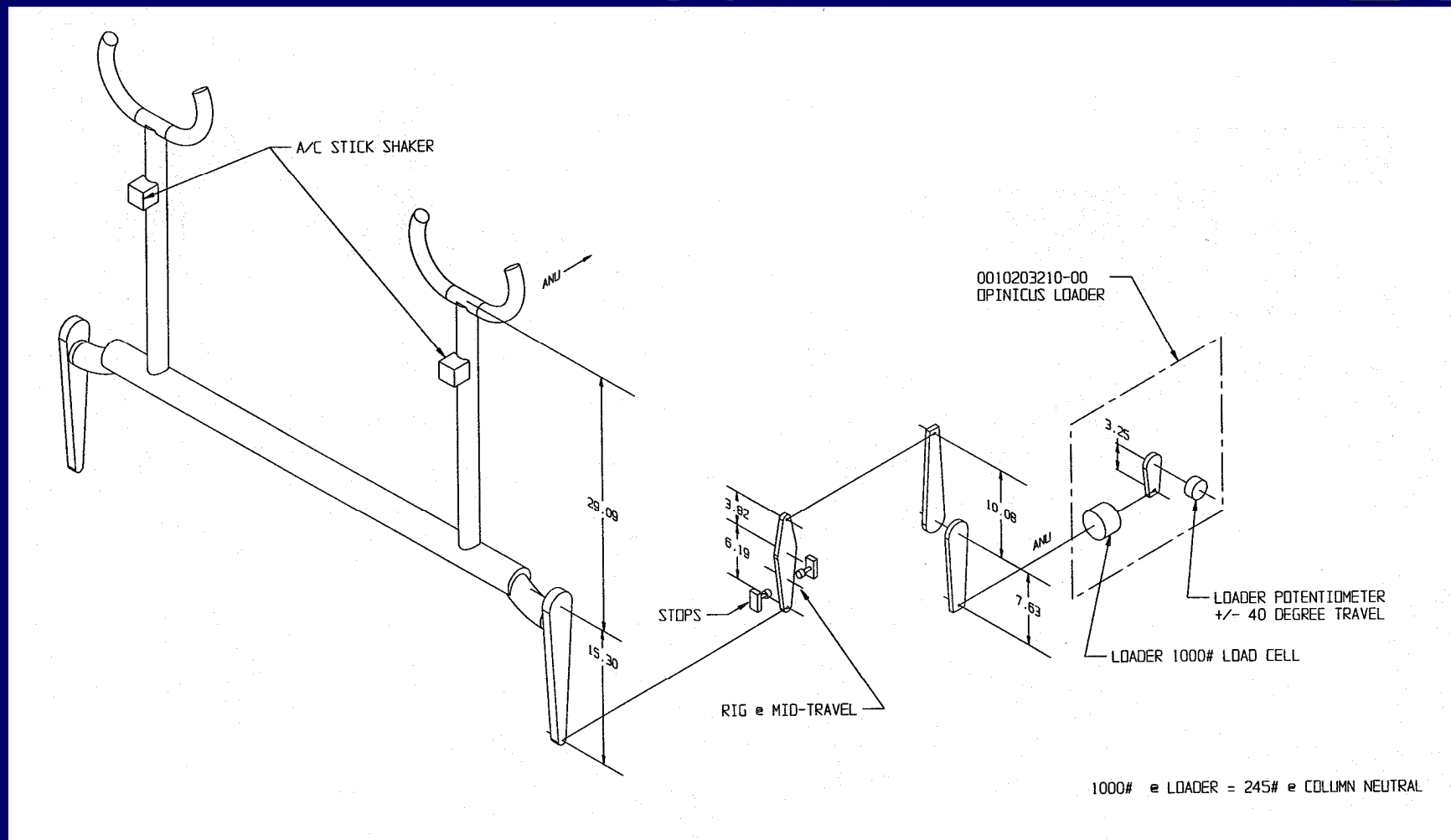


# Basic 6 Axis Electrical Installation – Column, Wheel, Pedals, Tiller, Left Toe Brake, & Right Toe Brake



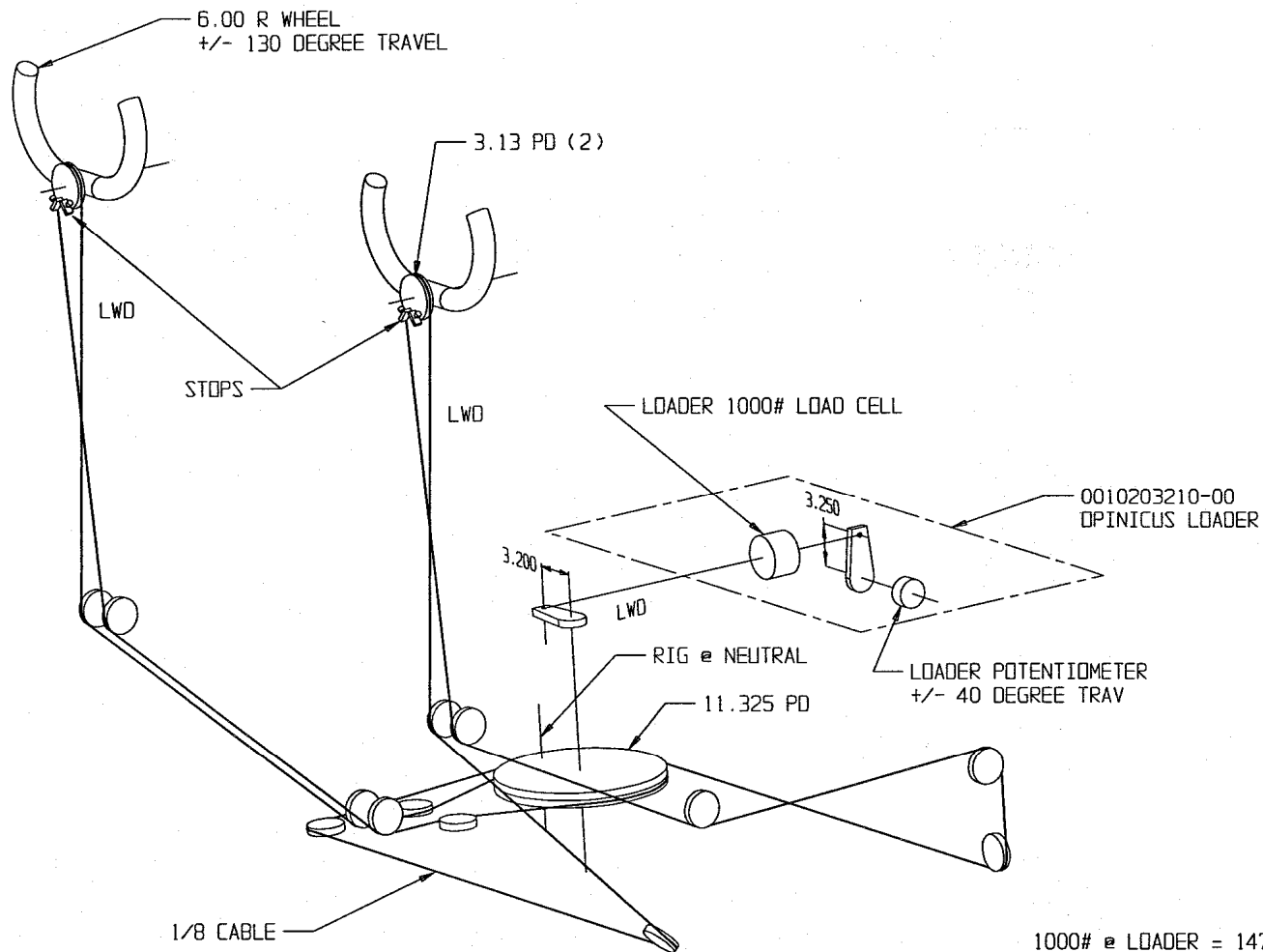


# CONTROL vs. LOADER UNITS (Column)





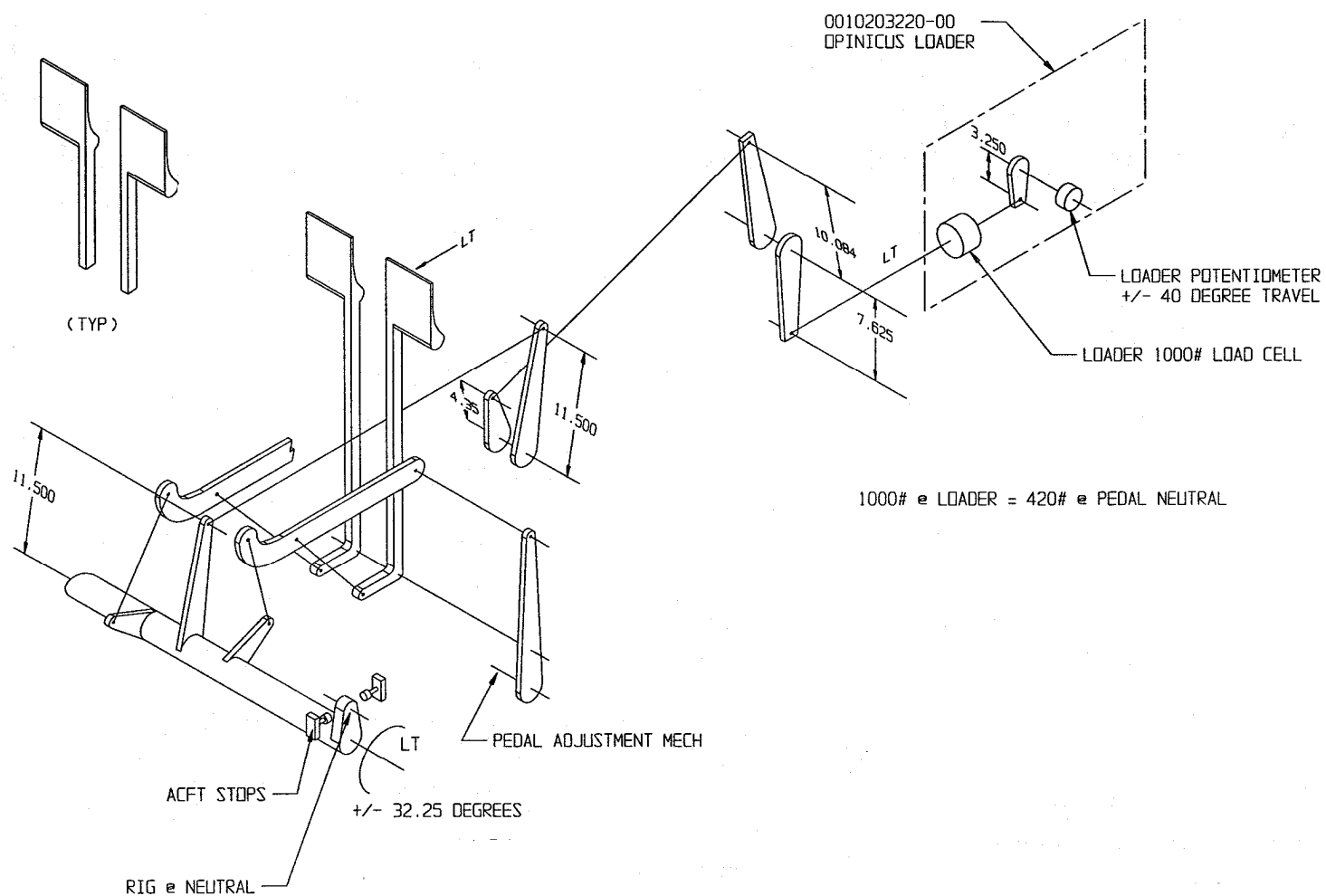
## CONTROL vs. LOADER UNITS (Wheel)



