RENTAL

We offer 2 rental options:

OPTION 1: We deliver the simulator to your location and conduct a 2 hour train-the-trainer session covering the simulator and software. This option is best for rentals of 3 or more days. Please note our rental simulators are based in Brisbane (Australia).

OPTION 2: We deliver the simulator and our instructor stays and facilitates all driver training around the simulator. We can also use our Beer Goggles, Marijuana Simulation Goggles and conduct Safe Driving Lectures covering your choice of up to 40 topics. This option is best for 1 to 2 day hires.

If the simulator is going indoors it can be unloaded from the trailer. If being used outdoors we will also leave our trailer that has 3 opening sides and stools for viewers to gather around and watch the action.

SALES

SDT-151 (front cover) is an inexpensive system with steering wheel, pedals, gear lever, handbrake & ignition key and indicators. It comes with Learn Driving software and can operate with Euro Truck software and several car racing games.

SDT-152 (see above) is a sled style frame that has either a road car or race seat fitted, plus handbrake and runs 1 to 3 screens. It includes a computer specified to run premium City Car Driving (enterprise) software.

SDT-153 (front cover) is a partially enclosed simulator with triple screens, real car seat, handbrake and seatbelt all linked to premium City Car Driving software.

SOFTWARE

The City Car Driving software used with the SDT-152 and 153 model simulators is the multi-user, commercially licensed version with all vehicles and routes unlocked. It operates in both LHD and RHD and supports many languages. The software has a realistic physics engine to model the dynamics of each car. Weather can be changed, so too can traffic volumes, plus hazardous scenarios can be introduced.

The software is also available as a stand-alone item to be purchased for use in your PC system.

SIMULATORS CAN DEMONSTRATE THE CONSEQUENCES OF:

- Tailgating
- Speeding
- Distracted Driving (texting, reaching for an item, eating food or drinking while driving)
- Divided attention failure
- Disobeying road rules
- Fatigue or zoning out
- Alcohol/Drug impairment (using the Fatal Vision goggles)
- Aggressive driving or drivers
- Concentration when driving
- Variable conditions (wet roads, gravel roads, fog, sun glare)
- Not following correct procedures (like shoulder checks before lane changing)

A simulator can be used to recreate a hazardous situation for the driver to experience and then review in safety.

SIMULATORS CAN BE USED TO TEACH:

- Starting procedures
- Correct use of pedals
- Gear changing
- Hill starts (using the handbrake fitted)
- Brake application (including ABS on/off)
- Steering techniques
- General driving skills
- Vision through corners
- Scanning and hazard perception
- Procedures for driving (like system of car control, lane position, changing lanes, use of indicators, leaving a parking spot, parking, reversing, merging, freeways, roundabouts, gravel roads, ascending steep climbs, dealing with traffic etc.)

This can be demonstrated in the safety and stress free environment of the simulator before moving into a real vehicle. Safer for both the student, instructor and vehicle.

SAFE DRIVE TRAINING Pty Ltd
Phone: +617 3299 7723
Email: info@sdt.com.au
Website: www.sdt.com.au
SDT-151 DRIVING SIMULATOR SYSTEM

This portable driving simulator is controlled by a unique mini-car interior, which has a steering wheel, 5-speed gear lever, handbrake, foot pedals (clutch, brake and accelerator), ignition key, indicator stalk, wiper stalk and horn. The simulator comes with software, so the user only needs to plug into an existing computer or laptop and slide a seat up to the controls and away you go.

✓ Pre-learner Training (before in-car driving lessons students can learn the controls)
✓ Use in school to compliment or commence driver-ed classes
✓ Use at company safety events to demonstrate bad driving (texting or with beer goggles)

The simulator unit and software is setup for Right Hand Drive. It includes Learner Driver modules for gear-changing, hill start, reverse parking, cornering and mud driving. There are also scenarios for driving in heavy rain, mountains and snow plus a severe module with hazards requiring evasive response. Included is a left-hand drive test for practicing to drive on the other side of the road (before travel to China, USA). Choose from 4 vehicles which can be driven as manual or automatic. There is a reporting screen for each module and a unique replay function for analysis and driver feedback.

ADVANTAGES:
✓ Low cost (rent or purchase)
✓ Portable (with optional case)
✓ Learn the controls of a car
✓ Many scenarios with feedback
✓ Good for introductory training
✓ Can be used with Eurotruck sim

Frame: Metal and plastic construction with height adjustable steering column
The simulator is supplied assembled

Hardware: Buyer needs own screen, computer, table and chair.
Minimum system requirements are:
- RAM above 1GB (2GB is recommended)
- CPU frequency above 2.0 GHZ with 2GB Hard disk space
- Screen resolution of 1280x768 minimum
- Integrated graphics above 256MB memory
- Windows XP, Vista or Windows 7 (Windows 8 or 10 not supported)

Warranty: Simulator frame covered by 60-day warranty on defects
Pricing: All prices in Australian Dollars (AUD)
Quoted ex-Brisbane, Freight can be arranged at additional cost
Payment required in advance, credit cards only accepted in Australia
International buyers may be liable for GST/VAT on importation

<table>
<thead>
<tr>
<th>CODE</th>
<th>PRODUCT</th>
<th>AUSTRALIAN BUYER (inc GST)</th>
<th>INTERNATIONAL BUYER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic</td>
<td>Simulator only</td>
<td>$1155.00</td>
<td>$1090.00</td>
</tr>
<tr>
<td>Event Kit</td>
<td>Simulator unit + 2 x Fatal Vision Goggle + A.I.M. Distracted Driving Poster + Distractions Match 2 Game + Eye Sight Chart + Alco-cup (Standard drink cup) + Walk-the-line tape</td>
<td>$2255.00</td>
<td>$2050.00</td>
</tr>
</tbody>
</table>

NEWSFLASH: EURO TRUCK SIMULATOR software can be configured to operate with this simulator system, giving the option of running truck driver training.

<CLICK HERE FOR PROMOTIONAL VIDEO>
PLEASE NOTE: Euro Truck Simulator software is not included but typically can be purchased for AUD$30 per copy.

The SDT-151 simulator is supplied with Learn Driving (V5.1) software, which includes the following modules:

**100 Gears Shift**
This is a simple exercise to start with and get introductory experience with using the Simulator, after every 100 metres you will need to change gears. Also if required, the student can exit to the Settings section and adjust the sensitivity of the clutch and accelerator.

**Parking Practice 1**
In this driving exercise you will learn how to Reverse Parallel Park, the parking space you need to park into will be highlighted.

The student can learn the procedure for parallel parking and use the external views and replay feature to better understand the car’s dimensions and movements.

**Parking Practice 2**
In this parking drill you will be required to reverse into a garage style car parking space, once again the parking space will be highlighted.

