



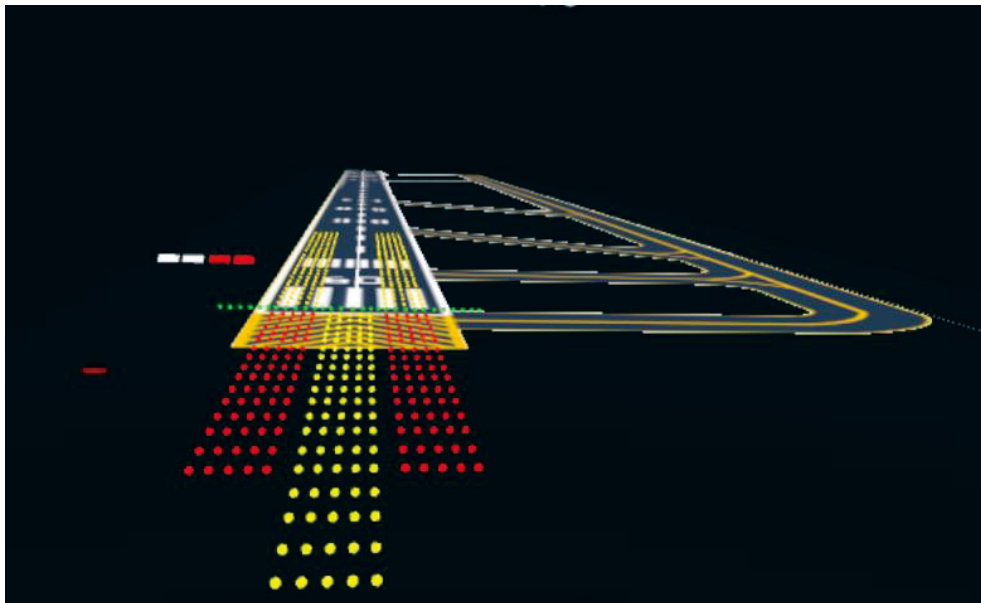
ILS (Instrument Landing System) VR

AT-90014

● Introduction

The Instrument Landing System (ILS) provides an approach path for exact alignment and descent of an aircraft on final approach to a runway, which also provides aircraft with horizontal and vertical guidance just before and during landing and, at certain fixed points, indicates the distance to the reference point of landing.

ILS VR module is a great training device for instructors and students to learn the Instrument Landing System (ILS) virtually!



● Software Overview

1. Interact and navigate using controllers
2. Immersive and interactive operation
3. 360-degree viewing
4. Real-time operation
5. Customization with school's preferred logos and names

● Range Information:

1. Marker beacon
2. Compass Locators
3. DME

● Guidance Information:

The ground equipment consists of two highly directional transmitting systems

1. Localizer - provides lateral guidance
2. Glide slope - provides vertical guidance

● Visual Information:

1. Approach lights,
2. Touchdown and centerline lights
3. Runway lights

●Hardware Specification

VR hardware include the following:

1. VR headset
2. 2 x controller
3. 2 x base station
4. 2 x tripod
5. Computer



Computer Specification (**Subject to changes)

1. Graphics*: NVIDIA® GeForce® GTX 1060 or AMD Radeon™ RX 480, equivalent or better.
2. Processor: Intel® Core™ i5-4590 or AMD FX™ 8350, equivalent or better
3. Memory: 8 GB RAM or more
4. Video out: HDMI 1.4, DisplayPort 1.2 or newer
5. USB ports: 1x USB 2.0 or better port
6. Operating system: Windows® 7 SP1, Windows® 8.1 or Windows® 10

Headset Specification

1. Screen: Dual AMOLED 3.6" diagonal
2. Resolution: 1080 x 1200 pixels per eye (2160 x 1200 pixels combined)
3. Refresh rate: 90 Hz
4. Field of view: 110 degrees
5. Safety features: Chaperone play area boundaries and front-facing camera
6. Sensors: SteamVR Tracking, G-sensor, gyroscope, proximity
7. Connections: HDMI, USB 2.0, stereo 3.5 mm headphone jack, Power, Bluetooth
8. Input: Integrated microphone
9. Eye Relief: Interpupillary distance and lens distance adjustment

Controller specification

1. Sensors: SteamVR Tracking
2. Input: Multifunction trackpad, Grip buttons, dual-stage trigger, System button, Menu button
3. Use per charge: Approx. 6 hours
4. Connections: Micro-USB charging port
5. Tracked area requirements
6. Room-scale: 2m x 1.5m min. room size, 3.5m x 3.5m max



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