1000# @ LOADER = 147# @ WHEEL NEUTRAL

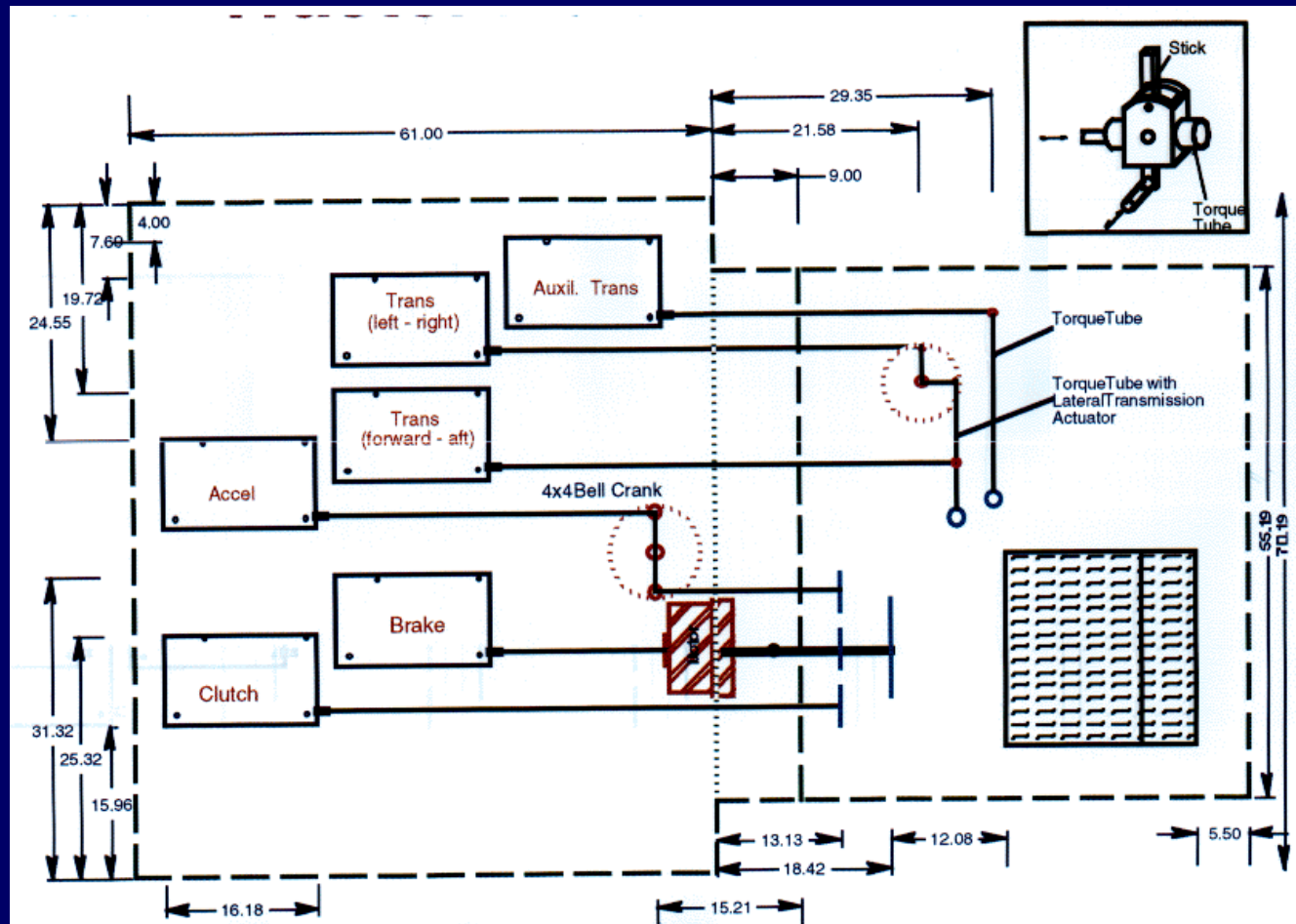


## CONTROL vs. LOADER UNITS (Pedal)



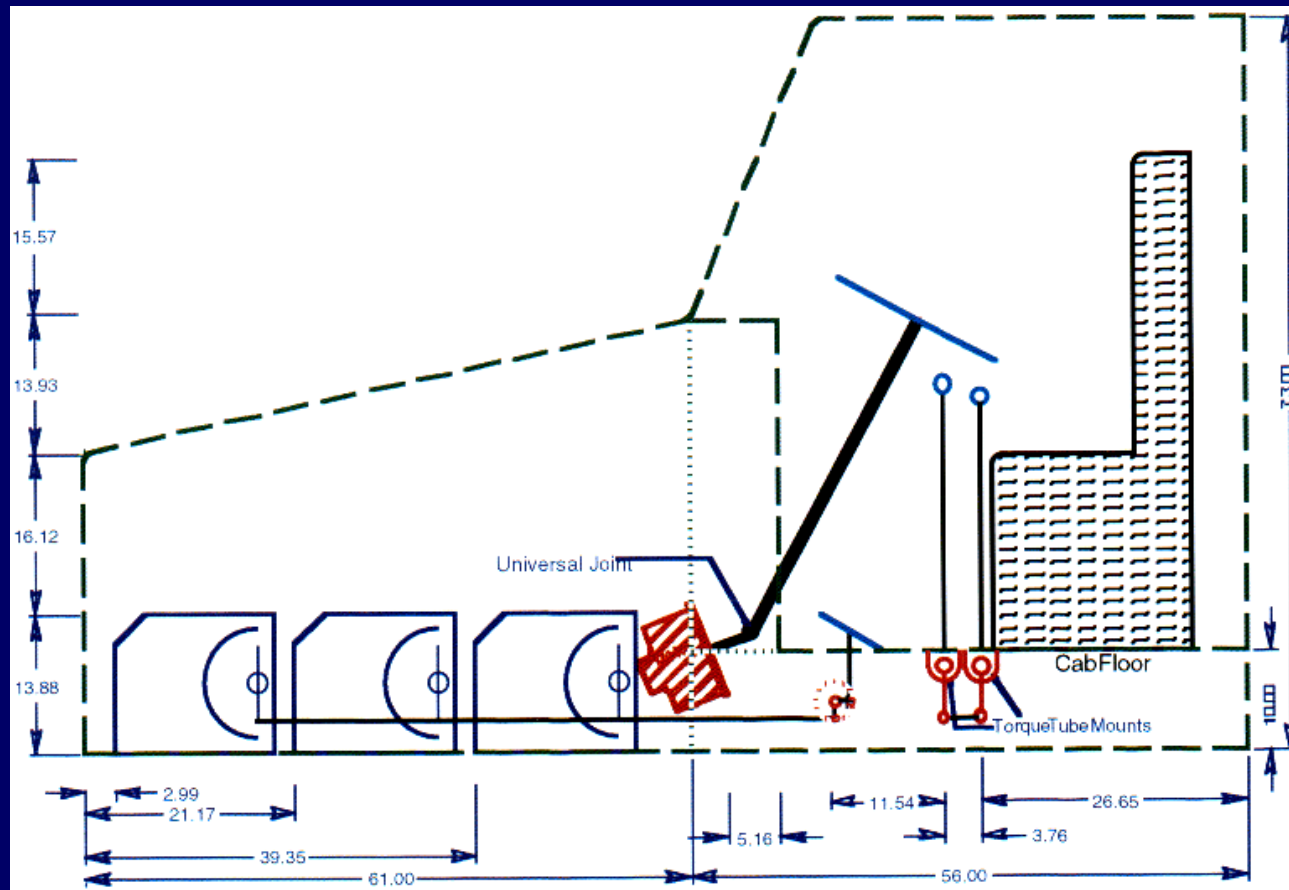


# TRACTOR ACTUATOR LAYOUT - TOP VIEW





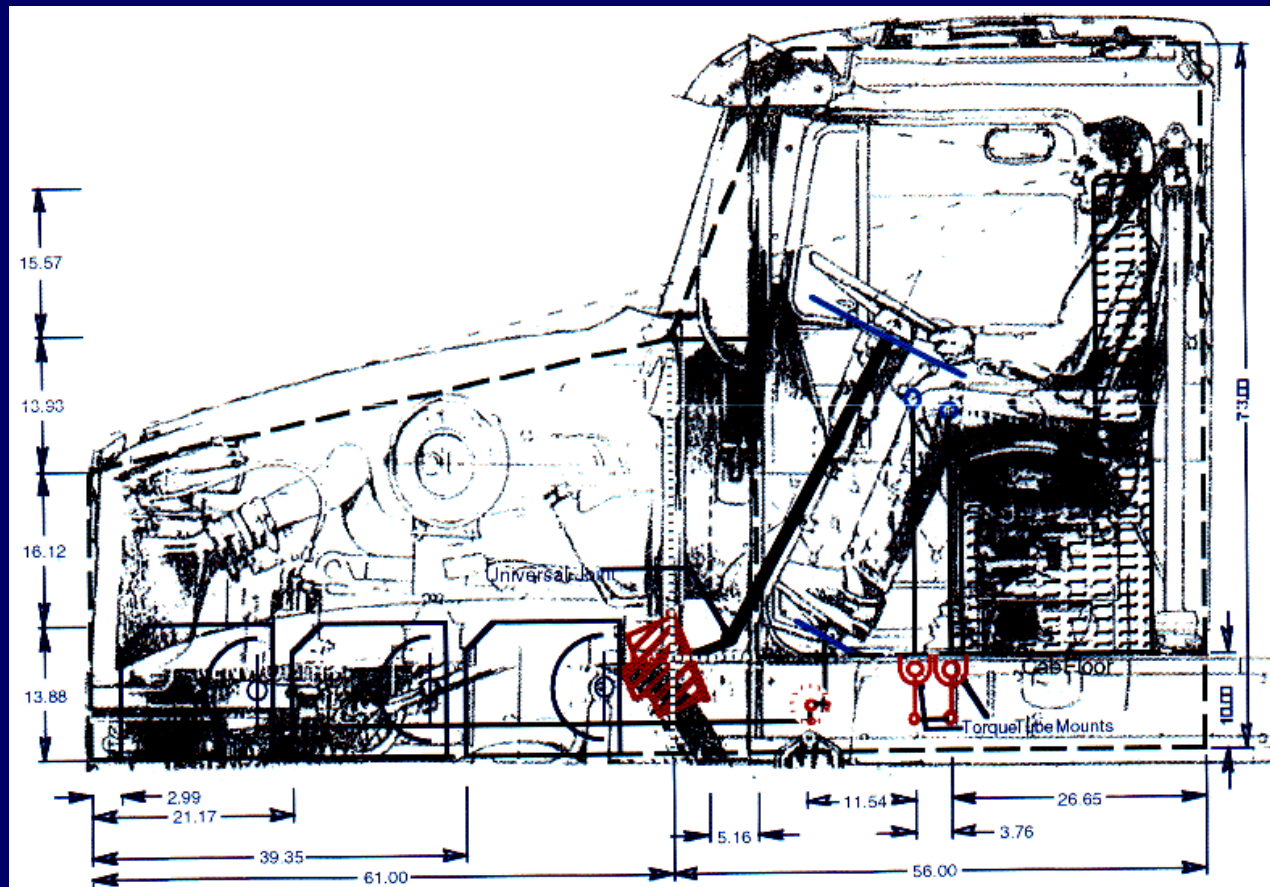
# TRACTOR ACTUATOR LAYOUT - SIDE VIEW #1



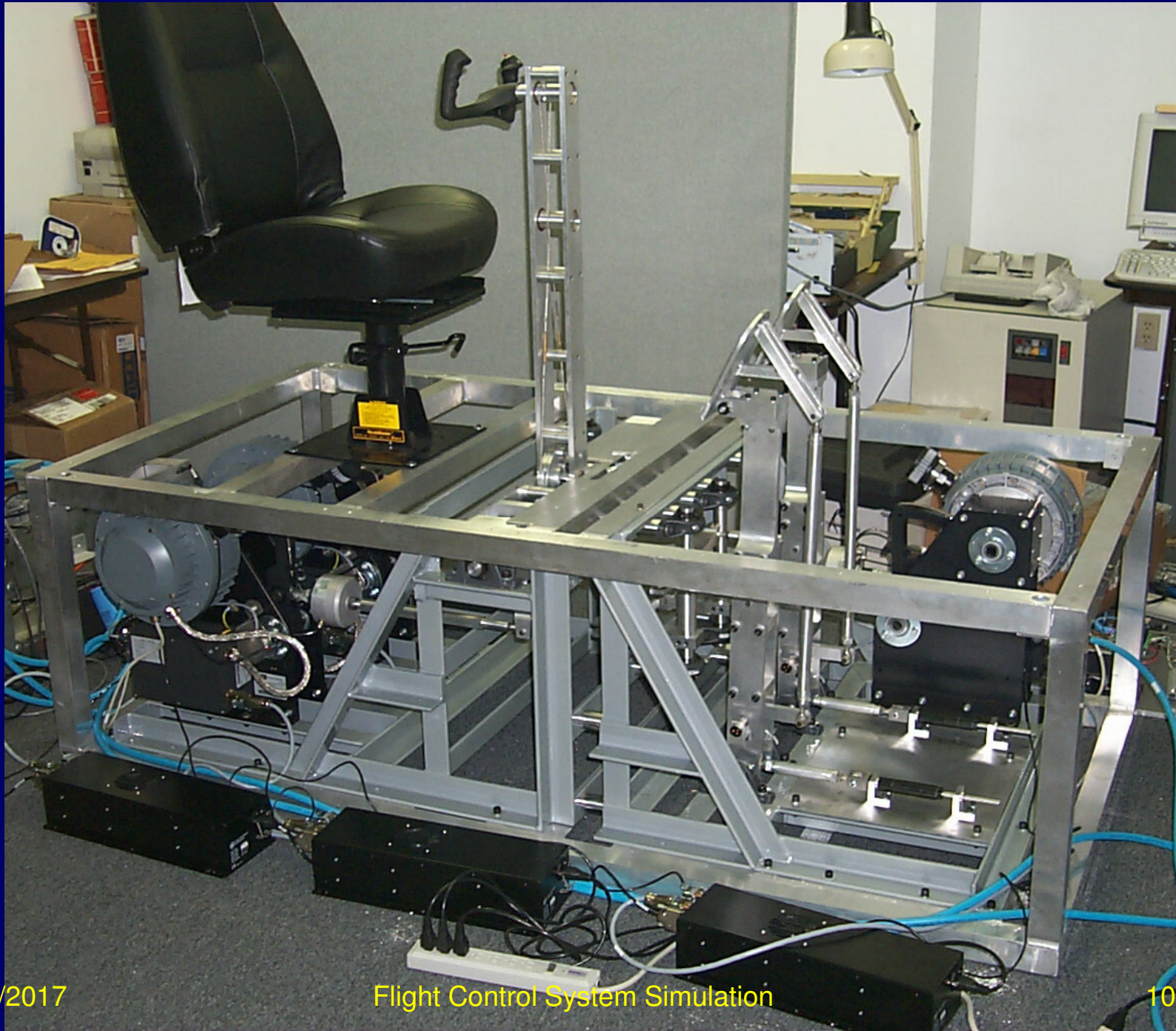




## TRACTOR ACTUATOR LAYOUT - SIDE VIEW #2





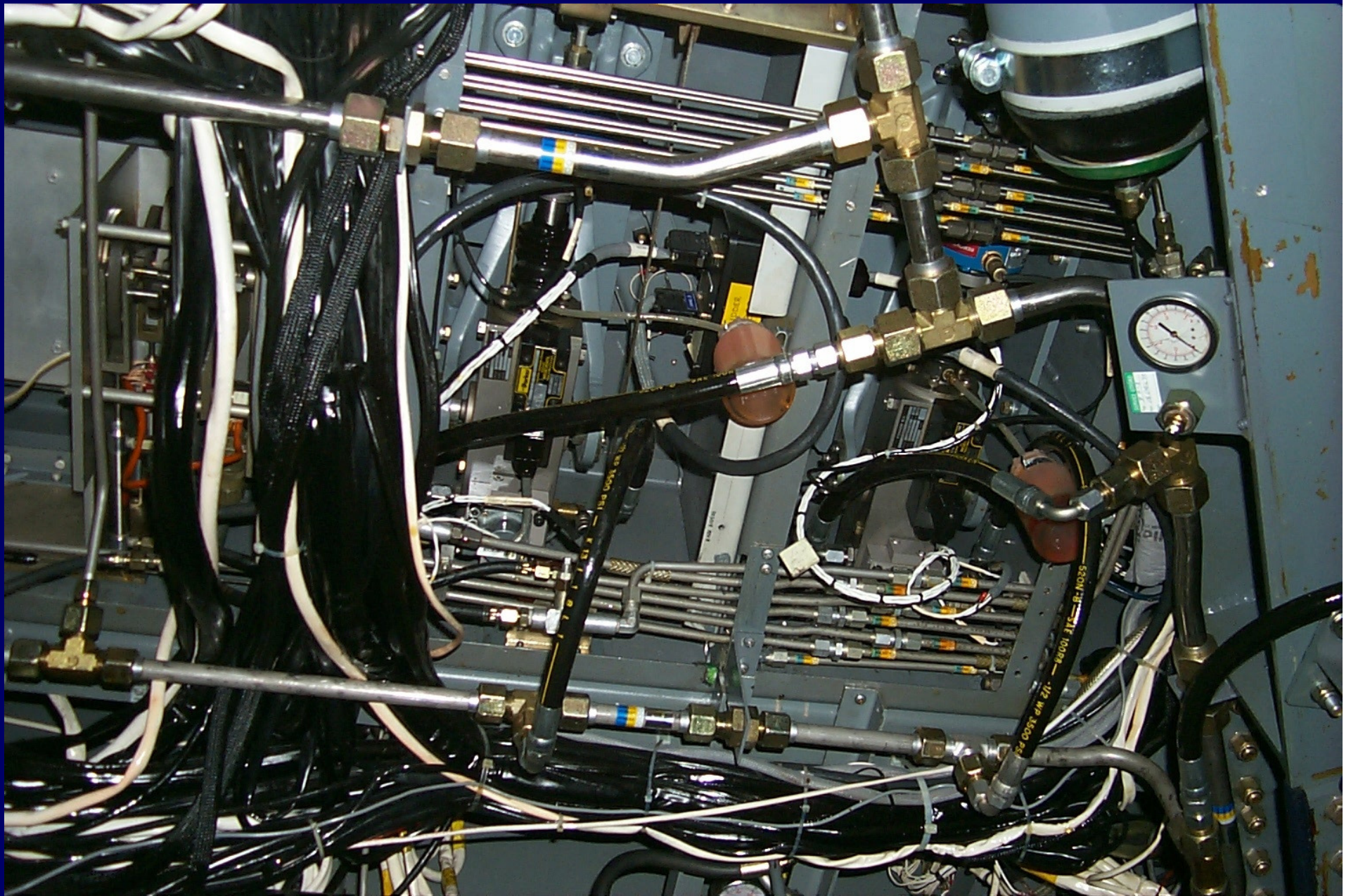


1/23/2017

Flight Control System Simulation

103



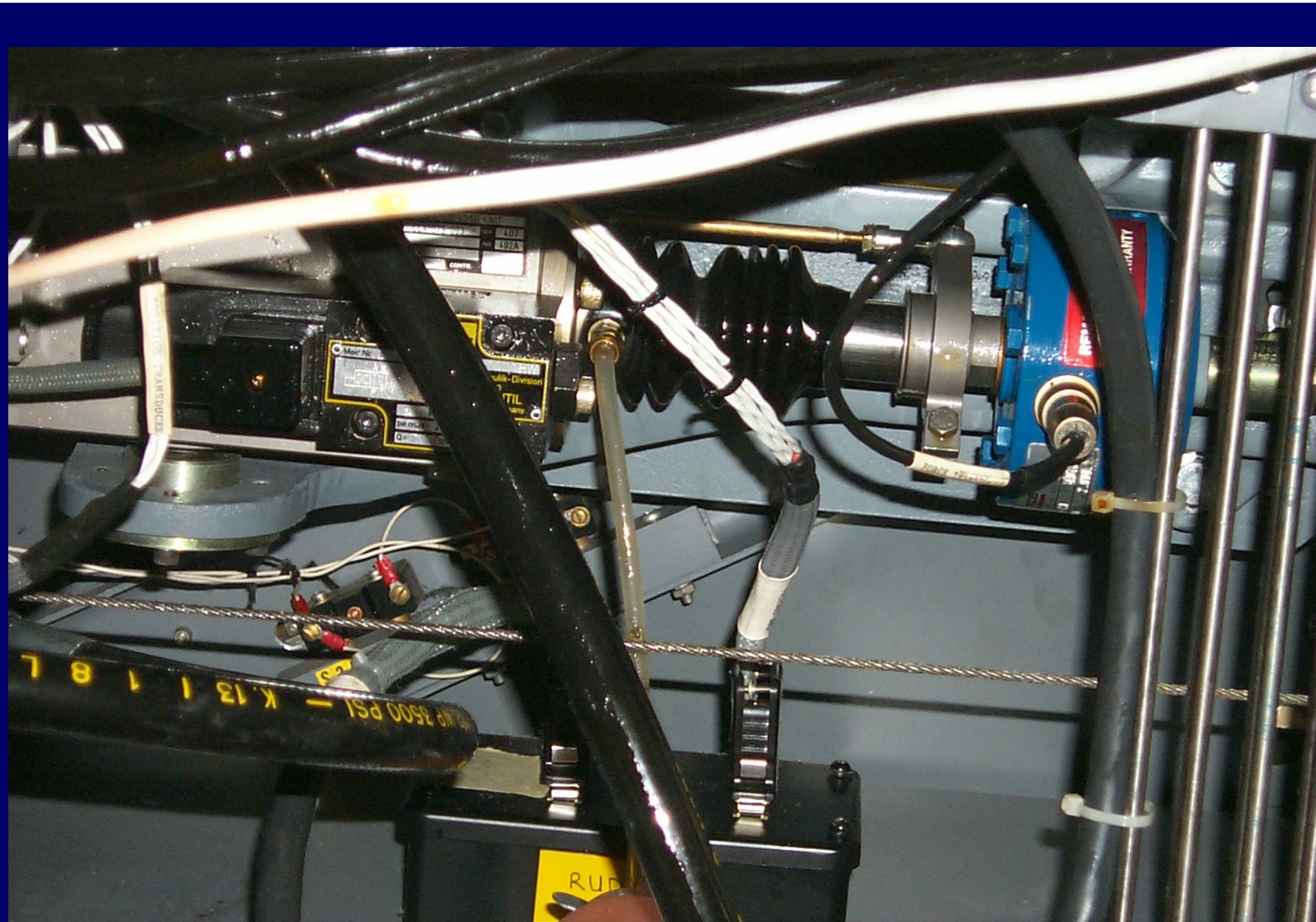


1/23/2017

Flight Control System Simulation

104





1/23/2017

Flight Control System Simulation

105



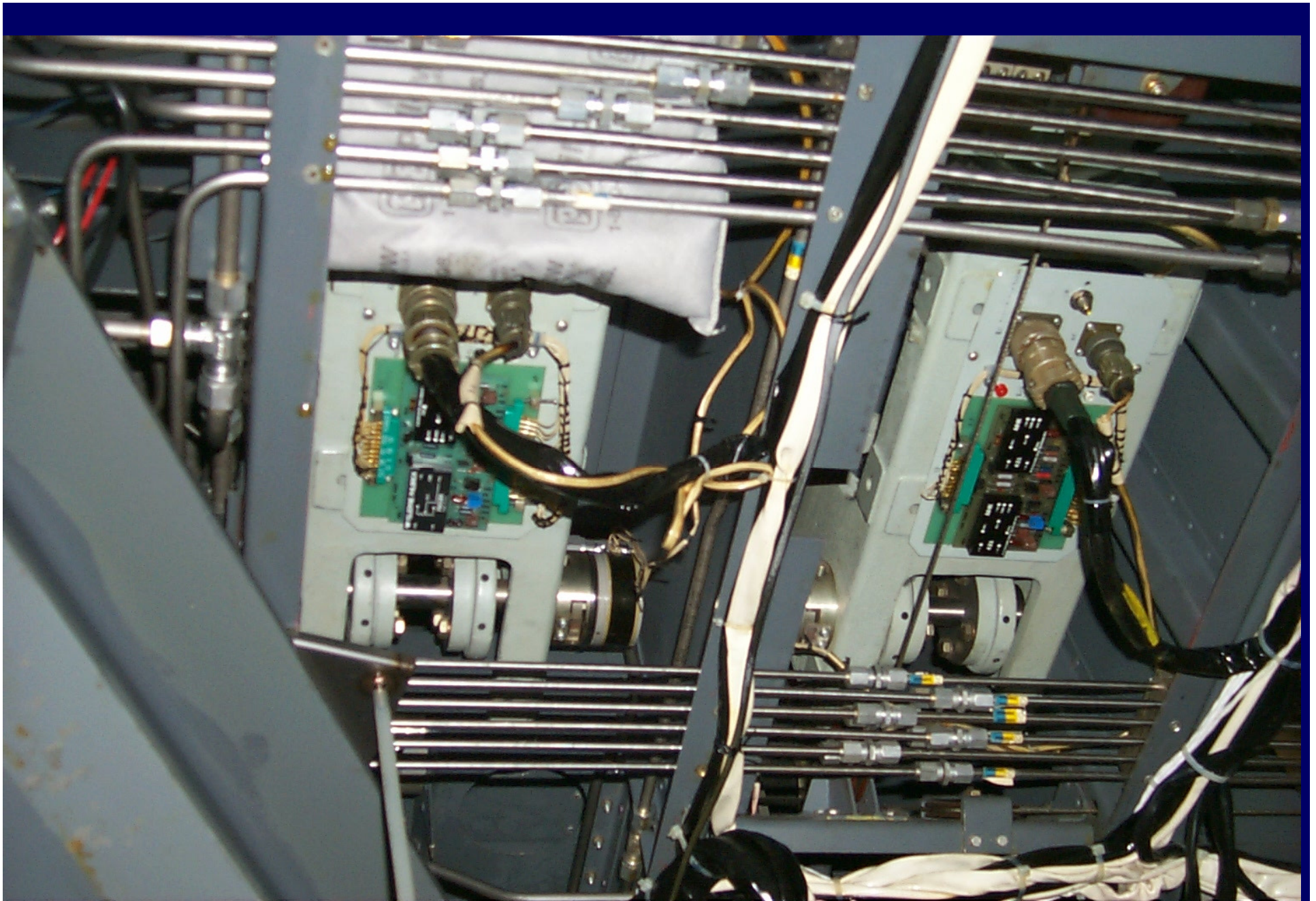


1/23/2017

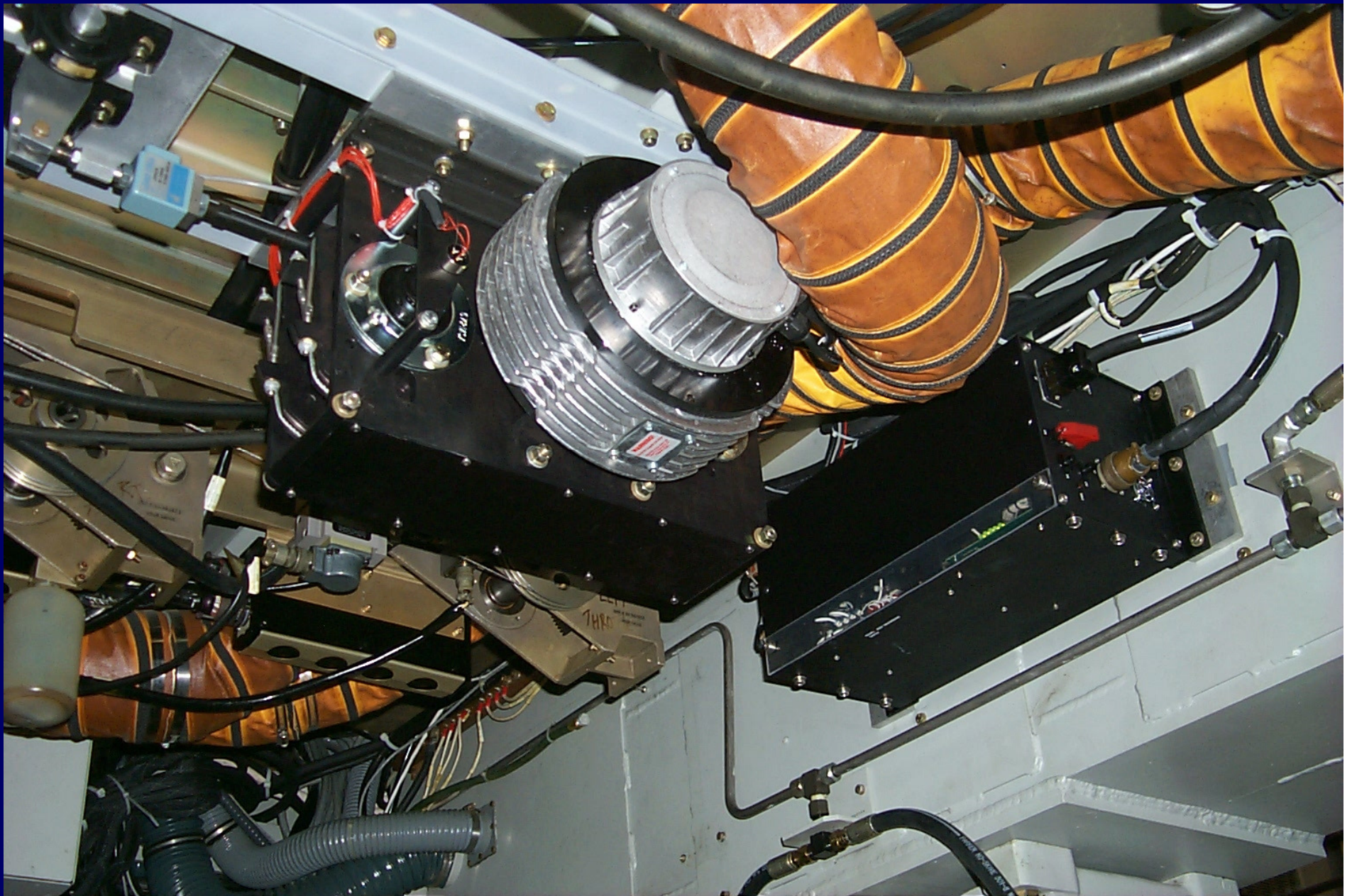
Flight Control System Simulation

106







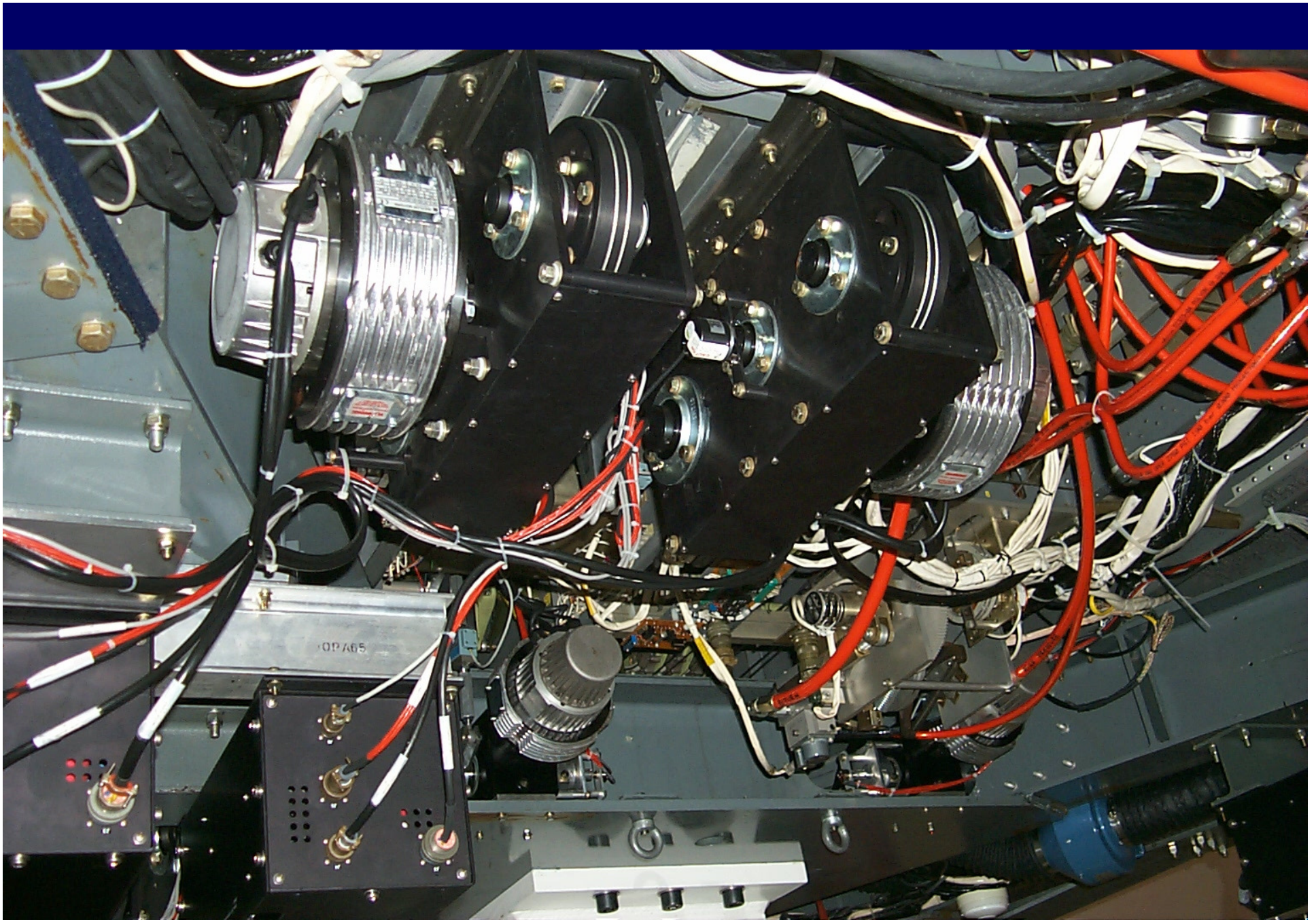


1/23/2017