**Continuous Curve**
In this exercise you will be required to keep the car smooth and consistent around a continuous corner. This is also a good exercise to focus on visually looking further ahead, hand position and steering techniques.

**Start And Reverse & U-turn Practice**
In this Reversing exercise you practice straight line reversing using your mirrors.

In the U-turn exercise you will practice completing a U-turn again a good place to practice steering technique and vision skills.

**8-shape Road**
This is a Figure 8 driving exercise that focuses on road position and steering techniques. It allows the student to get better spatial awareness of the vehicles dimensions.

**Mud Road Practice**
This is a mud road training exercise that is ideal to use with the 4wd car that can be selected from the menu. This represents off road driving very well with a slippery and bumpy surface.

**Climbing Lane**
This exercise is to get experience with keeping the car steady up and down the hill. The handbrake can be used for practicing hill starting without stalling the engine. Extra in-screen views open up for the student to see beside the car.
Right angle Turning
In this exercise you will be required to navigate around a complex course consisting of 90-degree corners, challenging your awareness and steering skills. Extra in-screen views open up for the student to see beside the car.

City & Expressway Driving
This scenario is an open road driving experience (allowing you to choose your own route) through a city and expressway. The student will learn to deal with traffic and adopt safe driving techniques like speed control, scanning, concentration and adopting a good following distance. This is a good module for demonstrations of distracted driving by getting the student to text while driving or make a phone call or reach for an item.

Rain Driving
This scenario simulates an open road driving experience (choose your own route) but in wet weather conditions. The student needs to use the windscreen wipers and drive according to the visibility available.

Severe Environment
This is another free driving experience but with a twist, there are a number of obstacles that will surprise you and challenge decision-making skills. There are active hazards and problems which occur and the driver needs to make decisions and react accordingly.

Night Driving
In this exercise you can drive around a city environment at night time. This will give experience about reduced vision, scanning and planning ahead.

Snow Driving
In this exercise you can drive around a mountain area in slippery snow and ice conditions. This will provide experience with careful use of the accelerator to avoid wheel spin and careful use of the brakes to avoid skidding.

Mountain Area Driving x 2
There are 2 modules that simulate driving in a mountain environment; the student will need to concentrate on vision and choosing the correct speed and gear (using low gears for climbing and low gears for speed reduction when travelling downhill).

Left-hand Drive Test
This is full driving test in a left-hand drive car (right side of road). Voice prompts talk the student through the tasks. A feedback report is provided at the end of the test. This is useful for people planning to travel to countries like China, USA or Vietnam where driving occurs on the opposite side of the road.
**UPDATE: Other software that supports this simulator**

To the best of our knowledge the following driving simulator software and PC games also support the use of the SDT-151 simulator. For some software applications the simulator needs to be switched from **Simulator** into **Game** mode (using the switch on the back of the simulator). We do not offer technical support for these other software programs. But in general this software can be purchased and installed onto a PC and then from the setup menu the operator can set the software to recognize which pedals and buttons correspond to certain actions (Accelerator pedal is for acceleration etc). The buyer will need to investigate software licensing for commercial/business applications vs. home editions. Some of these programs have internet forums and unofficial sites for downloading new trucks, cars, driving routes etc. It is recommended someone proficient with computers assists to setup these software programs.

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This car racing (extreme driving game) has awesome graphics and numerous cars available with an enhanced physics engine to replicate cornering, braking and acceleration forces. There are many versions available under the Need for Speed title.

This TRUCK DRIVING SIMULATION GAME offers left and right hand drive trucks of different sizes and combinations, transporting different loads across Europe. The majority of the European highway system is included and additional countries can be downloaded.

There is a strong community of on-line users of this software and they develop new trucks, paint jobs and even SUV vehicles to download and install into this program.

Using the SDT-151 simulator with this software can allow introductory truck training to techniques such as steering, reversing, dealing with tight turns, inner city traffic, gear usage, ascending and descending steep mountain ranges and defensive driving techniques.
SDT – 152 SIMULATOR

This is an affordable sled-style simulator operating on premium City Car Driving software. It is supplied with a single screen* and a real car seat and handbrake are fitted and linked to the software. Additional screens can be added to the frame (one monitor screen supplied but mounting brackets for triple screens are included)

SPECIFICATIONS

Simulator Frame: Powder coated metal frame with single 24 inch screen (*optional 3 screens)  
Telescopic construction  
Road car seat and handbrake mechanism all linked to the software

Hardware: Computer has Intel Core I7 3.6 GHz CPU, 8GB RAM (DDR4),  
120GB SSD Hard Drive, Microsoft Windows 10 operating system,  
Graphics Card R7 270X 4GB GDDR5 WITH BOOST running Eyefinity  
1 x 24 inch LED screens (Benq RL2455 gaming screen)  
Wireless keyboard with in-built mouse tracker pad  
Logitech G920 Force Feedback Steering Wheel, Pedals and Gearlever  
All cables + powerboard with surge protection

Software: Authorised multi-user licenced Enterprise version of City Car Driving (Version 1.5.4) + additional simulator and driver training software as outlined in this proposal

Training Resources: Supplied with a range of driver education resources as outlined in this document.

Warranty: Simulator frame covered by 6 months warranty, all hardware covered by each manufacturer’s warranty on components

PRICING: Australian Buyers AUD$9,900.00 inc GST  
International Buyers* USD$7,480.00

TERMS:  
Delivery, setup and on-site training (if required) will be added and an official quotation prepared.

FOR AUSTRALIAN ORDERS:  
Company or School Purchase Order must be received  
50% deposit required to confirm order  
Full payment due within 7 days of delivery

FOR ALL INTERNATIONAL ORDERS:  
Full payment required to confirm order (this is not negotiable)  
Credit card payments will not be accepted  
Supplied in 2 plastic crates with some assembly required on delivery

* New Zealand, Papua New Guinea, East Timor, Indonesia, Fiji, Solomon Islands, Malaysia, Singapore
SDT – 153 SIMULATOR

This is a partially enclosed simulator with a custom designed frame operating on premium City Car Driving software. It has triple screens, a seat, seatbelt and handbrake from a road car that is linked to the software. This simulator is portable (using a trailer with ramp) and is suitable for Driving Schools and High Schools seeking a professional simulator for novice training.

