



Level 4

Full Training
High Fidelity Design
Low Maintenance
Several Configurations



The Level 4 trainer is ideal for all traditional uses including switchology, procedure training etc.

Thanks to the CCDK cockpit control system which is totally compatible with Level 2 and 3, any of the mission trainers can be substituted, which in itself is another bonus to the excellent characteristics of the complete system.

The Level 4 trainers allow any avionic configuration that the client may need ranging from complete synthetic (normally in stock) to real-life elements due to the fidelity of its dimensions

Level 4 flight simulator

The Realsimulator Flight Simulator solution

The trainer is a high fidelity replica of an original cockpit. As all REALSIMULATOR cockpits provide attractive advantages, such as low maintenance cost, low risk upgrade paths, and the flexibility to control the price when choosing feature sets for applications.

The structure is fully made with stainless steel and aluminium panels which give the cockpit a strong structural form. The trainer consists of a fixed base to store the spare parts and maintenance material, the cockpit structure with the instruments, indicators, control panels and flight controls, an ACESII replica seat and stairs to make the cockpit access easier.

The constant new product development experience that we have gained over many years has allowed us to add solid and stable distributed control system to our cockpit and removing the complex wiring normally used in them. Therefore each cockpit part has two external electrical connections

the communications connector and the power supply connector. All functional cockpit parts include a test and diagnostic fault system, which permit an easy and intuitive way to verify if the detected problem is a hardware fault or it is a bad software configuration.

The trainer has a central control system (CCDK) which makes the data centralisation possible between the simulation program and up to 48 functional cockpit elements through hot plug & play connections. The CCDK has a display for status indications and LEDs to show the supply and communications.

Thanks to the use of this control element, the Level 4 Cockpit trainer is also fully compatible with the cockpits of Levels 2 and 3.

The following software package is delivered with the CCDK:

- FCENTER, configuration, editor and compiler to write in a simple and easy manner, in C++ language, how the cockpit hardware works, via a shared memory file.
- HID Drivers, to use the panels as standard Windows devices
- Direct Shared Memory interface to directly link all the input and output variables of the cockpit with the client's application program.