Flight Control System Simulation

108



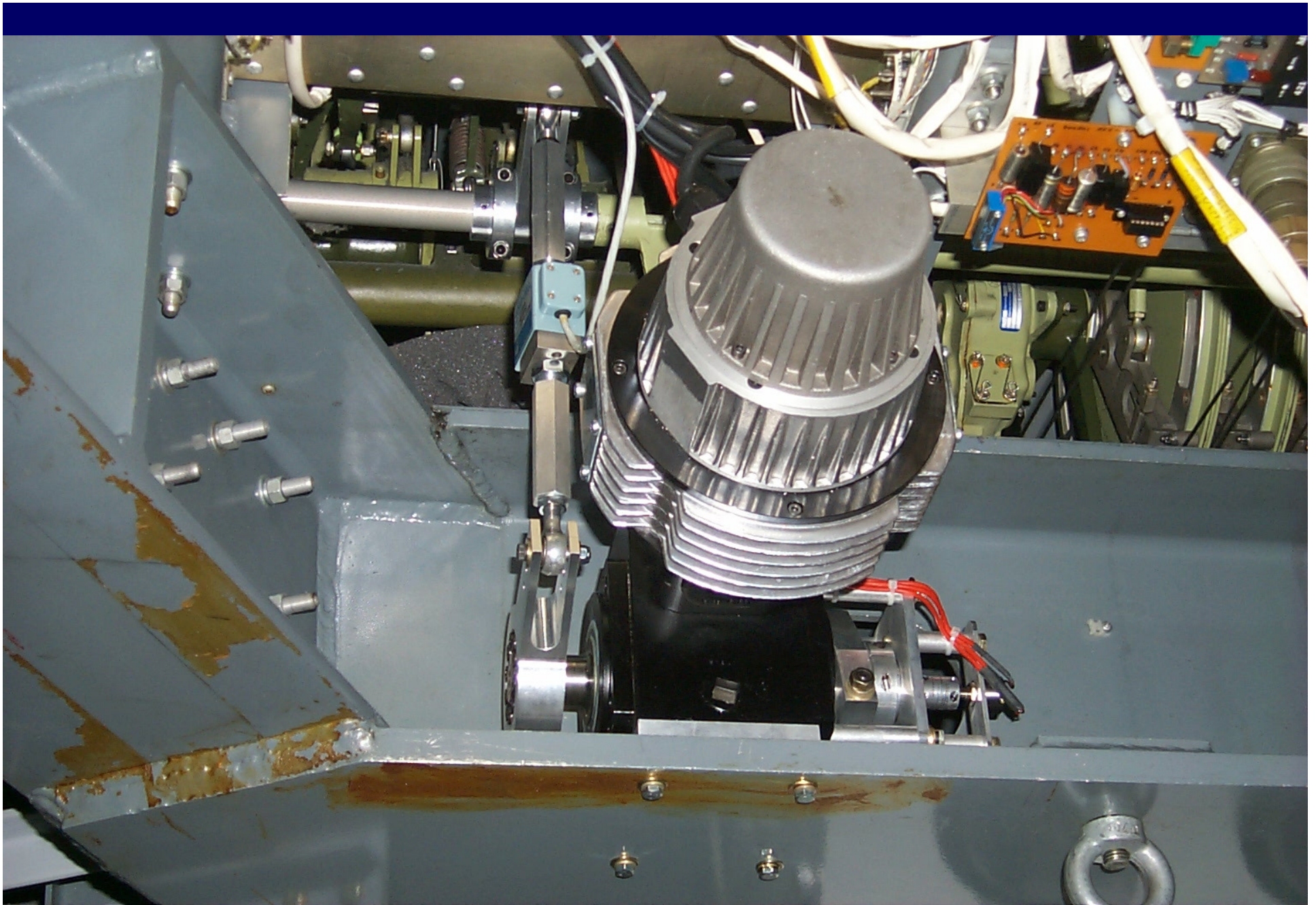


1/23/2017

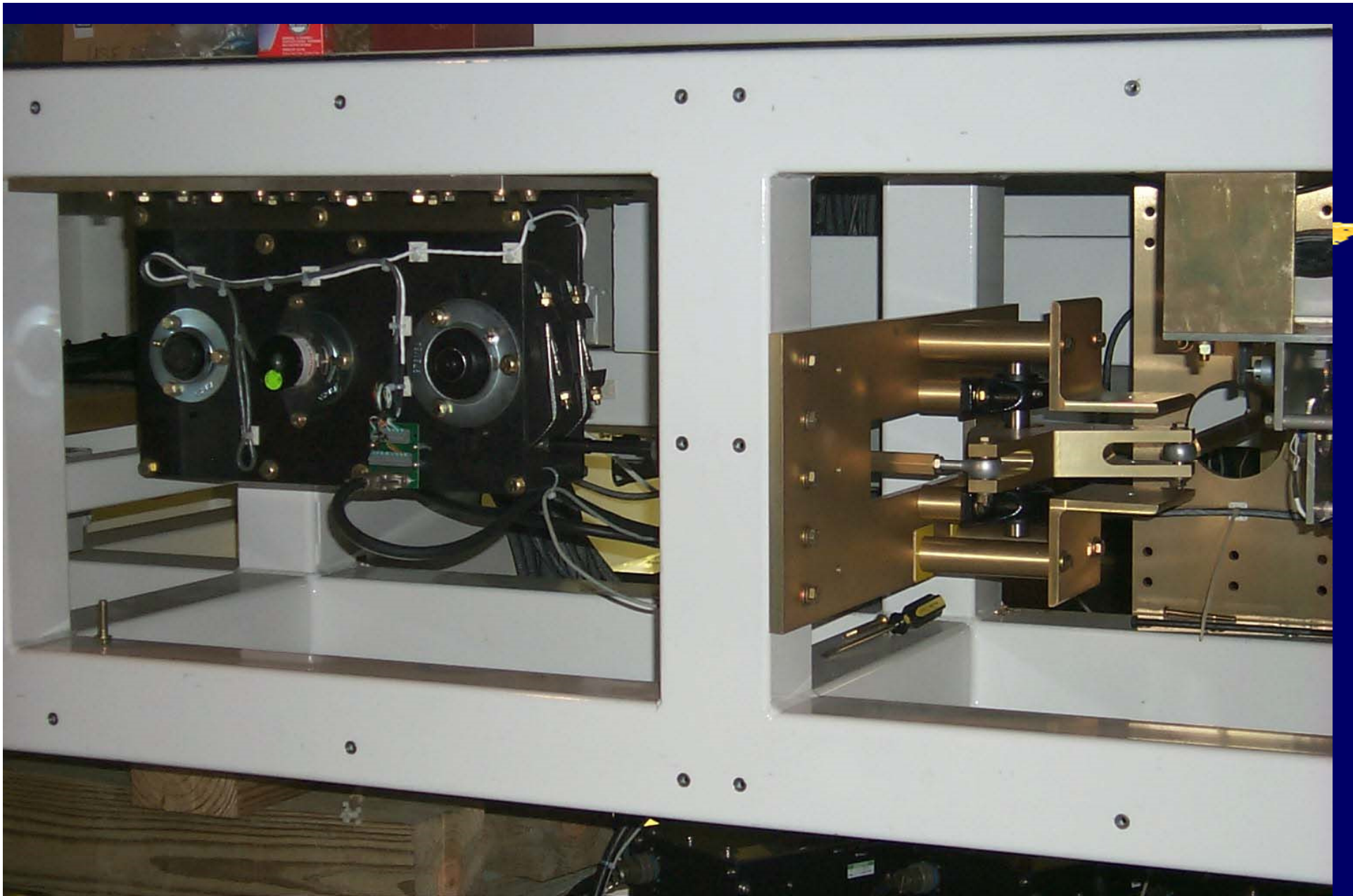
Flight Control System Simulation

109















# SYSTEM SETUP & PERFORMANCE VERIFICATION

## Mechanical Control Loading Setup

### ◆ Rigging:

- ✈ Rig Pins should be installed and rod-ends adjusted to set up linkage per design requirements
- ✈ All points of rotation should have rig pins
- ✈ System should be mechanically checked and verified for proper hardware alignment, friction levels, linkage stretch and smoothness



# SYSTEM SETUP & PERFORMANCE VERIFICATION

## Electrical Control Loading Setup

- ◆ **Offsets and Scaling:**
  - ✈ With Controls in the Neutral position, adjusts any offsets to zero
