

## CONSTRUCTION CRANE SIMULATION Mobile Lattice



GlobalSim™



### True to Life

The GlobalSim Mobile Lattice model is a cable controlled crane mounted on crawlers. It is designed for constructing building and lifting heavy loads. Train crane operators for specific challenges such as certification courses or dangerous emergency situations, which would be impractical to recreate using live equipment.

### Full Training Options

Take advantage of true training flexibility by building and editing training scenarios to meet your particular needs. Change attachments, select tasks and even control environmental factors such as weather, wind, and time of day.

### Get the Full Picture

Students gain real, transferable skills with custom training scenarios enhanced by the control and monitoring ability of an advanced instructor station. Instructors can assess critical skills and understand areas of weakness in students, allowing for timely corrections and rapid improvement.

### Flexible Hardware Options

GlobalSim's advanced simulation systems offer the most realistic virtual training available. With several platforms to choose from and the option to have interchangeable control consoles, GlobalSim can provide a training solution for specific configurations of any equipment.

## Model Specifications

- » Main boom: 46 ft. - 233 ft.
- » Lattice jib: 74 ft. - 219 ft.
- » Lift capacity: 110 ton
- » Driving speed: 0.83 mph (1.35 km/h)



## Product Features

- » Virtual Reality (VR) headset providing full 360 views and depth perception
- » 4K high-resolution visual system
- » Full-featured student station with real controls matching the actual equipment
- » Optional motion system providing correct cues for advanced training
- » Instructor station application for monitoring and controlling training sessions
- » Scenario editor for creating an unlimited number of new exercises
- » Training Management System for storing performance records and evaluating improvement
- » After Action Review Application for training session feedback

