

HIGHLIGHTS

- Full-Immersion
- 360° view
- Perfect Visual Reference
- Look-Down capability

APPLICATIONS

- Training
- Mission Rehearsal
- Screening









NOVASIM VR | MR
simulation | immersion | training



NOVASIM VR|MR.

Your innovative Virtual Reality Solution with Dynamic Motion.

BRUNNER NOVASIM VR|MR combines State-of-the-Art Virtual / Mixed Reality technology with powerful dynamic motion enriched Virtual Training environments. NOVASIM VR|MR is the successor to our break-through VR-Motion 200 Simulator, offering significant design and performance enhancements. NOVASIM VR|MR offers innovative training capabilities for a wide range of applications, like aircraft, military ground vehicle, racing car or even boats (air, land, sea).

Combining most-advanced VR and MR technologies and a unique motion compensation algorithm with highly advanced and latency-free motion cueing algorithms allows every NOVASIM user to experience an incredible immersion and training effect.

The simulator is a fully integrated solution, with power electronics and controls seamlessly integrated into the base-frame, following BRUNNER's Plug-and-Play approach.

NOVASIM VR|MR communication with the external environment is handled via an UDP network protocol and Gigabit Ethernet. A powerful and intuitive motion configuration application is used for setup, motion profile creation and operations control.

NOVASIM VR|MR allows easy integration and configuration for a multitude of simulation packages. Configured for general aviation training, the combination of X-Plane 11 Simulation Software or Prepar3D with FS-FlightControl IOS allows the intuitive and integrated control and monitoring of a full training session via a single tablet-PC.

Beside the VR Application, the 6DoF platform is very flexible and can easily be customized according to customers' needs, e.g. a small cockpit configuration or screen frame offering further advanced training capabilities.



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NOVASIM VR.

Features.

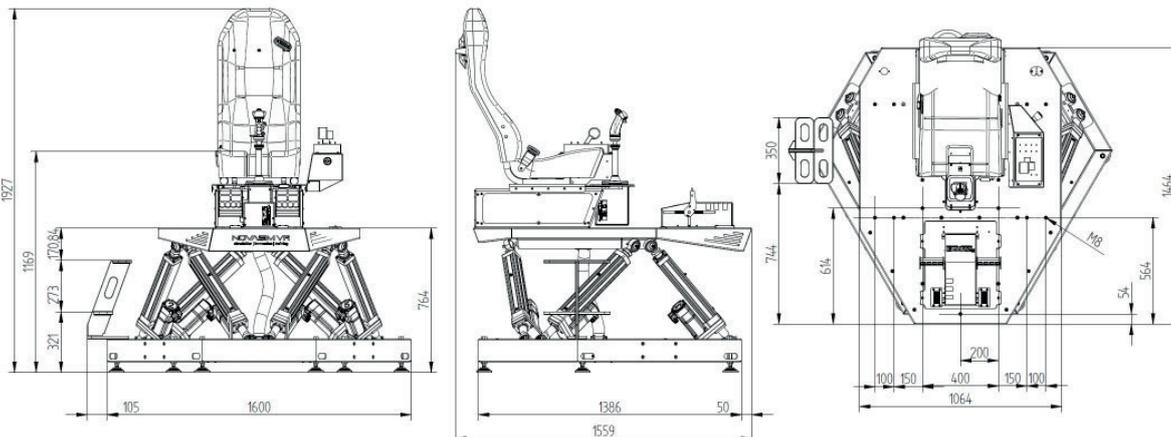
- NOVASIM VR|MR combines State-of-the-Art Virtual/ Mixed Reality technology with powerful dynamic motion enriched Virtual Training environments
- BRUNNER VR technologies and motion compensation algorithm with highly advanced and latency-free motion cueing algorithms to generate full immersion and best training value
- Training capabilities for a wide range of applications, like aircraft, military ground vehicle, racing car or even boats (air, land, sea)
- A fully integrated solution, with power electronics and controls seamlessly integrated into the base-frame, following BRUNNER's Plug-and-Play approach
- Easy and fast installation and integration process
- Communication with the external environment is handled via an UDP network protocol and Gigabit Ethernet
- Powerful and intuitive motion configuration application for setup, motion profile creation and operations control
- Allows easy integration and configuration for a multitude of simulation packages and platforms, e.g. for General Aviation: X-Plane 11, Prepar3D with FS-FlightControl IOS
- Connects easily to VBS 4/VBS-IG, DCS World, MS FS2020, FlightSafety MR SW and others
- Very compact footprint, versatile and affordable, with lowest life-cycle-costs
- Swiss Made, 2 Years warranty

Specification.

Heave (disp/vel/accel.) ±185 mm, ±600 mm/s
Surge (disp/vel/accel.) ±240 mm, ±600 mm/s
Sway (disp/vel/accel.) ±230 mm, ±600 mm/s
Pitch (disp/vel/accel.) ±30°, ±120°/s
Roll (disp/vel/accel.) ±30°, ±120°/s
Yaw (disp/vel/accel.) ±30°, ±120°/s

Payload max 300 Kg / 661 lbs (190-255VAC)
 110VAC with ext. Transformer (not included)
Connection Type 10/100/1000BASE-T
 Gigabit Ethernet
System Weight 370 kg / 815 lbs (incl. cockpit)

Dimensions.



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