Distributors now available in
- Bangladesh
- Kingdom of Saudi Arabia
- SADC Southern African Development Community
SDT Simulator Driver Training offer High Schools, Driving Schools, Community Groups and Government Agencies the opportunity to buy an affordable driving simulator to conduct novice driver training or road safety awareness campaigns. SDT is the exclusive distributor for the City Car Driving simulator software which has been customized for Australia, New Zealand, Europe, Germany and USA with local road signs, road markings and road rules. All simulator models include additional software (Reaction Time, Braking Distance, Distracted Driving, and Car Racing Simulation plus Driver Training Videos, Road Rule Tests, Driver Knowledge Tests and Fatal Vision Alcohol and Drug Impairment Goggles).

Being a driver training company (with 23 years experience) we can also provide hand-over induction training or train-the-trainer to ensure your personnel deliver quality driving instruction.

**SALES**

**SDT-181** (right) is a portable system supplied with a hard transport case, VR goggle, single screen plus steering wheel, pedals and gear lever mounted to a frame. **SDT-182** (top of page) is a sled style frame that has either a road car or race seat fitted, plus handbrake and 3 screens. An optional motion platform can be built into this frame to replicate the g-forces of acceleration, braking and cornering. **SDT-183** (see front cover) is a partially enclosed simulator with triple screens, real car seat, handbrake and seatbelt. The buyer chooses the colour and the frame is branded with your logos. This sim is portable with trolley wheels and a lift handle. We can supply an enclosed trailer to match.

All simulators are available as LHD or RHD.

**SOFTWARE**

All SDT simulators use premium City Car Driving software. You will receive the multi-user licensed enterprise edition (for commercial use) with all vehicles and routes unlocked. The software supports both LHD and RHD plus many languages. The software has a realistic physics engine to model the dynamics of each car. Weather can be changed, so too can traffic density, plus emergency scenarios can be introduced. This includes vehicle crashes, breakdowns and a drunk driving mode. The software is also available as a stand-alone purchase for use in your own PC based simulator.

**SIMULATORS CAN DEMONSTRATE THE CONSEQUENCES OF:**

- Tailgating
- Speeding
- Distracted Driving (texting, reaching for an item, eating/drinking)
- Divided attention failure
- Disobeying road rules
- Fatigue or zoning out (using goggles)
- Alcohol/Drug impairment
- Aggressive driving or drivers
- Variable conditions (wet roads, unsealed, fog, ice, snow, sun glare)
- Consequences bad driving or incorrect procedures

A simulator is the place to recreate a hazardous situation for the driver to experience and then review in safety.

SAFE DRIVE TRAINING Pty Ltd
Phone: +617 3299 7723
Email: info@sdt.com.au
Website: www.sdt.com.au
WHAT UNIQUE THINGS CAN A SIMULATOR TRAIN FOR?  https://youtu.be/4i_jCJhb-j4
WHAT RESOURCES COME WITH A SIMULATOR?  https://youtu.be/Wtx4bVaH8e4
HOW DO I? FREQUENTLY ASKED QUESTIONS  https://youtu.be/NxjeHq6HEOs
CAN THE HOME EDITION BE USED FOR BUSINESS  https://youtu.be/NcxbMbuulcs
SDT COMPANY PROFILE VIDEO  https://youtu.be/Yh50SrToclY

