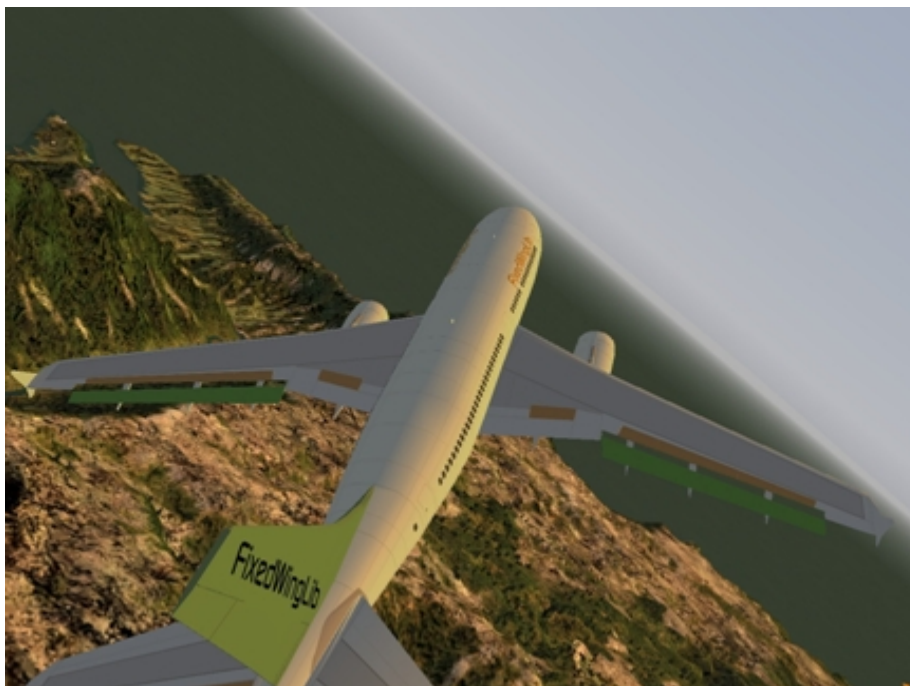


## FixedWingLib FDM

FixedWingLib FDM® is a real-time C++ airplane flight dynamics SDK for flight training devices and flight simulators. FixedWingLib FDM includes a reconfigurable fixed-wing flight dynamics model for flight training devices, flight simulators and other simulation applications.

All phases of flight including landing, take-off and climb in normal or windy conditions are simulated in real-time. C++ developers can easily add FixedWingLib to simulation projects. FixedWingLib FDM includes various reconfigurable flight dynamics components such as 6 DOF flight dynamics, earth model, instruments model, landing gear model and stability augmentation systems.



### FixedWingLib FDM Features:

- High fidelity airplane simulation model
- Ideal for pilot-in-the-loop applications such as flight training devices
- Fully reconfigurable using XML configuration files
- Supports saving and loading simulation state
- Faster or slower than real-time simulation and pausing the simulation supported
- Deterministic simulation model (i.e. it is possible to repeat scenarios)
- High fidelity landing gear simulation capable of simulation of taxiing
- Extensible control system architecture
- Extensible engine model architecture
- Easy to use C++ API
- Low cost
- Available on Windows® and Linux®

## **FixedWingLib FDM Applications:**

FixedWingLib FDM® has a wide variety of applications, including but not limited to:

- Pilot training
  - Desktop trainers
  - Procedure and system trainers
  - Screening simulator
  - Mission rehearsal
  - Part task trainer
  - Full flight trainer
  - UAV operator trainer
- Engineering simulators
  - Aircraft systems development
  - Academic research
  - UAV systems development
- Entertainment
  - Entertainment simulators
  - Games