<CLICK HERE FOR PROMOTIONAL VIDEO>

SPECIFICATIONS

Simulator Frame:
- Powder coated custom designed frame with triple screen mounting
- Front wheels and rear handle for lifting and movement
- Road car seat, seatbelt and handbrake mechanism all linked to software
- Customised full-colour branding (decals) supplied with your company name and logo
- Your choice of colours for the simulator frame

Hardware:
- Computer has Intel Core i7 3.6 GHz CPU, 8GB RAM (DDR4), 120GB SSD Hard Drive, Microsoft Windows 10 operating system
- Graphics Card R7 270X 4GB GDDR5 WITH BOOST running Eyefinity
- 3 x 24 inch LED screens (Benq RL2455 gaming screens)
- Wireless keyboard with in-built mouse tracker pad, External speakers
- Logitech G920 Force Feedback Steering Wheel, Pedals and Gearlever
- All cables + powerboard with surge protection

Software:
- Authorised multi-user licenced Enterprise version of City Car Driving (Version 1.5.4)
- + additional simulator and driver training software as outlined in this proposal

Training Resources:
- Supplied with a range of driver education resources as outlined in this document.

Warranty:
- Simulator frame covered by 6 months warranty, all hardware covered by each manufacturer’s warranty on components

PRICING:

Australian Buyers: AUD$17,875.00 inc GST
International Buyers: USD$13,700.00*

TERMS:
- Delivery, setup and on-site training (if required) will be added and an official quotation will be prepared.

FOR AUSTRALIAN ORDERS:
- Company Purchase Order must be received
- 40% deposit required to confirm order and start build
- Full payment due within 7 days of delivery

FOR ALL INTERNATIONAL ORDERS:
- Full payment required to confirm order (this is not negotiable)
- Credit card payments will not be accepted

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Current as at January 15, 2018
SDT-153 CUSTOMISED BRANDING

The buyer of a SDT-153 simulator can choose the colour of the frame to match their corporate colours and we provide customized branding for the buyer. Your logo is inserted into the simulator decals which are attached to the frame prior to delivery. This means your simulator will promote your business and/or sponsors name and look amazing.

Below are examples of the simulator colours and branding we have created for clients:
***OPTIONAL EXTRA***

TRAILER FOR SIM TRANSPORT

We can also supply a fully enclosed custom designed trailer to move the simulator to events. Trailers have supplied to:

- Mobile Training Simulator (operates in Kingaroy, Lockyer Valley and Brisbane)
- South Australian Police for high school driver safety programs
- Queensland Police (2 units) for high school driver safety programs (in Cairns and Townsville)
- Tasmania PCYC (Bridgewater) for youth driver safety programs

OPTION 1: Enclosed Pantech trailer for transporting the simulator to a location and then unloading the simulator for use

Size: 2100mm x 1200mm x 1500mm high
Structural Capacity: 900kg
Sides & Roof: 1.6mm Hot Roll cold
Floor: 2.1mm Chequer Plate
Tie Downs: 4 Recessed Rings
Ramp: Spring Assisted single person lift
Rims: New 14" Ford stud Sunraysia White
Tyres: 3 x new 185R14 Light Truck (includes spare)
Lights: LED's A.D.R. Approved
Features: Spare Wheel, Jockey Wheel, Reinforced Mudguards, Plug Holder, Mud Flaps
Finish: Zinc rich Primed + two coats of Industrial Enamel. Your choice of colours. Sign writing can be arranged at additional cost.

Price Guide: AUD$6600 inc GST
Registration and delivery at additional cost

OPTION 2: Enclosed Pantech trailer with opening sides for transporting the simulator to a location and then leaving simulator on-board

Size: 2100mm x 1200mm x 1500mm high
Structural Capacity: 900kg
Sides & Roof: 1.6mm Hot Roll cold
Floor: 2.1mm Checkerplate Plate
Tie Downs: 4 Recessed Rings
Side Doors: Lift up on Gas Struts with locks
Ramps: Loading ramps stored under the rear
Rims: New 14" Ford stud Sunraysia White
Tyres: 3 x new 185R14 Light Truck (includes spare)
Lights: LED's A.D.R. Approved
Features: Spare Wheel, Jockey Wheel, Reinforced Mudguards, Plug Holder, Mud Flaps, Drop down stabiliser bars at rear corners of trailer.
Finish: Zinc rich Primed + two coats of Industrial Enamel. Your choice of colours

Price Guide: AUD$8800 inc GST
Registration and delivery at additional cost
The multi-user licensed “enterprise version” of City Car Driving (version 1.5.4) software can be purchased as a stand-alone option. Buyers can install this software into their own PC-based driving simulator. Use of the Home version in commercial driving simulators is prohibited.

City Car Driving is a driving simulator program, using advanced car physics to achieve a realistic car feeling and a high-quality render engine for graphical realism. Cars, roads, traffic and pedestrians are created as to make users feel they're driving a real car in a real city.

**CLICK HERE FOR PROMOTIONAL VIDEOS:**  
<VIDEO A>  
<VIDEO B>

**New features of version 1.5.4 (released in July 2017)**

- Added new parts of the city with government district, courtyards, major transport interchanges and several multi-level car parks.
- New defensive driving exercises at a special training complex, this includes emergency lane change, emergency braking, fast slalom, reversing tests, high speed cornering and random lane change (like the elk or kangaroo swerving test).
- Added a new function of record/playback. It makes it possible to record a driving session in a file that can be played back for review. During the playback the instructor can switch the camera view angles to review the situation. This feature is useful for better analysis with the student.
- A 4WD vehicle is added (left hand drive) with the ability to engage 4H or 4L for off-road simulation.
- Added a new dangerous situation - sudden pedestrians! If this function is activated pedestrians can suddenly cross the road in random places. Tests the drivers hazard perception and reactions.
- Added a new dangerous situation - broken traffic lights! Resulting in hazardous situations with traffic crossing from the side that could result in a dangerous side impact.
- Added support of head-mounted display Oculus Rift and Track IR Headgear.
- Added traffic police are placed on some junctions to direct traffic flow.
- Added an adaptation to US traffic rules. In addition to the traffic rules changed: road signs, markings, traffic lights, as well as virtual speedometer (shows speed in MPH). US traffic rules are available for selection during the profile creation. Therefore if someone is planning to visit the USA, they can get driving experience with US road signage and experience of driving on the right side of the road.
- Added winter mode with not only falling snow and snow textures, but also physically with reduced co-efficient of friction (slippery/less grip).
- Improved optimization. Upgraded the multi-threaded rendering mode.

Recommended system configuration:

- **Operating System:** Windows 7 SP-1, 8, 8.1, 10;  
- **CPU:** Intel Core i# 3.2 GHz / AMD FX 4xxx 3.6 GHz  
- **Video:** AMD Radeon R7 250X / nVidia GeForce GTX 750  
- **RAM:** 8 Gb DDR3 RAM; **HDD:** 10 Gb of free space;  
- **Screen:** 1920x1080, 32 bit; **Sound:** compatible with DirectX 9.0;  
- **Other:** keyboard, mouse, Logitech G27 or G920 steering wheel;

**PRICING:**

- **Australian Buyers**  
  Upgrade* to Version 1.5: AUD$2,495.00 inc GST  
  International Buyers*: AUD$298.00 inc GST  

**TERMS:**

- Postage included. Full payment required to confirm order (this is not negotiable)  
- * Upgrading requires a previous “enterprise” version of City Car Driving with the security HASP key.

