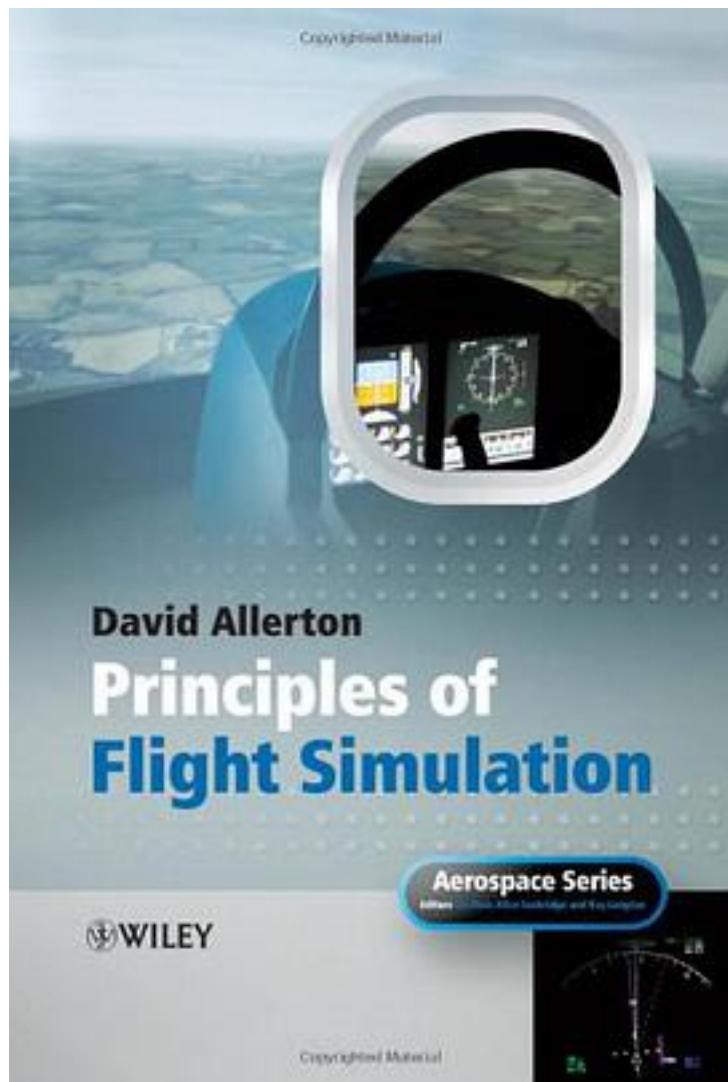


# Principles of Flight Simulation



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"Principles of Flight Simulation" is a comprehensive guide to flight simulator design, covering the modeling, algorithms, and software which underpin flight simulation. The book covers the mathematical modeling and software which underpin flight simulation. The detailed equations of motion used to model aircraft dynamics are developed and then applied to the simulation of flight control systems and navigation systems. Real-time computer graphics algorithms are developed to implement aircraft displays and visual systems, covering OpenGL and OpenSceneGraph. The book also covers techniques used in motion platform development, the design of instructor stations and validation and qualification of simulator systems. An exceptional feature of "Principles of Flight Simulation" is access to a complete suite of software to enable experienced engineers to develop their own flight simulator - something that should be well within the capability of many university engineering departments and research organizations. The book brings together mathematical modeling, computer graphics, real-time software, flight control systems, avionics, and simulator validation into one of the faster growing application areas in engineering. Featuring full color images and photographs, "Principles of Flight Simulation" will appeal to senior and postgraduate students of system dynamics, flight control systems, avionics, and computer graphics, as well as to engineers in related disciplines covering mechanical, electrical, and computer systems engineering needing to develop simulation facilities.

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