- 3 SIMULATOR MODELS AVAILABLE (ALL UNDER USD$15K)
- AMAZING DRIVING SOFTWARE
- ADVANCED DYNAMICS WITH LARGE VIRTUAL WORLD
- CHANGE WEATHER, TRAFFIC, VEHICLES, TERRAIN
- PRACTICE EMERGENCY SCENARIOS & DEFENSIVE DRIVING
- CHANGE BETWEEN LEFT AND RIGHT HAND DRIVE
- MULTI-LINGUAL SUPPORT
- SUPPLIED WITH DRIVER EDUCATION RESOURCES
  TO BE A COMPLETE TURN-KEY SOLUTION FOR TRAINING
- PC BASED SO WORKS WITH MANY OTHER DRIVING SIMS
- VR HEADSET SUPPORT
- MOTION PLATFORM AVAILABLE
- TELEMETRY OUTPUT AVAILABLE FOR RESEARCH
This portable VR driving simulator comes with a powerful mini-computer operating premium City Car Driving software. It is supplied with a HTC Vive VR headset, a 24 inch screen, hard storage case and a collapsible metal frame to mount the supplied Logitech steering wheel, gearlever and pedals for a truly immersive driving experience.

**SPECIFICATIONS**

**Simulator Frame:** Powder coated collapsible metal frame with telescopic construction
Can be setup (or swapped) from Right Hand Drive to Left Hand Drive
All components fit into the hard storage case supplied for easy transportation

**Hardware:**
1 x HTC Vive VR Headset and 2 x telescopic stands for mounting the VR sensors
1 x 24 inch LED screens (Benq RL2455 gaming screen) with desktop stand
Mini-computer with Intel i5 7400 Quad Core i5 3.0 GHz CPU, 8GB RAM (DDR4),
120GB SSD Hard Drive, Microsoft Windows 10 operating system,
Graphics Card Inno3D GeForce GTX 8GB
Wireless keyboard with in-built mouse tracker pad
Logitech G920 Force Feedback Steering Wheel, Pedals and Gearlever

**Storage Case:** Supplied with large Pelican™ Spacecase for secure transportation and freight.

**Software:**
Authorised multi-user licenced Enterprise version of City Car Driving

**Training Resources:**
Supplied with 1 x Fatal Vision Alcohol impairment goggle, 1 x Distract-A-Match game,
1 x Eye Sight Chart, 2 x Alco-cup standard drinks glass, 2 x Driver Training Posters,
5 x Defensive driving handbooks, Driver assessment form + the additional driver training software and videos outlined on Page 18 of this document.

**PRICING:**

| Australian Buyers: | AUD $10,115.00 inc GST |
| International Buyers: | USD $6,740.00 |

**Payment Terms:**
We can supply an official quotation once the delivery location is known.
This will add delivery, setup and on-site training (as required).

©Safe Drive Training (Aust) Pty Ltd  Current as at October 19, 2020
This budget simulator system is designed for schools and colleges that already have an IT Department with skilled personnel, their own computer systems and access to VR goggles. The simulator consists of the steering wheel, pedals and gear lever mounted to a metal frame and an authorized copy of City Car Driving with the additional software, videos and driver training resources outlined.

**SPECIFICATIONS**

- **Simulator Frame:** Powder coated collapsible metal frame with telescopic construction
  Can be setup (or swapped) from Right Hand Drive to Left Hand Drive
- **Hardware:** Logitech G920 Force Feedback Steering Wheel, Pedals and Gearlever
- **Software:** Supplied with authorised multi-user licenced Enterprise version of City Car Driving
  Requires a computer with Intel i5 7400 Quad Core i5 3.0 GHz CPU or similar
  8GB RAM (DDR4), Microsoft Windows 7 or 10 operating system,
  Graphics Card Inno3D GeForce GTX 6GB or similar
- **Training Resources:** Supplied with 1 x Fatal Vision Alcohol impairment goggle, 1 x Distract-A-Match game,
  1 x Eye Sight Chart, 2 x Alco-cup standard drinks glass, 2 x Driver Training Posters,
  5 x Defensive driving handbooks, Driver assessment form + the additional driver training software and videos outlined on Page 18 of this document.