  - ✈ Using an calibrated measurement equipment such as, digital force gauges and laser position sensors, Calibrate scaling for all sensors, such as position and force (or torque). This scales the force, velocity and position seen at the loader, with that seen at the pilots control



# **SYSTEM SETUP & PERFORMANCE VERIFICATION**

## **Electrical Control Loading Calibration**

- ◆ **Calibration table should include checking and calibrating at various points, taking into account any significant non-linearities created by linkage Kinematics and Stretch**
  - ✈ **Position vs. Position**
  - ✈ **Force vs. Force**
  - ✈ **Position vs. Position vs. Force**
  - ✈ **Force vs. Force. vs. Position**



# **FLIGHT & GROUND VEHICLE CONTROL SYSTEM SIMULATION**

---

## **CONTROL LOADING PERFORMANCE VERIFICATION**



# CONTROL LOADING SYSTEM VERIFICATION

## System Test and Verification Compare Simulator Results with Aircraft Data

- ◆ On Ground Checks
  - ✈ Static Force Checks
  - ✈ Control-to-Surface Calibration
- ◆ In Flight Checks
  - ✈ Change in Control Force with Change in Aircraft Velocity
  - ✈ Change in Control Force with Change in Load Factor
  - ✈ Control Surface Position with Zero Control Trim
  - ✈ Dynamic Response



# SYSTEM PERFORMANCE VERIFICATION

## Fly-By-Wire Control Systems

- ◆ On Ground Checks
  - ✈ Control-to-Surface Calibration
- ◆ In Flight Checks
  - ✈ Closed Loop Response  
(Computer Controlled Aircraft)
  - ✈ Open Loop Response (Natural Aircraft)

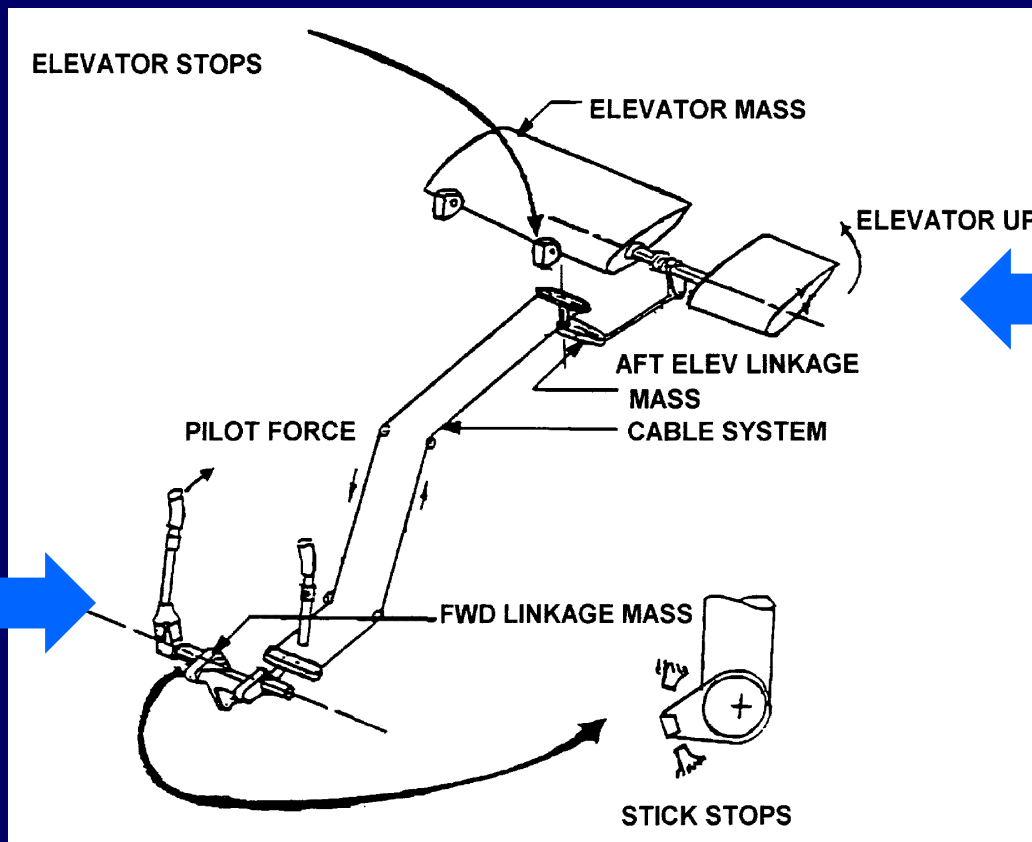




# SYSTEM TUNING & PERFORMANCE VERIFICATION

## Reversible Pitch Flight Control System - Example

**FORWARD  
MASS**

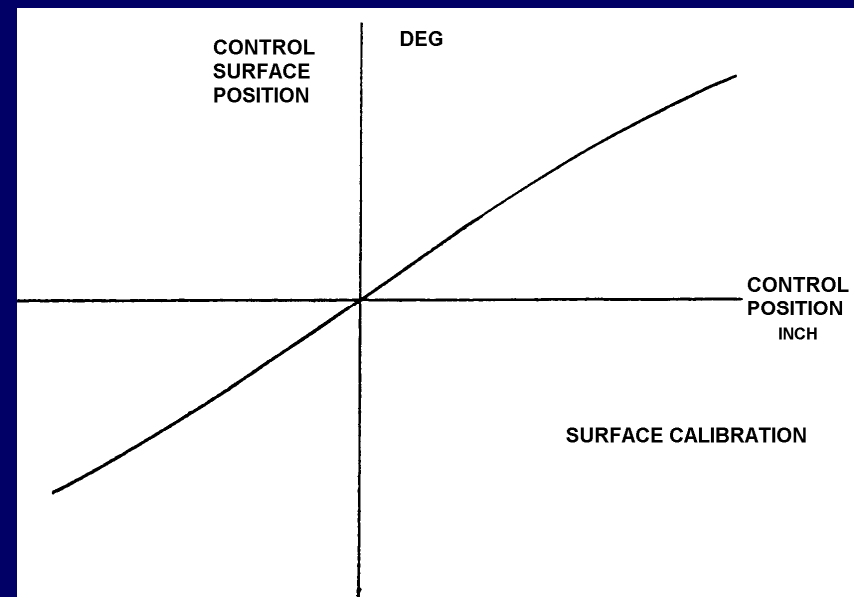
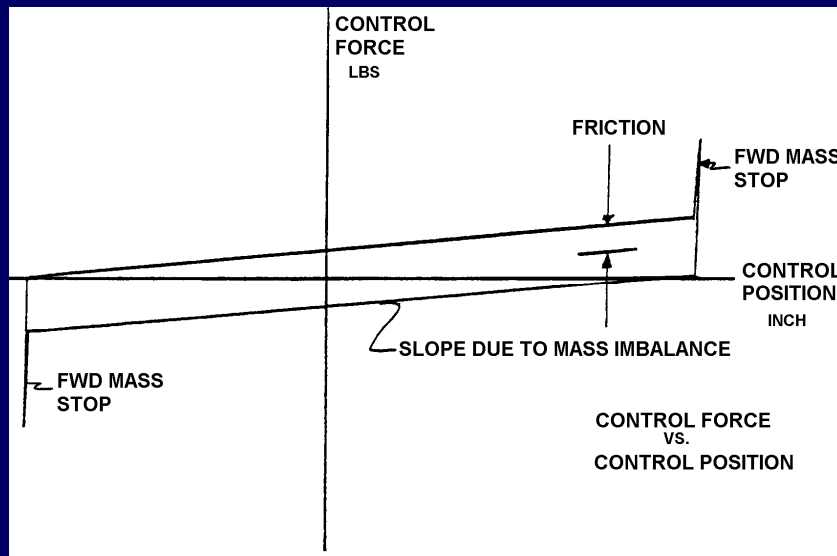