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Current as at January 15, 2018
SDT is the exclusive distributor for City Car Driving Software in many Asia-Pacific countries. This software is supplied with the SDT-152 and SDT-153 model simulators.

**Our simulators are loaded with an authorized multi-user licenced “enterprise version” of the software. This ensures your investment is protected by not using illegal home-user licensed software when using the simulator for commercial driver training.**

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The software has the following features:

**LANGUAGES:** The software can be set into the following languages: English, German, French, Italian, Spanish, Portuguese, Turkish, Czech, Chinese, Danish, Finnish and Japanese.

**INTERNATIONAL OPTIMISATION:** When a driver starts they can choose which international mode they wish to attempt for that session, this allows practice with Left-hand drive or Right-hand drive traffic and experience with the road signage of that region.

- **AUSTRALIAN MODE:** If Australia is chosen the software includes Australian road signage and Australian-made Holden Commodore (VE model) and Ford Falcon (BF Utility) with realistic simulation of the in-cabin layout of both vehicles. Police and Ambulance vehicles show the 000 emergency phone number and vehicles have Australian style number plates.

- **USA MODE:** In addition to the traffic rules changed: road signs, markings, traffic lights, as well as virtual speedometer (shows speed in MPH). Therefore if someone is planning to visit the USA, they can get driving experience with US road signage and experience of driving on the right side of the road.

- **EUROPEAN MODE:** In this mode traffic rules are changed as are the road signs, markings, design of traffic lights.

Please note: All driving is done in the same virtual city and environment (same road networks, buildings, trees, signs) just the road rules, road markings and vehicles change to suit which countries mode is selected. Therefore you are not driving in any specific country (USA or Australia)

**SETTINGS MODE:** The instructor can alter the graphics specifications (shadows, rendering, reflections, brightness and contrast), sounds can be turned on or off and the volume adjusted.

The Simulator comes with a wireless keyboard and the gear lever and steering wheel have buttons which can be programmed to perform vehicle control tasks like indicators, headlights, high beam, windscreen wipers and horn. Using the settings mode every control feature can be programmed to different buttons and keyboard keys. The calibration and sensitivity of the steering wheel, accelerator, brake and clutch pedal can also be adjusted.

The Simulator frame has a road car seat that can be adjusted for height, recline angle and reach (moved in and out). On the SDT-153 frame the pedals and steering wheel tray can be moved in or out to provide a better position for the short or tall driver.
STUDENT RECORDS: Each user of the simulator can have their own profile with the simulator controls set to their preferences and records kept of all driving sessions including infringements. This can be used to record progress, measure improvements but also to monitor if students are deliberately driving badly when not being watched by the instructor.

<table>
<thead>
<tr>
<th>EVENT</th>
<th>PENALTY</th>
<th>TIME FROM SESSION START</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hindrance to the vehicle moving in the same direction.</td>
<td>5 pts.</td>
<td>0:17:20</td>
</tr>
<tr>
<td>You are driving more than 80 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:21</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>0:17:28</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>0:17:29</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>0:17:30</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>0:17:31</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>0:17:32</td>
</tr>
<tr>
<td>You've pulled over the road way.</td>
<td>3 pts.</td>
<td>0:17:33</td>
</tr>
<tr>
<td>You are driving more than 20 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:34</td>
</tr>
<tr>
<td>You are driving more than 40 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:35</td>
</tr>
<tr>
<td>You are driving more than 60 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:36</td>
</tr>
<tr>
<td>You are driving more than 80 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:37</td>
</tr>
<tr>
<td>You are driving more than 20 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:38</td>
</tr>
<tr>
<td>You are driving more than 40 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:39</td>
</tr>
<tr>
<td>You are driving more than 60 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:40</td>
</tr>
<tr>
<td>You are driving more than 80 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>0:17:41</td>
</tr>
<tr>
<td>You've had an accident.</td>
<td>Traffic accident</td>
<td>0:17:42</td>
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<td>15.07.2016 - Free driving</td>
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<tr>
<td>15.07.2016 - Free driving</td>
<td>121 pts.</td>
<td>121 pts.</td>
</tr>
<tr>
<td>15.07.2016 - Free driving</td>
<td>222 pts.</td>
<td>222 pts.</td>
</tr>
</tbody>
</table>

VEHICLES: The student can choose from a range of passenger and light commercial vehicles. They can also choose the vehicle colour. Each vehicle has an authentic dashboard layout, acceleration, braking capability, handling dynamics and engine sound. The chosen vehicle can be driven as an automatic, clutch-less manual, manual gearbox with paddle shift or manual gearbox with H-pattern gearbox. ABS can be switched on or off.

Unlike many driving simulators, City Car Driving has an advanced physics engine providing a high realism of driving. Maximum speed corresponds to the real vehicle and a mathematical model of each engine simulates: friction force, inertia and the realistic work of the starter and many other parameters. Brake lockup, understeer skids, oversteer slides, spins and handbrake slides are all possible.

OPTIONAL EXTRA: We can create additional vehicles (specific to your country) and install them into the software. This can allow authentic looking police vehicles, taxi’s and local makes or models that people in your country are used to seeing or driving.
DRIVING WORLD: The software has a large virtual city that provide a huge driving area and include roads, crossings and junctions of various types and complexity, that help get confidence on the road in any situation. It gives users the opportunity to drive from one district of the city to other without extra loading screens.

- **Learn-to-Drive Test Track:** with slalom, parking, steering and cornering drills
- **Old District:** narrow streets, unsupervised crossings
- **Modern District:** wide streets, many multiline roads, signalled and unsupervised crossings
- **Superhighway:** with freeway on-ramps, off-ramps, higher travel speeds
- **Country Road:** with merging of 2 lanes into 1 and narrow roads
- **Gravel Road:** with bumps, obstacles and reduced traction (grass can be driven on)
- **Southern District:** wide streets with tramways, signalled and unsupervised crosswalks, narrow tangled courtyards with many parked cars
- **Mountainous Area:** narrow roads with steep hills and elevation changes, includes 4WD track across steep and slippery terrain
- **NEW Defensive Driving:** emergency driving scenarios (braking, lane change, slalom)

An interactive detailed city map will help you to not get lost in a big virtual world. There are also navigator tips while drive along each route.

Support for both right-handed and left-handed driving modes allows you drive not only under the usual traffic rules, adopted in most countries of the world - on the right side of the road, but also under the rules used for the driving on the left side of the road, as it is in Australia, Japan, UK and some other countries. This feature makes this driving simulator a versatile tool, regardless of the country which the user resides in. This also allows users to practice their driving before travelling to a location with different traffic orientation.