**PRICING:**

- **Australian Buyers:** AUD $4,945.00 inc GST

**Optional Extra:**

- We can supply for VR capability: HTC Vive VR or Oculus Rift Headset
  Plus telecopic stands for mounting the VR sensors

**Payment Terms:**

- We can supply an official quotation once the delivery location is known.
  This will add delivery, setup and on-site training (as required)

<table>
<thead>
<tr>
<th>FOR AUSTRALIAN ORDERS:</th>
<th>FOR ALL INTERNATIONAL ORDERS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purchase Order must be received</td>
<td>Full payment required to confirm order (this is not negotiable)</td>
</tr>
<tr>
<td>50% deposit required to confirm order</td>
<td>Credit card payments will not be accepted</td>
</tr>
<tr>
<td>Full payment due within 7 days of delivery</td>
<td></td>
</tr>
</tbody>
</table>

©Safe Drive Training (Aust) Pty Ltd  Current as at October 19, 2020
This is an affordable sled-style simulator operating on premium City Car Driving software. It is supplied with your choice of triple screens or one large 35 inch curved screen. It comes ready to drive with a steering wheel, gearlever and pedals, plus a real car seat and road car handbrake are fitted and linked to the simulator software. An optional Motion Platform can be added to this frame.

**SPECIFICATIONS**

**Simulator Frame:** Powder coated metal frame with telescopic construction
- Frame can be changed from Right Hand Drive to Left Hand Drive
- Road car seat and handbrake mechanism all linked to the driving software
- Seat has height adjustment and moves in and out to adjust for different height drivers

**Hardware:**
- Computer has AMD Ryzen 5 3600 6 Core AM4 3.6 GHz CPU, 8GB RAM (DDR4), 120GB SSD Hard Drive, Microsoft Windows 10 operating system,
- Graphics Card Inno3D GeForce GTX 8GB
- 3 x 24 inch BenQ gaming monitors (RL2455)
- 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
- (the motion version uses upgraded simulator software to support this capability)

**Training Resources:**
- Supplied with 2 x Fatal Vision Alcohol impairment goggle, 1 x Distract-A-Match game,
- 1 x Eye Sight Chart, 2 x Alco-cup standard drinks glass, 2 x Driver Training Posters,
- 10 x Defensive driving handbooks, Driver assessment form + the additional driver training software and videos outlined on Page 18 of this document.

**PRICING:**

**Standard SDT-182 simulator**

**Australian Buyers:** AUD $12,495.00 inc GST
**International Buyers:** USD $8,350.00

**Motion Platform SDT-182 simulator**

**Australian Buyers:** AUD $18,945.00 inc GST
**International Buyers:** USD $12,550.00

**FOR AUSTRALIAN ORDERS:**
- 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 crates with some assembly required
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.

**SPECIFICATIONS**

**Simulator Frame:**
- Powder coated custom designed frame with triple screen mounting
- Can be ordered as Right Hand Drive or Left Hand Drive setup
- 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 AMD Ryzen 5 3600 6 Core AM4 3.6 GHz CPU, 8GB RAM (DDR4), 120GB SSD Hard Drive, Microsoft Windows 10 operating system,
- Graphics Card Inno3D GeForce GTX 8GB
- 3 x 27 inch LED monitors with thin bezel (edge)
- Wireless keyboard with in-built mouse tracker pad, External speakers
- Thrustmaster GT300 GT Edition Steering Wheel, Pedals and Gearlever
- All cables + powerboard with surge protection

**Software:**
- Authorised multi-user licenced Enterprise version of City Car Driving

**Training Resources:**
- Supplied with 2 x Fatal Vision Alcohol impairment goggle, 1 x Distract-A-Match game,
- 1 x Eye Sight Chart, 5 x Alco-cup standard drinks glass, 2 x Driver Training Posters,
- 15 x Defensive driving handbooks, Driver assessment form + the additional driver training software and videos outlined on Page 18 of this document.