**AFT  
MASS**



# SYSTEM TUNING & PERFORMANCE VERIFICATION

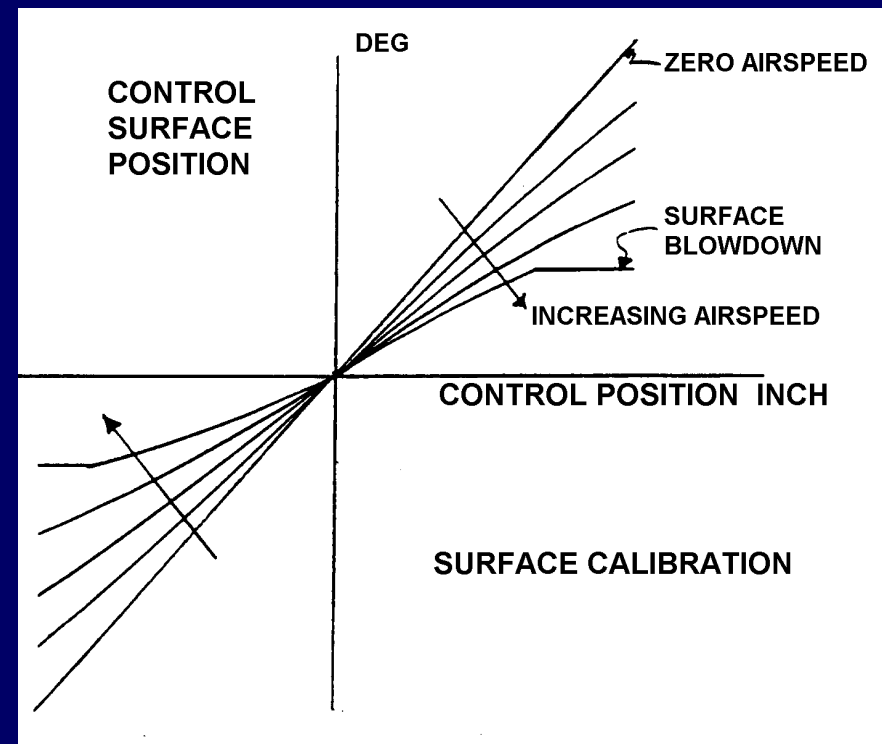
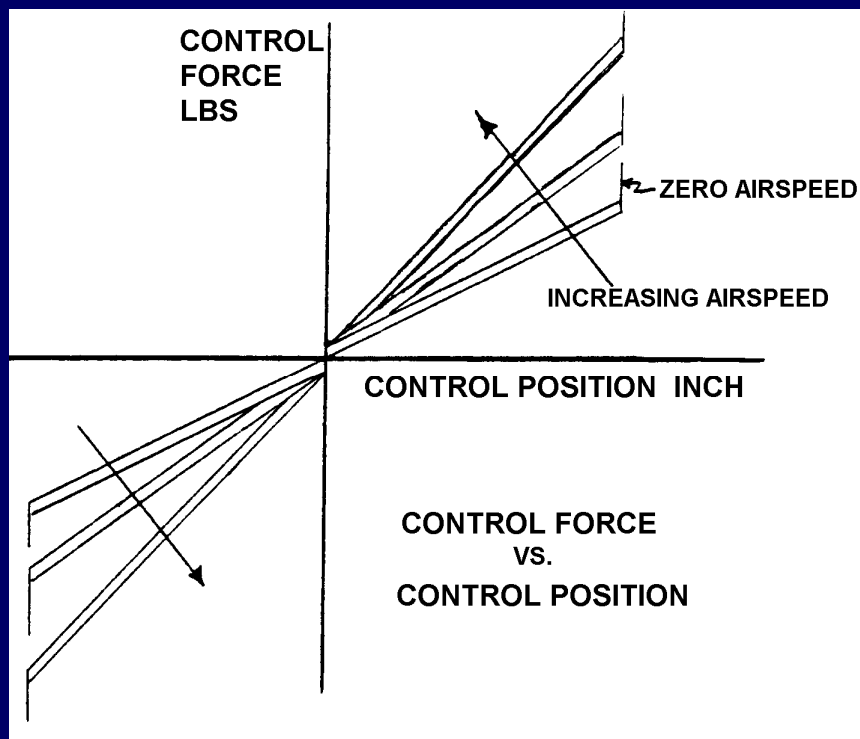
## On Ground Flight Control Measurements, Reversible Control System