Smart traffic “AI” ensures that cars are physical, they’re able to collide with the user’s car or with each other. Traffic density and its "aggression" can be adjusted in the game settings.
**MAIN TASKS:** There is a range of driving tasks or missions for the student driver to accomplish, each testing specific skills (time management, fuel efficiency etc). Students need to complete a task before the next one is accessible:

- Car Starting
- Reverse Parallel Parking
- Zig-Zag Test
- Driving on Hilly Terrain
- City Driving
- Yard Driving
- Obeying Road Signs
- Non-Stalling
- Country Driving
- Moving Fragile Cargo
- Fuel Efficient Driving
- A Driving Test
- Delivering an order
- Hard working day

**ADDITIONAL TASKS: (DEFENSIVE DRIVING)**

There is a selection of defensive driving tasks to test reactions and vehicle control skills at the driver training area.

This includes emergency lane change, emergency braking, fast slalom, reversing tests, high speed cornering, standard lane change and random “left or right” lane change (ie. elk/kangaroo test)

**ENVIRONMENT:** The driving environment is fully controllable with adjustments possible for Day/Night/Sun/Rain/Fog/Snow, Traffic Density, Traffic Behaviour (Calm or Aggressive). The instructor can make the roads full of traffic like peak-hour or adjust down to light traffic volumes.

The new **winter mode** has not only falling snow and snow textures, but also physical changes with a reduced co-efficient of friction (slippery/less grip)
EMERGENCY SCENARIOS: The software can generate sudden emergency events such as:

- a car drives across the centre lines into your lane
- a car cuts into the lane just in front of the users car
- the car in front brakes suddenly
- pedestrians crossing the road in wrong places
- broken traffic lights (uncontrolled intersection)

These hazards can be set to happen occasionally or very frequently. This can be used to test a drivers alertness, hazard perception and reactions in challenging situations. If a driver is fatigued, distracted, speeding or wearing the beer goggles (supplied) the ramifications of reckless driving can be highlighted through these scenarios and the resulting impacts.

OTHER FEATURES:

- **Record/playback function** makes it possible to record a driving session in a file that can be played back for review. During the playback the instructor can switch the camera view angles to review the situation. This feature is useful for better analysis with the student.

- **Accurate traffic rules** helps students to examine each road situation. And the virtual instructor provides on-screen feedback while driving.

- **Pedestrians** look like alive and behave accordingly, sometimes crossing the road in the wrong places. The virtual city has lots of supervised and unsupervised crosswalks used by pedestrians.

- **High-quality graphics** is confirmed by the screenshots. Cars have shadows, highlights, reflections. Roads become wet and greasy after rain. Asphalt is very realistic.

- **Sound effects** are realistic and improve immersing in the driving process. There are such effects as the sound of police sirens, slipping wheels in skids and horn blasts from impatient drivers.

- **Damage.** All cars get visible damage, when impacts occur. However there is no graphic content to encourage students to try and cause spectacular impacts (for example pedestrians are run over, but no graphic detail is seen)
STEERING WHEEL & PEDAL SYSTEM

The SDT-152 and SDT-153 simulators now use the Logitech G920 steering wheel, pedals and gear lever. This system has been chosen to keep the costs down and allow for easy replacement if something goes wrong after years of simulator use. The steering wheel diameter is smaller than a real car but this ensures students develop good steering techniques. The instrument panel of the vehicle being driven is shown on-screen. A larger diameter wheel can be supplied at additional cost.

Leather steering wheel

The steering is covered in high-quality, hand-stitched leather, with the look and feel of a high-performance car steering wheel and it gives a comfortable but durable experience. Powerful dual-motor force feedback realistically simulates force effects for precision response. Solid steel ball bearings in the wheel shaft and stainless steel paddle shifters and pedals make the G920 very robust and hard wearing.

900° Steering

The 900-degree lock-to-lock rotation of the G920 Driving Force means you can turn the wheel around two and a half times. It's the same degree of motion as a steering wheel inside a car. The steering wheel top stripe is a visual indicator of which direction the wheel is pointing.

Responsive Pedal Unit

Maintain a more realistic driving body position with the separate floor pedal unit with integrated throttle, brake, and clutch pedals. G920 Driving Force lets you comfortably accelerate, brake and change gears with the feel of an actual car. The nonlinear brake pedal mimics the performance of a pressure-sensitive brake system for a more responsive, accurate braking feel.

ON-SITE INDUCTION TRAINING

(SDT-152 and SDT-153 models)

If SDT is delivering the simulator to your venue we will unpack, setup and our instructor can conduct on-site induction training for your personnel. The induction training covers:

- Setup of simulator (fitting and removing screens, adjusting frame, troubleshooting)
- Review of simulator features
- Operation of simulator software
- Maintenance procedures
- Practice delivering a simulator training session

The induction training usually takes 2 hours and is done on the same day as the simulator is delivered and hand-over occurs. Ideally this session is limited to a maximum of 4 participants.

Some overseas buyers have elected to have the simulator freighted directly to them and not receive any on-site training. In this case, SDT will provide comprehensive instructions and telephone and video support to assist the buyer to unpack and setup the simulator.
***OPTIONAL EXTRA***

TRAIN-THE-TRAINER SESSION

Since some simulator buyers are not experienced with conducting driver assessments or driver training, SDT can also provide a 1-day train-the-trainer session. This hands-on session prepares your personnel to deliver successful driver training and mentoring to your target audience.

The training cover how to use the software to teach different driving techniques/strategies and the best practice techniques for the following aspects of driving:

THE THEORY SESSIONS WILL COVER THE FOLLOWING TOPICS:

General Driving: basics of clutch usage, gear use, signals, cornering, system of vehicle control
Starting a Vehicle: the instrument panel, colour of lights, how a diesel engine is different, vehicle systems
Seat & Steer: how to sit in the seat and steer for optimum comfort and control (fatigue reduction)
Seatbelts: why and how to wear a seatbelt correctly for optimum safety
Road Rules: correct application of road rules, use of roundabouts, how traffic lights work
Driving Dangers: how crashes happen, statistics and high risk driving times
Safe Driving: definition of Defensive Driving and key attitudinal and behavioral concepts for safety
Risk Awareness: risk awareness, risk mitigation and why taking risks causes skill failures
Buffer Zones: the time and distance equation and need to leave a safety bubble
Covering Brakes: why this technique is important and improves reaction time
Vision Skills: how a driver can better use their eyes to read/scan ahead and predict hazards
Blind Spots: how to adjust mirrors, check blind spots and why daytime headlights are essential
Hazard Perception: examples of scenarios and how to apply defensive driving techniques
Commentary Drive: how to conduct commentary driving to test vision and hazard perception
Braking Skids: what happens when you brake hard in a panic (mechanically, physically & mentally)
ABS/ESC/SRS: how these systems work and what a driver needs to know about their operation
 Loose Objects: why cargo needs to be secured and where the best locations are for storage
Pre-start Checks: how to perform the important engine and tyre checks before driving
Parking: how to reverse park safely and secure a vehicle (using gears, handbrake and wheels)
Australian Roads: specific issues that happen on Australian roads (including country road driving)
Overtaking: the correct position for overtaking and the overtaking test for determining if/when
 Drunk Driving: alcohol impairment which includes demonstrations using Fatal Vision Beer Goggles
Tyres: the warning signs of bad maintenance, how to check pressures and tread depth
Fatigue: causes, warning signs, cabin oxygen ratio and other measures
Distractions: how mobile phones, GPS and other distractions cause divided attention failure
Eco Driving: how to improve fuel economy

