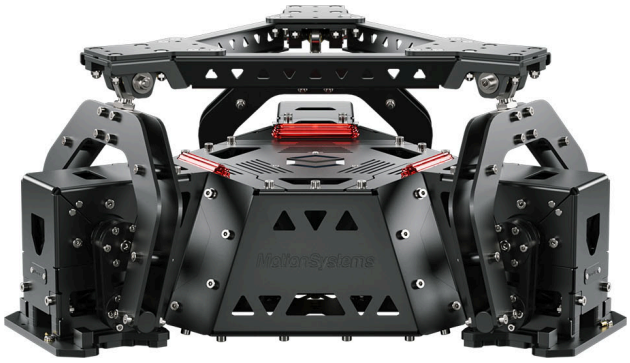
# PS-3TM-200

Sized for space-constrained installs - flight-school classrooms, VR-center kiosks, city-driving trainers. Two technicians set it up in a single morning, with no hydraulics to service.

MADE IN POLAND  EUROPEAN UNION MEMBER

GLOBAL SHIPPING



| 0.14 G | 230 mm/s | 25.1° | 180+ mm |
|---|---|---|---|
| MAX ACCELERATION | MAX VELOCITY | MAX TILT | TOTAL HEAVE |

Total heave is full travel; other motion figures are per-axis maxima from neutral. Axes are not driven to their extremes simultaneously.

## Engineered for professional simulation

### Two People Install It in a Morning

A VR center or classroom takes delivery on a standard floor, with no forklift or loading dock, and opens the station that day.

### Single-Phase, No Three-Phase Feed

A multi-station operator powers each kiosk from a single-phase industrial socket, with no three-phase panel upgrade, holding every fit-out within budget.

### Electric Drive, Nothing to Drain

The operator books commercial sessions back to back without oil supply, leak checks or fluid disposal, so the platform keeps earning.

## Three-leg low-profile platform

Three electric rotary actuators each turn a worm gearbox, and pulling rods on ball joints carry that rotation up to the upper frame. The worm drive keeps this among the most compact platforms in the range - a large gear reduction in one small stage, quiet and self-holding, with just the slight play any gear pair carries.

## Plug-and-play for supported titles, or full SDK

- **ForceSeatPM** - platform manager, auto-detects supported titles
- **ForceSeatMI/DI SDK** - integrate motion into custom applications
- **ACE Engine** - professional motion-cueing
- **VR HeadWay** - VR motion compensation

| AXIS | SINGLE EXCURSION | MAX EXCURSION | MAX VELOCITY | MAX ACCELERATION |
|---|---|---|---|---|
| **Heave** | -87.6 / 93.3 mm | -87.6 / 93.3 mm | 230 mm/s | 0.14 G |
| **Pitch** | -18 / 18° | -25.1 / 23.9° | 51 °/s | 340 °/s² |
| **Roll** | -20.9 / 20.9° | -20.8 / 20.8° | 53 °/s | 330 °/s² |

| PAYLOAD SPECIFICATIONS | |
|---|---|
| **Payload** | 200 kg |
| **CoG height above MPC** | <500 mm |
| **Moments of inertia (Ixx, Iyy, Izz)** | 65 kg·m² |

| MAIN DIMENSIONS | |
|---|---|
| **Total Width** | 794 mm |
| **Total Length** | 838 mm |
| **Min Height** | 392 mm |
| **Max Height** | 573 mm |

| SPECIFICATIONS | |
|---|---|
| **Architecture** | 3 DOF |
| **Drive technology** | Worm Geared |
| **Product weight** | 100 kg |

| POWER & INSTALLATION | |
|---|---|
| **Supply** | 230V single-phase (Wye), ground and neutral; industrial CEE connector supplied. For a 120V supply, contact Technical Support. |
| **Circuit protection** | 16A type C circuit breaker. |
| **EMC configuration** | Runs on a standard RCD/GFCI-protected circuit. |
| **Grounding** | High leakage current - permanent solid protective earth, fitted by a qualified electrician. |
| **Installation** | Single-phase install by a qualified electrician; full detail in the manual. |

| POWER DRAW | |
|---|---|
| **Average power** | 1.3 kVA |
| **Peak power** | 2.2 kVA |
| **Average current** | 6 A |
| **Peak current** | 12 A |
| **Avg power - stress test** | 0.7 kW |
| **Avg power - typical game** | 0.3 kW |

# What's in the Box.

### HARDWARE

- **PS-3TM-200**
  A low-profile three-actuator tripod on worm-geared servos. Self-locking, so it holds position on a power loss without brakes.
- **PS-SB230 Cabinet**
  Power and control - AC/DC protection and controller, fed from a dedicated 230V single-phase industrial CEE socket. For a 120V supply, contact Technical Support.
- **Inverter Cabinets (QI12 + QI3)**
  PS-SB230-QI12 and PS-SB230-QI3 - two rack cabinets that hold the motor inverters, chained from the PS-SB230 and wired to the platform. The power set ships as three rack cabinets in all.
- **PS-SBR Remote + E-Stop**
  The PS-SBR remote (E-STOP, KNEEL, POWER LOCK) and PS-SBEC stop button - the hardware safety chain to park or stop motion. The keyed POWER LOCK keeps arming with the operator; the 5 m PS-SBEC lead adds a stop within reach.
- **Cable Set**
  Mains, USB to the host PC, and the PS-SBR remote and EMCY safety leads - wired together as delivered.
- **Packing & Handling**
  Ships factory-assembled and calibrated in a forklift-ready crate - the integrator unpacks and installs, with no on-site build.

MotionSystems

## SOFTWARE & LICENSES

- **ForceSeatPM**
  Auto-detects 154+ supported games with pre-tuned profiles. Included free, with free software updates.
- **Sim Profiles**
  Pre-tuned motion profiles for the popular sims and games, so the first session already feels right.
- **ACE**
  The motion cueing engine that turns simulator telemetry into felt acceleration - the sharp onset of a bend or brake on the platform, with sustained forces held by coordinated tilt rather than a crude static roll.
- **VR HeadWay**
  VR motion compensation that cancels the platform's own movement from the headset, so the view stays stable and motion sickness stays low. Included free.
- **Docs & 3D Model**
  Full documentation and a simplified 3D STP model, plus the EC Declaration of Incorporation (2006/42/EC) for partly completed machinery - the platform is integrated into a final machine on site.
- **24-Mo Warranty**
  A 24-month warranty on the hardware and motion electronics, with free software updates throughout.

## OPTIONAL SOFTWARE AND SERVICES

### ForceSeatMI - Motion SDK
Motion SDK to drive the platform from custom software on top of ForceSeatPM. Licensed per motion platform, with the key stored on the PC.

### ForceSeatDI - Direct Interface SDK
Low-level SDK that drives the hardware directly, without ForceSeatPM - each platform driven independently, on Windows, Linux or Raspberry Pi. Licensed per platform, with the key stored on the motion controller.

### Remote Training (online)
Six-hour online session - overview, safety, operation, maintenance, ForceSeatPM setup, diagnostics and tuning. Per session.

### VR HeadWay CrossPC
A paid VR add-on, licensed separately from the base VR HeadWay. One CrossPC license covers exactly two VR users on a shared platform - each seat has its own rendering PC and geometry-correct compensation (for example pilot and copilot). More seats need an additional license.

### Motion Theater
Plays pre-authored motion with video or group sessions - for theaters, attractions and briefings, not live sim. Per platform.

### More Options
Profile packs, installation, reports, extended warranty and bespoke development - talk to the Motion Systems team to tailor it.


**MOTION SYSTEMS**

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PRODUCT

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