# SYSTEM TUNING & PERFORMANCE VERIFICATION

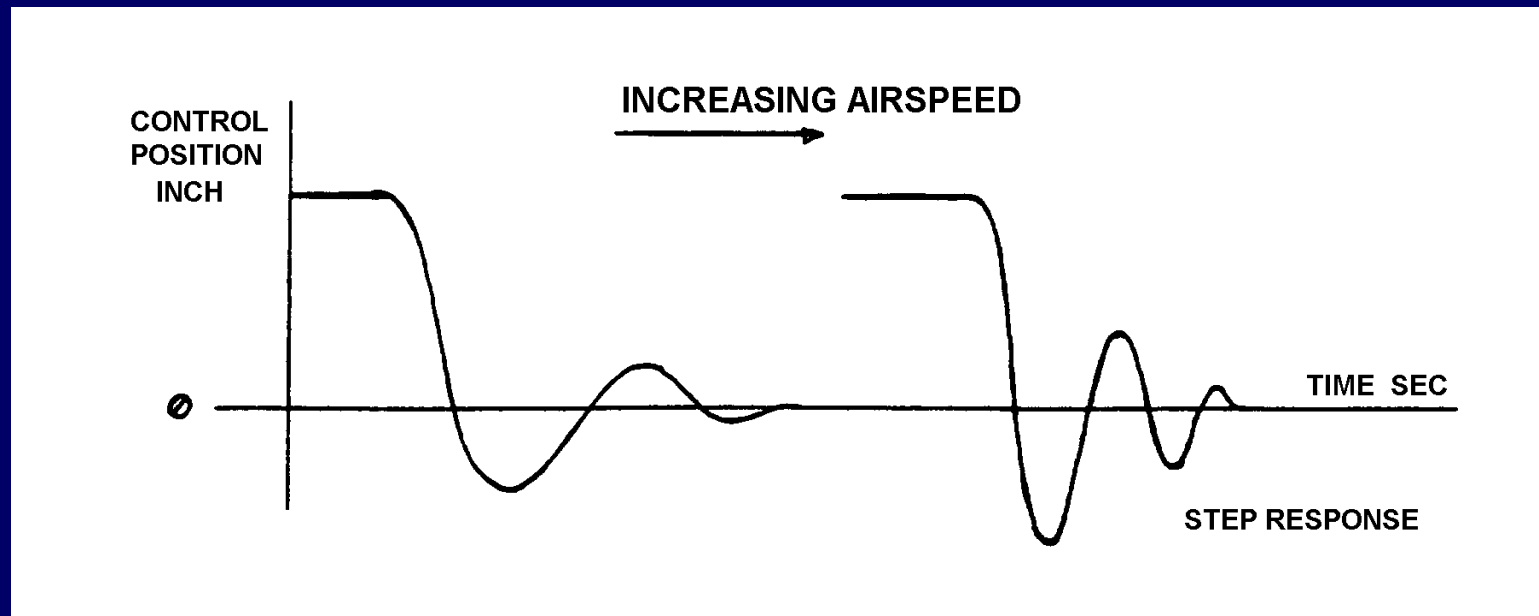
## Static Checks





# SYSTEM TUNING & PERFORMANCE VERIFICATION

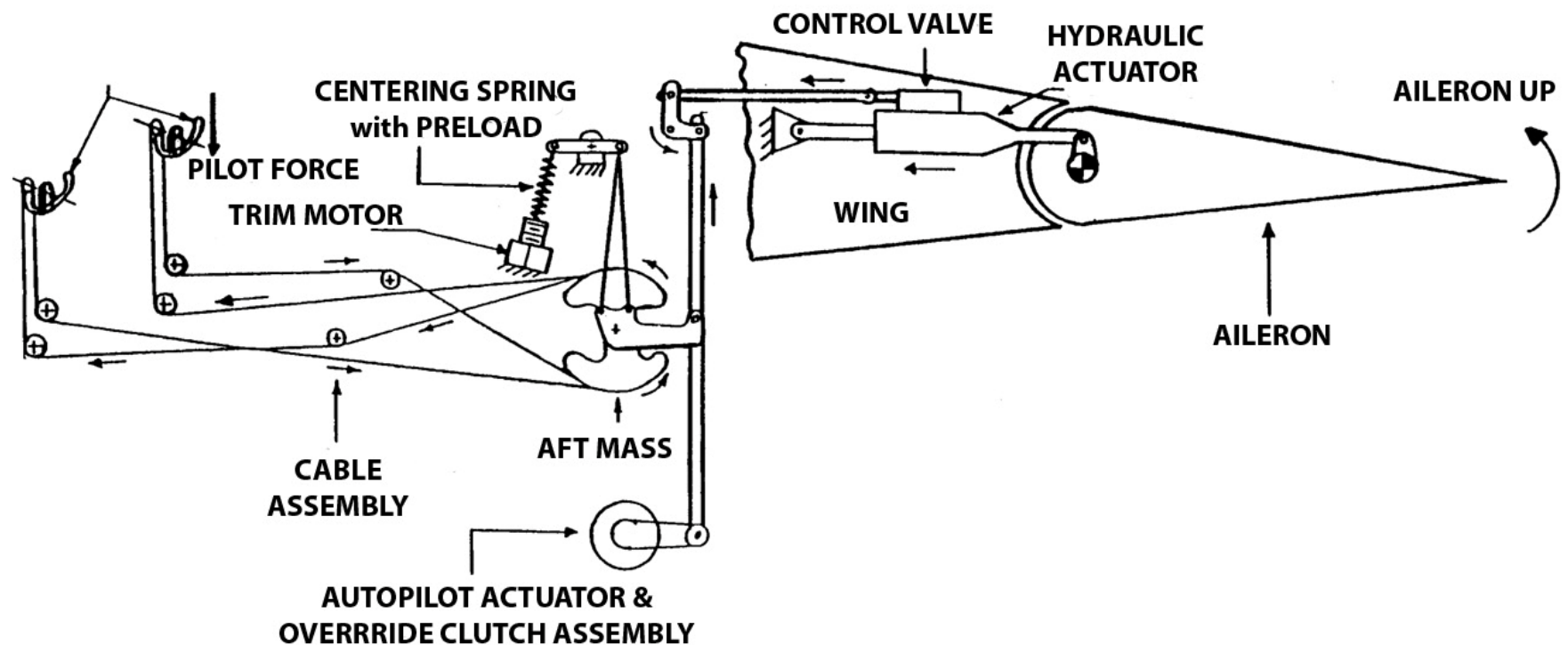
## Dynamic Checks





# SYSTEM TUNING & PERFORMANCE VERIFICATION

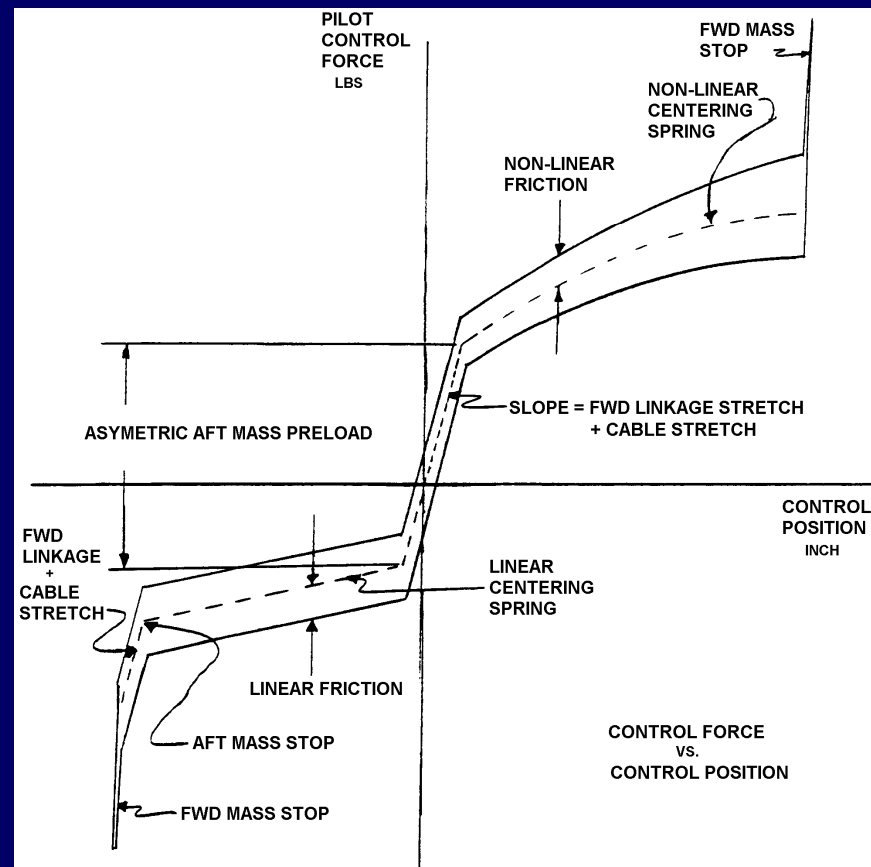
## Typical Irreversible Aileron Flight Control Systems





# SYSTEM TUNING & PERFORMANCE VERIFICATION

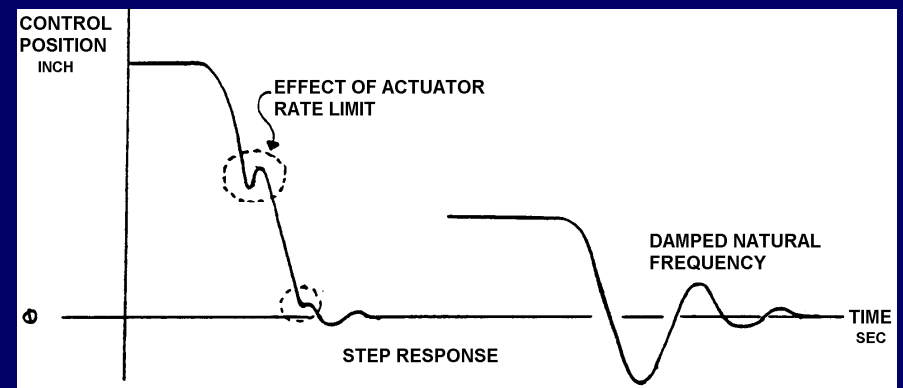
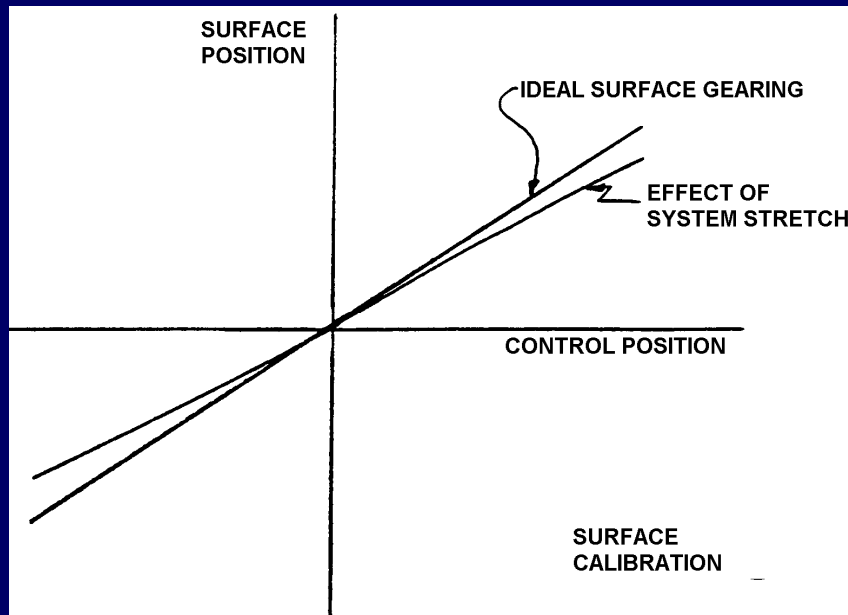
## On Ground Flight Control Measurements, Typical Irreversible System





# SYSTEM TUNING & PERFORMANCE VERIFICATION

## Flight Control Measurements, Typical Irreversible System



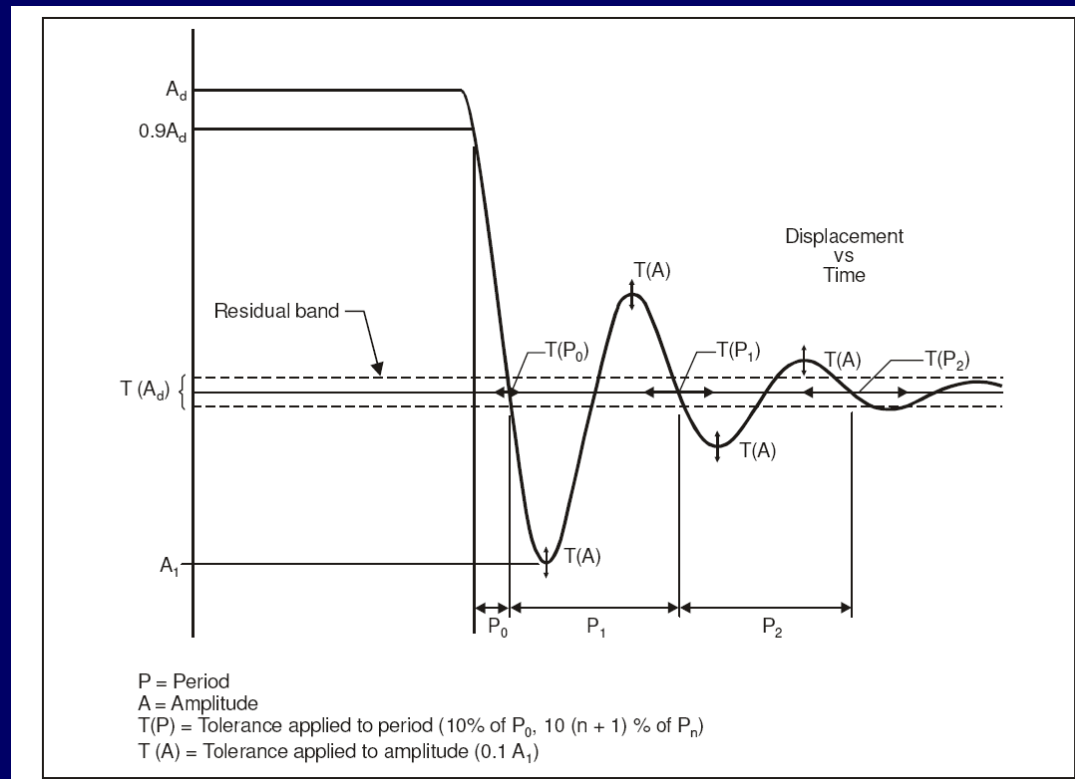


# SYSTEM PERFORMANCE VERIFICATION & FSTD QUALIFICATION

## Flight Control Dynamics Validation – ICAO 9625

### ◆ Tolerances

- ✈  $T(P_0)$   $\pm 10$  percent of  $P_0$  or  $\pm 0.05$  sec
- ✈  $T(P_1)$   $\pm 20$  percent of  $P_1$  or  $\pm 0.05$  sec
- ✈  $T(P_2)$   $\pm 30$  percent of  $P_2$  or  $\pm 0.05$  sec
- ✈  $T(P_n)$   $\pm 10 \cdot (n+1)$  percent of  $P_n$
- ✈  $T(A_n)$   $\pm 10$  percent of  $A_1$  or  $\pm 0.5$  deg
- ✈  $T(A_d)$   $\pm 5$  percent of  $A_d$  = residual band
- ✈ Significant overshoots = first overshoot and  $\pm 1$  subsequent overshoots





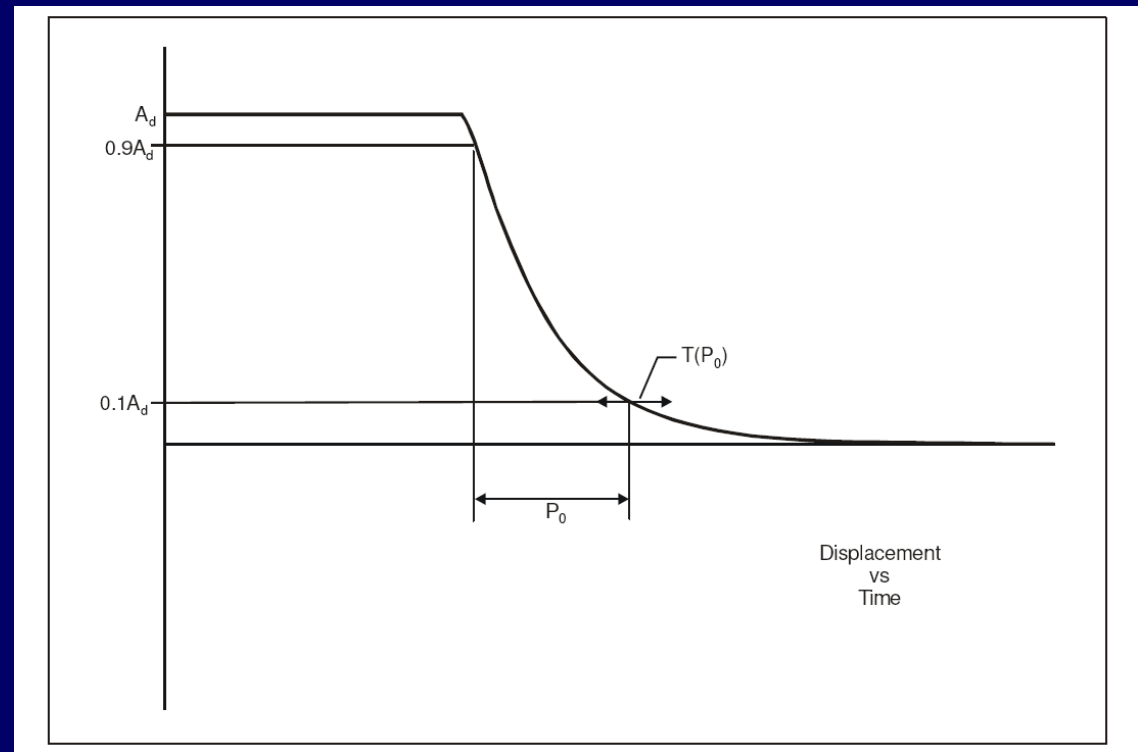


# SYSTEM PERFORMANCE VERIFICATION & FSTD QUALIFICATION

## Flight Control Dynamics (Critically Damped) Validation – ICAO 9625

### ◆ Tolerances

- ✈  $T(P_0)$   $\pm 10$  percent of  $P_0$  or  $\pm 0.05$  sec
- ✈ Significant overshoots = first overshoot and  $\pm 1$  subsequent overshoots





# SYSTEM TUNING & PERFORMANCE VERIFICATION

## Control Force Measurements Equipment

- ◆ **CFM – Data Collection & Training Device Performance Verification**
  - ✈ Facilitates accurate force-position measurements of aircraft flight controls
  - ✈ Used for Calibration and verification/validation of the flight control responses in simulators
- ◆ **Key Features**
  - ✈ High precision force/position measurement
  - ✈ Extensive Data Analysis
  - ✈ Position/Angle measurement by rate gyro and/or string pot
  - ✈ Cross coupling measurement possible
  - ✈ Pedal Plates with sensors for measuring heel and toe forces