THE PRACTICAL SIMULATOR SESSIONS WILL COVER THE FOLLOWING:

Defensive Driving: application of defensive driving techniques using the simulator
Steering: correct steering techniques for optimum vehicle control
Vision Skills: Slalom exercise and/or cornering drills to demonstrate long range vision and scanning
Skid Awareness: demonstration of oversteer and understeer (many other simulators don't model the physics of driving very realistically) With our simulators skid training is possible
Emergency Braking: practice of threshold braking to prevent excessive brake application (the slam and panic syndrome) and allow steering control even in ABS equipped vehicles
Reversing/Parking: Parking and/or reversing exercises to address common driving errors
Weather Condition: Night driving, low visibility, slippery roads
***INCLUDED***

**DRIVER EDUCATION RESOURCES:**

To support the use of your simulator for driver education, SDT supplies buyers the following additional resources and training aids:

<table>
<thead>
<tr>
<th>ITEM</th>
<th>DESCRIPTION</th>
<th>151 MODEL</th>
<th>152 MODEL</th>
<th>153 MODEL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Defensive Driving Handbook</strong></td>
<td>A 23 page full colour handbook on Defensive Driving (to complement the train-the-trainer session). All buyers also receive FREE ACCESS to our on-line SAFE DRIVING DIRECTORY that contains many pages of safe driving tips and road safety information.</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Driver Assessment Sheet:</strong></td>
<td>We have developed a comprehensive driver assessment sheet to allow simulator operators to assess drivers and give feedback on their driving techniques (such as seating position, steering, use of vehicle controls, general driving and defensive driving to avoid risky situations)</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Alco-cup Standard Drink Cup:</strong></td>
<td>Alco-cups demonstrate the quantity of alcohol that makes a standard drinks for different types of beer, wine and spirits. These are useful tools for educating drivers about responsible drinking strategies.</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Eye Sight Chart:</strong></td>
<td>With transport departments no longer conducting eye-sight testing for licence renewal and with increasing numbers of Diabetics (suffering impaired vision), it is important to test drivers eyesight. Therefore this eyesight chart is a useful tool to accompany driver training with the simulator.</td>
<td>? Available to order</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Distract-A-Match Game:</strong></td>
<td>This unique shape matching game helps demonstrate in a fun and engaging way the impact of distractions on our reaction time and judgment. This tool provides a clear and easy to understand lesson about the impact of distractions on a person’s ability to drive safely.</td>
<td>? Available to order</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Fatal Vision Alcohol Impairment Goggles:</strong></td>
<td>These unique goggles demonstrate the impairment of alcohol consumption on a person’s vision and co-ordination. The goggles can be used for a walk-the-line sobriety test or used by the person driving the simulator for a unique anti-drunk driving demonstration.</td>
<td>? Available to order</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>A.I.M. Awareness in Motion Lenticular Poster</strong></td>
<td>This poster promotes the danger of distracted driving. The lenticular lens technology puts into motion an all-too-common occurrence of a texting driver and the tragic consequences that can result. At first glance, the driver appears to face no immediate danger but with a shift of viewing angle you see a tragedy about to occur.</td>
<td>? Available to order</td>
<td>? Available to order</td>
<td>✓</td>
</tr>
</tbody>
</table>
***OPTIONAL***

**DRIVER EDUCATION RESOURCES:**

The following driver education resources are available to add to your order:

**Marijuana Simulation Experience:**
This new training kit includes a goggle and other educational games to simulate the impairment of Marijuana. The kit also includes a USB containing a range of drug education resources and an Australian-made interactive hazard perception video that is watched while wearing the Marijuana Simulation Goggle.

**T.V.L. Tunnel Vision Lenses:**
These lenses are applied over the Fatal Vision Goggles to demonstrate the Tunnel Vision effect that occurs with alcohol and drug consumption. Can also be used to promote novice drivers to turn their heads and scan further ahead while driving.

**D.I.E.S. Danger in Every Step Floor mat:**
This double sided floor mat is used in conjunction with the Fatal Vision Goggles to provide an interactive demonstration of the dangers of alcohol and drug impairment (walking down stairs, tripping over objects etc).

**Alcohol Education PowerPoint:**
This is a comprehensive PowerPoint presentation covering the impact of alcohol on human reactions, driving performance and drunk driving prevention strategies. The content is made in Australia with Australian content and terminology.

**Standard Drink Pouring Kit:**
The AlcoCups Standard Drink Pouring Educational Kit contains 6 different plastic cups containing a specialised two part epoxy resin. The epoxy resin outlines what a standard drink looks like for the specific alcohol beverage. Alcohol beverages include Light Beer, Heavy Beer, Wine, Champagne, Spirit and Shot. Students are asked to pour what they think a standard drink is for each alcohol type.

**Redline Disposable Alcohol Testers:**
REDLINE is a simple to use alcohol breathalyser, which detects the presence of alcohol in the body and gives an accurate indication of whether the blood alcohol content has exceeded a specific limit. Use this for testing students suspected of consuming alcohol or as a unique course give-away.

**Concussion Training Kit:**
The full training kit is a hands-on awareness program allowing participants to experience the simulated TBI (Traumatic Brain Injury) symptoms of dizziness, visual disconnect, disorientation, hesitation and confusion. The kit includes information for the trainer to run a session, games for participants, assessments and hand-out materials.

**Skid Control Posters & PowerPoint:**
3 x A2 laminated colour posters for driving instructors to discuss understeer, oversteer and spins. The back of each poster has driver training advice on how each skid is caused and how it is recovered from. The buyer also receives a USB with the graphics file for each skid and a PowerPoint presentation on skid control techniques.