**PRICING:**

**Australian Buyers:** AUD $18,495.00 inc GST

**International Buyers:** USD $12,175.00

**Payment Terms:**
- We can supply an official quotation once the delivery location is known.
- This will add delivery, setup and on-site training (as required)

**FOR AUSTRALIAN ORDERS:**
- 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 fully assembled in wooden crate
The buyer of the SDT-183 simulator system 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 SDT-183 TRANSPORT

We can also supply a fully enclosed custom designed trailer to move the SDT-183 simulator to events. Trailers have supplied to:

- **DRIV4LYF Katherine**
- **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:** 3mm composite aluminium sheeting
- **Floor:** 2.1mm Chequer Plate
- **Ramp:** Spring Assisted single person lift
- **Rims:** New 14" Ford stud Sunraysia White
- **Tyres:** 3 x new 185R14 Light Truck (includes spare)
- **Suspension:** 7 leaf slipper spring suspension
- **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.

**Estimate:** AUD$7,400 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:** 3mm composite aluminium sheeting
- **Floor:** 2.1mm Checkerplate Floor
- **Ramp:** Loading ramps stored under the rear
- **Rims:** New 14" Ford stud Sunraysia White
- **Tyres:** 3 x new 185R14 Light Truck (includes spare)
- **Suspension:** 7 leaf slipper spring suspension
- **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.

**Estimate:** AUD$8,800 inc GST
Registration and delivery at additional cost
The Traction Plus system combined with the Next Level Racing® Motion Platform V3 provides incredible levels of vehicle feedback to the driver to feel exactly what the vehicle is doing by precisely delivering sway, surge, roll, pitch, understeer and front traction loss (critical feature usually only experience in 6DOF motion platforms), oversteer and rear traction loss, power slides and drifting, partial heave, vehicle and road effects such as road surface, bumps, wheel lock/spin, gear changes etc and shunting effects (to feel side impact contact from opponents/wall).

The Traction Plus system moves the whole cockpit and delivers both understeer and oversteer in the most realistic and precise way possible. Based on feedback from professional drivers during product development the understeer component of a motion platform which is usually only found in 6DOF systems is absolutely critical in accurately and precisely simulating the vehicle.

Feeling both understeer and oversteer the platform can be used effectively for driver/racer training particularly for cornering and rally, feeling what is happening with both rear and front of the vehicle. Even the differences between rear wheel drive, front wheel drive and all-wheel drive vehicles can be felt with the precise feedback delivered through the Traction Plus platform. The Motion Platform V3 and Traction Plus combine to provide accurate vehicle feedback for front wheel lock up meaning you will feel vibration as well as front of the vehicle sliding out of the corner when too much brake pressure is applied. (also applicable for rear wheel lock up depending on vehicle bias).

### SPECIFICATIONS

<table>
<thead>
<tr>
<th>Simulator Frame:</th>
<th>Next Level Racing Motion Platform V3 with Traction Plus system Buyers choice of Race seat with race harness or road car seat and standard seatbelt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hardware:</td>
<td>Computer has AMD Ryzen 5 3600 6 Core AM4 3.6 GHz CPU, 8GB RAM (DDR4), 120GB SSD Hard Drive, Microsoft Windows 10 operating system, Graphics Card Inno3D GeForce GTX 8GB 3 x 31.5 inch LED monitors with thin bezel (edge) External free standing screen mounts Wireless keyboard with in-built mouse tracker pad, External speakers Thrustmaster GT300 GT Edition Steering Wheel, Pedals and Gearlever All cables + powerboard with surge protection</td>
</tr>
<tr>
<td>Software:</td>
<td>Authorised multi-user licenced Enterprise version of City Car Driving</td>
</tr>
<tr>
<td>Training Resources:</td>
<td>The same training resources are included as per the SDT-183 simulator</td>
</tr>
</tbody>
</table>

### PRICING:

- **Australian Buyers:** AUD $26,950.00 inc GST
- **International Buyers:** USD $17,550.00
The multi-user licensed “enterprise version” of City Car Driving (version 1.5.9) 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. Watch our promotional video below:

WHAT UNIQUE THINGS CAN A SIMULATOR TRAIN FOR?  https://youtu.be/4i_jCJhb-j4

- There is now a ride-sharing passenger transportation feature – complete with customer reviews. The more passengers are satisfied, the more fuel you'll get available on your fuel card!
- You can fit a trailer and practice in the learner driving centre (parking, slalom etc) and also use the trailer in the free driving mode around the virtual city in different weather and traffic conditions.
- Freight delivery with a trailer, allows you to make deliveries while towing a large trailer
- Added vehicle problems that can be engaged to cause mechanical problems like engine overheating, brake failure, steering problems, tyre puncture and run out of fuel.
- Added drunk driving mode, which then simulates the blurred vision and lack of coordination that comes from high range drunk driving. In this mode it is very difficult not to crash.
- Added support of head-mounted HTC Vive, Oculus Rift and Track IR Headgear
- 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 – traffic accident! Resulting in hazardous situations with a traffic crash suddenly occurring in the traffic ahead.
- Improved winter mode with not only falling snow and snow textures, but also physically with reduced co-efficient of friction (slippery/less grip)

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 G29 or G920 steering wheel

PRICING:  

<table>
<thead>
<tr>
<th>Australian Buyers</th>
<th>Upgrade* to Version 1.5.9</th>
<th>Upgrade* to Motion/Telemetry</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUD$3,200.00 inc GST</td>
<td>AUD $198.00 inc GST</td>
<td>AUD$1,700.00 inc GST</td>
</tr>
</tbody>
</table>

* Upgrade requires a previous “enterprise” version of City Car Driving with the security HASP key
CITY CAR DRIVING SOFTWARE

SDT is the exclusive distributor for City Car Driving Software in many Asia-Pacific countries.

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.

The software has the following features:

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

**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).

- **CANADA MODE:** local road signs and markings, road rules, turn on red traffic lights

- **EUROPEAN MODE:** EU style 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) but if someone is planning to travel to another country they can get driving experience with local road signage and experience of driving on the other side of the road.

**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-183 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>01:17:20</td>
</tr>
<tr>
<td>You are driving more than 80 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>01:17:21</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>01:17:28</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>01:17:29</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>01:17:30</td>
</tr>
<tr>
<td>Right turn signal not used when changing the lanes.</td>
<td>3 pts.</td>
<td>01:17:31</td>
</tr>
<tr>
<td>Rolling off the road without turning on the right signal.</td>
<td>5 pts.</td>
<td>01:17:34</td>
</tr>
<tr>
<td>You've pulled over the road way.</td>
<td>3 pts.</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 20 kph over the speed limit.</td>
<td>5 pts.</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 40 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 80 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 20 kph over the speed limit.</td>
<td>3 pts.</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 40 kph over the speed limit.</td>
<td>5 pts.</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 80 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You are driving more than 20 kph over the speed limit.</td>
<td>Licence revocation</td>
<td>01:17:32</td>
</tr>
<tr>
<td>You've had an accident.</td>
<td>Traffic accident</td>
<td>01:17:32</td>
</tr>
<tr>
<td>+ 15.07.2016-Free driving</td>
<td>649 pts.</td>
<td>06:08:31</td>
</tr>
<tr>
<td>+ 15.07.2016-Free driving</td>
<td>121 pts.</td>
<td>06:08:31</td>
</tr>
<tr>
<td>+ 15.07.2016-Free driving</td>
<td>222 pts.</td>
<td>06:08:31</td>
</tr>
</tbody>
</table>

VEHICLES: The student can choose from a range of passenger, SUV 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 include semi-trailers for truck training and 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 provides a huge driving area and includes 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, u-turn, steering and cornering drills
- **Old District:** narrow streets, unsupervised crossings
- **Modern District:** wide streets, many multilane 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 cuts into the lane just in front of your car or the car in front brakes suddenly
- a vehicle drives across the centre lines into your lane (head-on crash scenario)
- pedestrians cross the road in wrong places
- a road accident happens randomly between other vehicles

VEHICLE PROBLEMS: The software can now generate problems with the vehicle.

