# Arduino Model Flight Simulator

There's lots of model airplanes, why not a model flight simulator?

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University of Washington Dec 4 2018

This Project combines an Arduino, a joystick, a Flight Simulator running on an Android phone, and the a plastic airplane model piloted by an intrepid Lego Man. The Arduino moves the platform servos based on the position it reads from the joystick. The flight simulator is controlled by the phone of the Android phone, as it "rides" the platform. The platform supports pitch (up/down) and roll (left/right), making it a two degree of freedom (2-DOF) platform

Phase 1

Paper Prototype

Phase 2

Pitch-only (1-DOF)

Phase 3

Platform C Construction
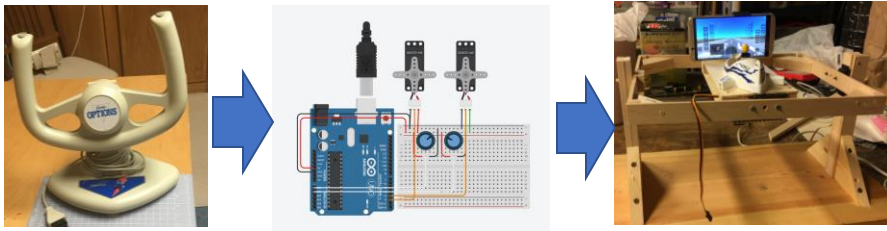
Flight Instructions

Yoke

- Pull back to climb; push to dive.
- Rock left &right to turn.

Game pad

- Left stick for throttle (up/down)
- Right stick for rudder (left/right)
- A for landing gear up/down
- X for flaps down; Y for up
- B for spoilers.