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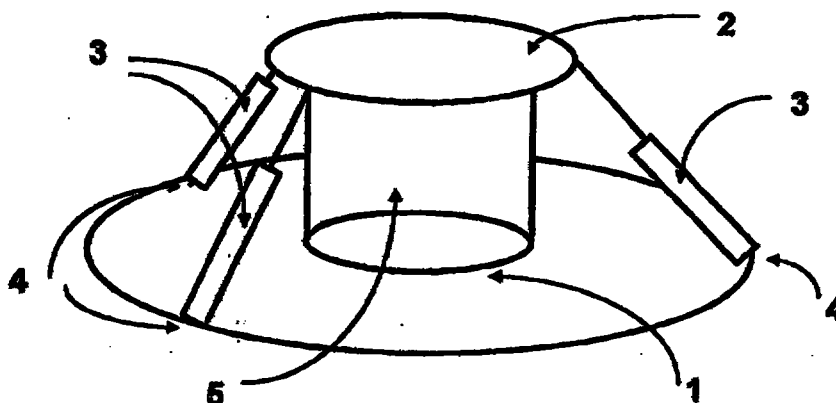
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(54) Title: IMPROVEMENTS IN SIMULATORS



(57) Abstract

Apparatus for simulating motion in the form primarily of a seat having arrangements for providing the user with cues which influence the users perception of apparent motion, particularly sustained movements. A fixed seat frame has a moveable seat from which can tilt about orthogonal roll and pitch axes and be displaced linearly in the heave, surge and sway directions: all movements are small and are accompanied preferably by synchronised variations in the apparent hardness of regions of the contact surface so that a user experiences the small relative displacements and apparent tendency to slip in relation to the seat in synchronisation with other cues which result in an interpretation of the experience to simulate the effects of real motions without actually involving movement. This may reinforce the effects of a convention motion simulator, for example for flight training.