**Defensive Driving PowerPoint:**
This comprehensive PowerPoint presentation (300+ slides) addresses the dangers of driving and risk management strategies for safe driving. The presentation contains numerous images and video clips to reinforce the principles being explained.
When you purchase a SDT-152 or SDT-153 model simulator you will also receive the following additional driver training resources to assist with your road safety programs:

- **ROAD RULE TEST:** There is a 20 question road rule test for students to complete. Once they complete the test, the correct answers are shown and additional explanations provided.
- **3 x DRIVING KNOWLEDGE TESTS:** There are 3 x 20 question general knowledge tests about the basics of safe driving. Once they complete the test, the correct answers are shown.
- **SOFTWARE MANUAL:** There is an electronic version of the City Car Driving user’s manual
- **BRAKING DISTANCE GAME:** This program challenges users to select a braking point so as to avoid hitting an object. The user chooses the vehicle size, speed, weather conditions, tyre tread level and type of road surface. These parameters vary the braking distance.
- **REACTION TIME TESTER:** This is designed to measure the Reaction Time of a driver (perception time plus foot from accelerator to brake pedal time). The driver is prompted to apply the brake to a random hazard; they must perceive the hazard and then react. The program will show the reaction time and a chart of how far the vehicle would travel during this time period at various speeds. A distraction or impairment can then be introduced to measure the effect on reaction time.
- **SMS RACING:** This is an anti-texting game. The user attempts to get a low lap time while driving a racing car around a racing circuit and responding to text messages as soon as possible. The user quickly learns that texting and driving is very distracting.
- **LIVE FOR SPEED:** This is a free trial version of this popular motorsport simulator. This version has several vehicles and tracks available, including some driver training tests (braking, slalom etc).

- **SAFE DRIVING VIDEOS:** There are 16 driver training videos that provide almost 40 minutes of additional safe driving content for novice drivers to view. This can be watched by the simulator user or shown to a larger group via the monitor screens. Topics covered are:

  1. **Seating Positions:** Why and how to adjust the seat position for optimum control
  2. **Changing Gears in a Manual:** How to change gears correctly in a manual
  3. **Safe Following Distance:** Why and how to maintain a correct following distance
  4. **Mirror Adjustment:** Why and how to adjust the mirrors for optimum coverage
  5. **Share the Road with Bicycles:** Advice to share the road around bicycle riders
  6. **Fuel Economy Tips:** Tips to improve fuel economy
  7. **Braking Distances:** Demonstration of 4 vehicles performing emergency braking at 80 km/h
  8. **Lane Position:** Why lane position is important
  9. **Seatbelts:** Why and how to adjust the seatbelt for optimum safety
  10. **Night Driving:** Tips for driving at night
  11. **Steering Positions:** How to position your hands when holding the steering wheel
  12. **Steering Techniques:** How to adjust your hand position when turning
  13. **Share the Road with Trucks:** A truck driver tips to inform car drivers about sharing the road
  14. **Suspension Test:** How to perform a suspension “bounce” test
  15. **City Driving Tips:** Defensive driving tips for city driving (traffic lights, freeways, roundabouts)
  16. **Crash Test:** Video showing the results of a real-world crash test involving a car at 80 km/h
WHY SIMULATORS?

Simulators are ideal for basic introductory training to the concepts of driving and for demonstrating the ramifications of risk taking behavior. **This simulator is not designed to replace real-world driving experience.** Research shows students get their driver’s licence faster when simulators are used. (research shows 1 hour in a simulator in the early learner phase is equivalent to 3 hours of on-road driving). Some scientific studies, performed in the USA, have shown that when a good simulator is used, accident rates during the two year period after getting the licence, is reduced to 34% of the national average accident rate of novice drivers. The better quality of the simulator and the curriculum the larger the resulting benefit.

Simulators can teach:
- Starting Procedures
- Correct use of pedals
- Gear Changing (H-pattern gear selector and paddle-shift)
- Hillstart Procedure (using the handbrake fitted)
- Brake Application (software allows ABS on or off)
- Steering Techniques
- Procedures for driving (system of car control, lane position, changing lanes, leaving a parking spot, merging, roundabouts, dealing with traffic, cornering)
- Scanning and Hazard Perception
- Vision through corners (especially with a triple screen simulator)

Simulators can demonstrate the consequences of:
- Tailgating and aggressive drivers
- Not following procedures (like not shoulder checking when changing lanes)
- Speeding and inappropriate speed for the conditions (fog, rain, heavy traffic)
- Variable Conditions (wet roads, fog, unsealed roads)
- Disobeying Road Rules
- Distracted Driving (get the student to use mobile phone or other source of distraction)
- Divided Attention Failure (ask students to multi-task with mental load whilst driving)
- Reaching for an item (ask students to pickup an item from under or behind the seat)
- Alcohol Impairment (using the Fatal Vision “Beer” Goggles supplied)
- Marijuana Impairment (using the Marijuana Simulation Goggle and software)
- Concentration required for safe driving
- Fatigue or zoning out (get the student to drive along the motorway for 10 minutes)

SDT is a driver training company that sells simulators, as such we can openly advise on the limitations of simulator training. **Some simulator manufacturers will falsely promise that simulators will replace up to 90% of real-world driving. We don't believe in this claim.** Simulators (except the multi-million dollar 3-D hydraulic ram versions) do not realistically mimic the real physics of driving a car. Therefore they are great training tools for novice driver training but have an end-point where real-world training must take over.
Simulators don’t consider the show-off look at me attitude of novice drivers. They might act safe in the simulator but once on the open road behavior very differently with their peers.

Simulators might have variable weather conditions, but turning on the rain feature only reduces vision. It does not accurately demonstrate the change to tyre grip, spray from other vehicles, standing water and aquaplaning risk. Our simulators are not designed to replicate the real-world physics of car handling and dynamics.

**BUSINESS CASE FOR SIMULATORS**

Using simulators, both High Schools and Training Institutes can be involved in the driver education of novice drivers from pre-learner upwards. This means driver training can be taught at schools from a younger age (14 years old+) to prepare teenagers for their future driving. This can develop the skills and attitudes to driving over a longer period, compared with the current rush to get a license during busy final school years and exam loads.