Example: Typical CFM



# SYSTEM TUNING & PERFORMANCE VERIFICATION

## UTILIZING Control Force Measurements Equipment (initial) and/or Automated Test System (recurrent)

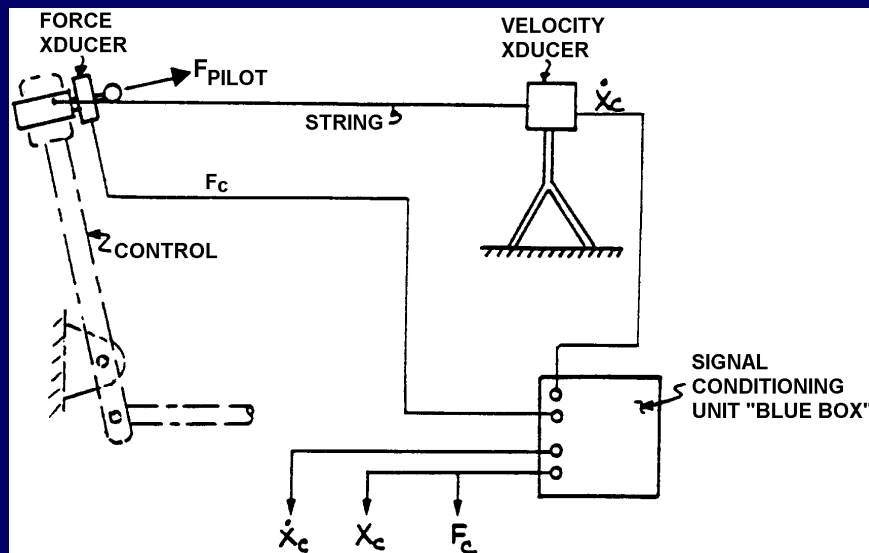
- ◆ On Ground Checks
  - ✈ Static Force Checks
  - ✈ Control-to-Surface Calibration
- ◆ In Flight Checks
  - ✈ Change in Control Force with Change in Aircraft Velocity
  - ✈ Change in Control Force with Change in Load Factor
  - ✈ Control Surface Position with Zero Control Trim
  - ✈ Dynamic Response



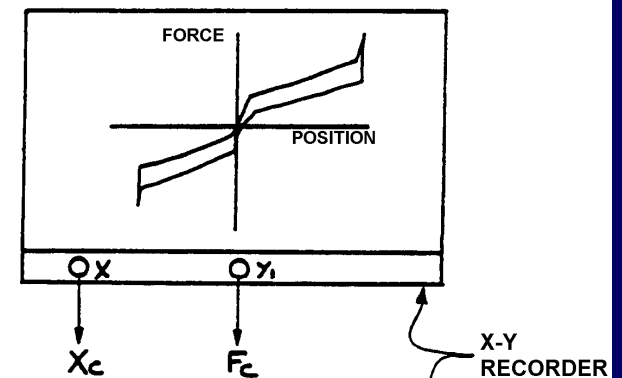


# SYSTEM TUNING & PERFORMANCE VERIFICATION

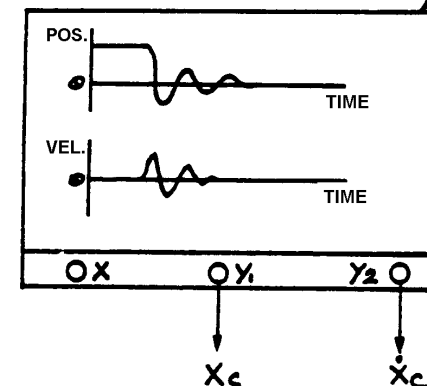
## Control Force Measurements Equipment Results



\* STATIC CONTROL CHECK



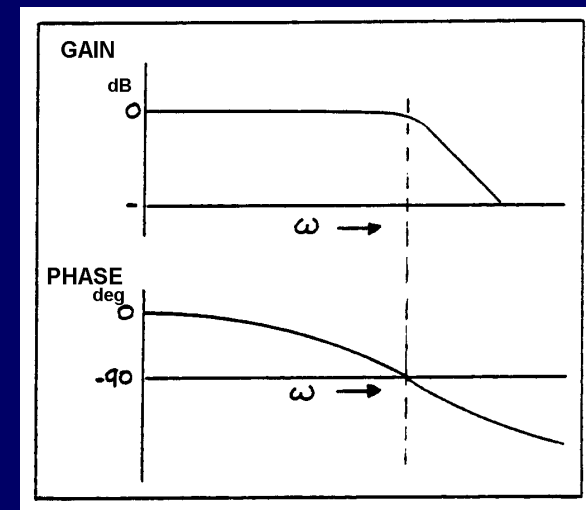
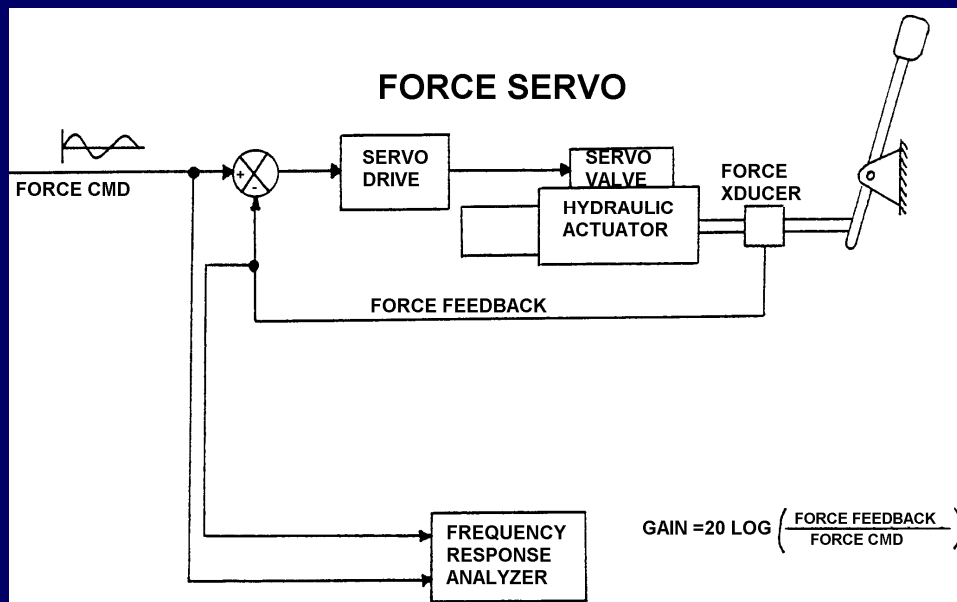
\* DYNAMIC CONTROL CHECK





# SYSTEM SETUP & PERFORMANCE VERIFICATION

## Force Loop Frequency Response Measurement for system Capability (not required for Qualification)





## **FUTURE TRENDS**

### ◆ **What's next for Control Loading System Evolution?**

- ✈ **Smaller packaging**
- ✈ **Less Power Consumption (“GREENER” footprint)**
- ✈ **Reduced Costs**
- ✈ **Increased Performance**
- ✈ **More ‘bang for the buck’**
- ✈ **Increased Reliability, Reduced Maintenance**
- ✈ **More sophisticated Auto-calibration and Auto-alignment software**



## CONCLUSION

- ◆ Electric Control Loading Systems now outperform hydraulic systems and exceed Level D performance requirements as well as the demands of pilot training, including the sustained high forces required for control surface jams or runaway malfunctions
- ◆ Hydraulics are no longer required, and rarely used, for Control Loading and may well be a thing of the past for motion systems as well.....
- ◆ The “Quest for the Holy Grail” may be over!



## ACKNOWLEDGEMENTS

---

- ◆ TRU Simulation + Training

- ◆ [www.TRUsimulation.com](http://www.TRUsimulation.com)

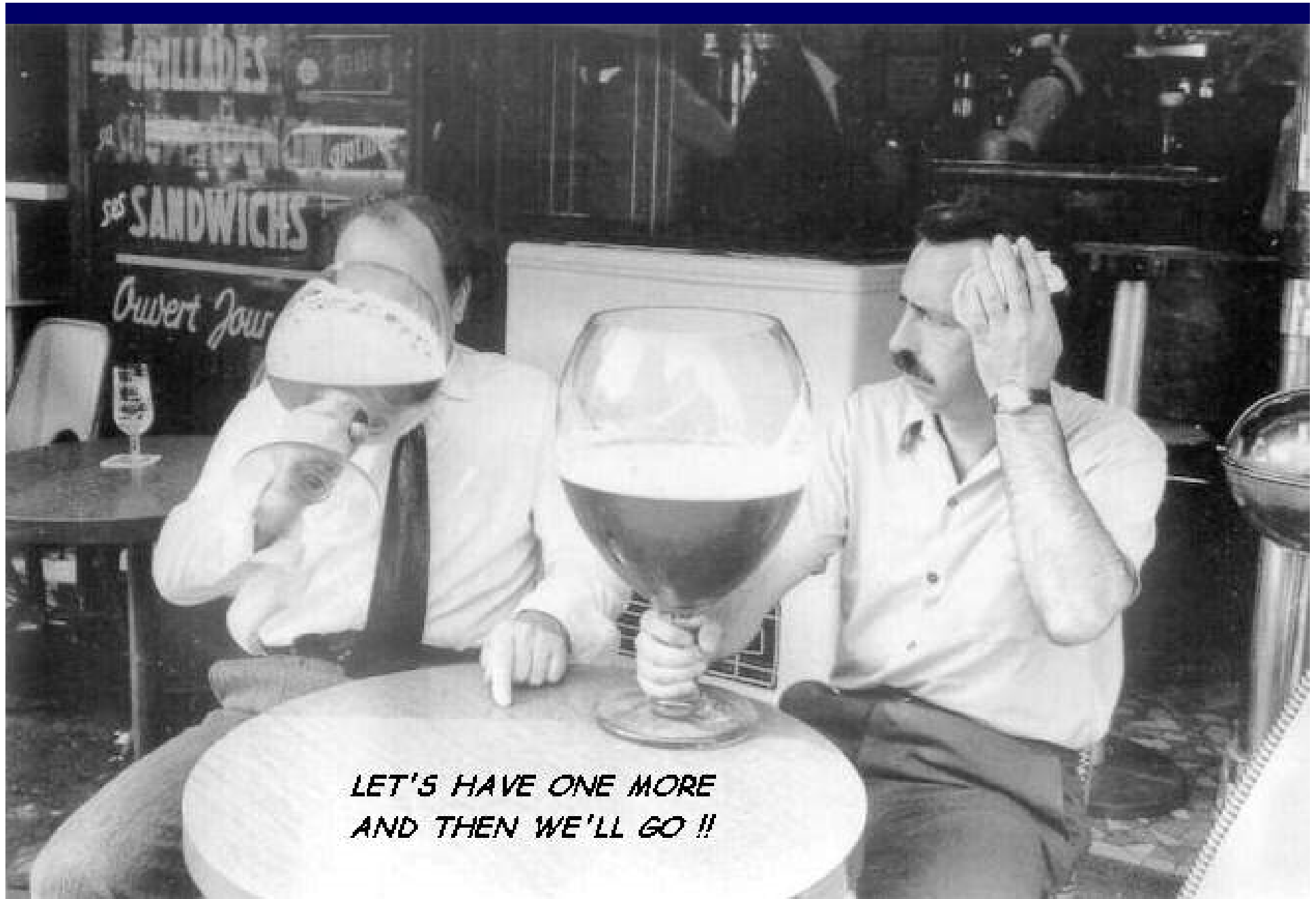
- ◆ MOOG

- ◆ [www.moog.com](http://www.moog.com)

- ◆ WITTENSTEIN AERO

- ◆ [www.wittenstein.aero](http://www.wittenstein.aero)





*LET'S HAVE ONE MORE  
AND THEN WE'LL GO !!*



Flight & Ground Vehicle Simulation Update - 2017

January 2017

Flight Control System Simulation

# Flight Control System Simulation - 2017

Thank You!

*For more information about  
Control Loading*

*email*

*[jtakats@trusimulation.com](mailto:jtakats@trusimulation.com)*

*or contact*

*[www.TRUsimulation.com](http://www.TRUsimulation.com)*

**James R. Takats**  
Sr. VP Global Strategy  
Textron Inc.



**SIMULATION  
+ TRAINING**  
A Textron Company