- Schools can impose a simulator usage fee to recoup investment and allow future driver training investments.
- Driving schools using simulators can separate themselves from their competitors and offer clients unique training courses involving a mixture of simulator and real-world driving experience.
- Simulators are attractive to “generation Z” who are the most computer literate generation.
- Simulators are real driver training devices, as opposed to “car racing games” that don’t reflect real life consequences and crash damage.
- Students start learning basic vehicle control and road awareness EVEN BEFORE they have their Learners Permit.
- Training is conducted in a safe environment without the stress of mechanical damage or crashing, allowing students to focus on the skills being taught and therefore enhancing learning outcomes.
- It makes it possible to teach the student to cope with dangerous situations that do not occur frequently on the road.
- Students can identify and practice driving activities they are struggling with such as roundabouts, merging or heavy traffic.
- The simulator has the ability to be paused and/or participants can make new attempts at a scenario to enable constructive discussion.
- Training is delivered in an interactive environment, where students can make mistakes and learn from them in total safety.
- Head tracking (optional) creates a fully immersive environment that allows for shoulder checks and creates better spatial awareness.
- The triple screen technology on the simulator is so real once students are driving, they often lean forward to look around objects – this is developing both their observation skills, and their vehicle control skills.
- Fewer hours on the road: reduces fuel consumption which is good for the environment: one hour in the simulator gives a CO2 emission which is 13x less than one hour in a car.
- The SDT Simulator requires no maintenance, registration, insurance and there’s no fuel cost.
- High quality of training in less time at lower cost.
REVIEW OF OTHER SIMULATORS

Before commencing operations, SDT did a thorough review of the driving simulator market and this showed us the deficiencies in some simulator systems or software.

Some software has very poor Physics simulation, which does not accurately model a vehicle’s handling such as braking and cornering forces. When test driving a simulator we encourage you to try and spin out the car and see if the software models and replicates this.

Some simulators are constructed very cheaply and whilst they might have a functioning dashboard and pedal systems, there are concerns over back-up support and replacement of broken components which might render your simulator inoperative for long periods.

Some simulators we have encountered promote training videos that are actually the video footage of the owner’s manual of a foreign car and have little relevance to the simulator user. Also some simulators we have encountered use colour blindness tests and other “value adding” software packages that are possibly supplied in breach of copyright from their respective owners.

FREQUENTLY ASKED QUESTIONS

Q. Can I choose the colour of the simulator frame?
A. Yes for the SDT-153 model you can choose the colour of the frame and sheet metal.

Q. Can I use other software on this simulator?
A. Yes, the simulator is a PC computer with a Windows 10 Operating System, this means you can purchase and install other software by internet download or via USB or USB connected CD drive.
This means other simulator programs (for example forklift, crane, tractor and “car racing” style games) can also be installed giving the simulator other benefits and appeal to different users. Many of the cars racing simulations have amazing graphics, realistic physics and some have advanced driving challenges like slalom, braking and lane changing.

Q. **How do I move the simulator around?**

A. The SDT-151 simulator is light weight and can be lifted by 1 person. The SDT-152 simulator can slide around on a hard surface using the floor mat provided. It can be partially dismantled (into 2 parts) and reassembled at a new location. The SDT-153 simulator has a mobility lift handle at the rear and wheels at the front. It is easy for 1 person to wheel around once the triple screens have been removed.
Q. What are the simulator dimensions?

<table>
<thead>
<tr>
<th>SIMULATOR MODEL</th>
<th>HEIGHT</th>
<th>WIDTH</th>
<th>LENGTH</th>
<th>WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDT-151 simulator</td>
<td>800 mm</td>
<td>600 mm</td>
<td>800 mm</td>
<td>18 kg</td>
</tr>
<tr>
<td>SDT-152 frame only</td>
<td>1160 mm</td>
<td>700 mm</td>
<td>1510 mm</td>
<td>50 kg</td>
</tr>
<tr>
<td>SDT-152 with 1 screen</td>
<td>1260 mm</td>
<td>700 mm</td>
<td>1510 mm</td>
<td>55 kg</td>
</tr>
<tr>
<td>SDT-153 frame only</td>
<td>1420 mm</td>
<td>650 mm</td>
<td>1950 mm</td>
<td>85 kg</td>
</tr>
<tr>
<td>SDT-153 with 3 screens</td>
<td>1550 mm</td>
<td>1950 mm</td>
<td>1950 mm</td>
<td>95 kg</td>
</tr>
</tbody>
</table>

Q. Where is the computer located?
A. For the STD-153 simulator the computer is enclosed under the seat in a secure storage compartment. This is ventilated and has fans to ensure the computer does not overheat when being used for lengthy periods.

Q. Are software upgrades available?
A. Yes we work with our simulator owners to act as a cooperative and jointly submit requests for software upgrades and share the development costs between all parties involved. This means future software upgrades would cost substantially less and all users share the upgraded changes, compared to charging one buyer for exclusive customisation.

Q. How can I view a simulator?
A. SDT will happily conduct a demonstration of our simulators for potential buyers. They are available to view (by appointment) at our Head Office in Meadowbrook (Brisbane).

Q. Who is using SDT driving simulators?
A. The following clients are using driving simulators purchased from SDT

The SDT-151 simulator is in use by many driving schools, community organisations and schools.

The SDT-152 simulator is currently in use by:

- Port Kembla Hospital (patient rehabilitation trial)
- Afford in Sydney (mental health patients)
- Kalgoorlie YMCA for youth road safety programs
- Optalert Australia in Melbourne for fatigue research and R&D testing
- Department of Youth Justice for high school driver safety programs in Hervey Bay
- R.E.D. Inc in Lismore for youth driver training and mentoring for driver licensing

The SDT-153 simulator is currently in use by:

- SDT (our company) for high school driver safety programs in South-east Queensland
- Mobile Training Simulator (operates in Kingaroy, Lockyer Valley and Brisbane)
- South Australian Police for high school driver safety programs
- Warringa College in Melbourne for high school driver safety programs
- Queensland Police (2 units) for high school driver safety programs (in Cairns and Townsville)
- Darwin Prison (for traffic offender programs)
- Northern TAFE (2 units for youth and aboriginal road safety in Karratha and Port Hedland)
- Murrumbidgee Youth Detention Centre in Canberra (for traffic offender programs)
- PCYC Auburn (Sydney) for youth driver safety programs
- PCYC Perth for youth driver safety programs
- Tasmania PCYC (Bridgewater) for youth driver safety programs
- Indian Ocean Group Training (2 units) for driver education on Christmas and Cocos Islands
- Weill Cornell Medical College in Qatar (2 units) for research into driver fatigue
- Lafarge Holcim for fleet safety in Dubai
Q. **Does the simulator software support VR Headgear?**  
A. Yes the software supports Oculus Rift, HTC Vice and TrackIR

Q. **Can the simulator be used to address alcohol impaired driving**  
A. Yes the latest version of the software has an alcohol impaired driving mode, plus Fatal Vision alcohol impairment goggles are supplied with the simulator (SDT-152 or SDT-153) for students to wear to provide further educational experiences.

Q. **Does the simulator software provide training on vehicle problems**  
A. Yes the simulator software can be set to replicate mechanical problems like overheating, fuel leakage or a tyre puncture. The frequency of these problems can be set.
Simulator Driver Training is a division of Safe Drive Training (Aust) Pty Ltd, one of Asia-Pacific’s leading driver training providers. ABN 52094561213

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