✓ Lighting Problem
✓ Brake System Failure
✓ Fuel Leakage
✓ Steering Malfunction
✓ Coolant Overheating
✓ Tyre Puncture

These hazards can be set to happen occasionally or very frequently. This can be used to test a driver’s alertness and reactions to mechanical problems.

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 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. Dust comes off wheels. The road surface 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 discourage students from trying to cause spectacular impacts (for example pedestrians are run over, but no graphic detail is shown).
➤ **Ride-share Training:** There is now a ride-sharing passenger transportation feature – complete with customer reviews. The more passengers are satisfied, the more fuel you’ll get on your fuel card!

➤ **Trailer Towing:** You can fit a trailer and practice in the learner driving centre (parking, slalom etc) and also use the trailer in the free driving mode around the virtual city in different weather and traffic conditions. There is a new exercise for a passenger car with a trailer. Using an app on the game phone (VR tablet), you can choose to start completing goods transportation orders. A loader will be waiting for you at the freight depot to give you the goods, and the route will guide you to the unloading point. Your progress depends on how well you transport goods. As you successfully complete deliveries, you will be entrusted with fragile goods, or even with unloading one batch in two different locations across the city.

➤ **Fuel Consumption:** In the free driving mode, service stations are now usable. Fuel consumption level depends on the style of driving. The navigator automatically routes you to the nearest refueling station when you have low fuel. And of course the fuel usage mode can be turned off if not required.
STEERING WHEEL, GEAR LEVER AND PEDAL SYSTEM

SDT simulators use either the Logitech G920 or Thrustmaster GT steering wheel, pedals and gear lever. These systems have 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.

CLICK TO WATCH VIDEO ABOUT STEERING WHEEL

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.

***OPTIONAL EXTRAS***

CUSTOMISING THE CONTROLS

If the simulator is being used for truck driving, the following modifications are possible

- A larger (30 cm) diameter steering wheel
- A truck style gear lever can be added
- A button box with ignition key and buttons to control vehicle systems can be added

If the simulator is being used with disabled drivers, the following modifications are possible

- A hand controller steering knob can be attached to the steering wheel
- A lever can be added to control acceleration by hand
Since SDT is a driver training company, we support the end users of our simulators with a range of additional driver education resources and training aids. The following video outlines what is included:

WHAT RESOURCES COME WITH A SIMULATOR
https://youtu.be/Wtx4bVaH8e4

<table>
<thead>
<tr>
<th>ITEM</th>
<th>DESCRIPTION</th>
<th>181 MODEL</th>
<th>182 MODEL</th>
<th>183 MODEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defensive Driving Handbook</td>
<td>This 24-page full colour booklet on Defensive Driving summarizes the essential concepts of Safe and Defensive Driving. Use the booklet as a handout to your course participants or keep in your driver education resource library.</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Driver Assessment Sheet</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. <em>(supplied on USB as PDF file)</em></td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Alco-cup Standard Drink Cup</td>
<td>Alco-cups demonstrate the quantity of alcohol that makes a standard drink 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>Eye Sight Chart</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 driver's eyesight. Therefore this eyesight chart is a useful tool to accompany driver training with the simulator.</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Distract-A-Match Game</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 provides a clear and easy to understand lesson about the impact of distractions on a person's ability to drive safely.</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Fatal Vision Alcohol Goggles</td>
<td>These unique goggles demonstrate the impairment of alcohol on a person's vision and co-ordination. The goggles can be used for a walk-the-line sobriety test or used with a driving simulator for a unique anti-drunk driving demonstration. The goggles are available in different BAC levels which allow a person to experience different levels of alcohol impairment (eg. the effect of being at the legal limit compared to several times over the limit).</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Driver Safety Posters</td>
<td>These 2 x A2 laminated posters have been developed by SDT to provide informative driving tips to the audience around and using the driving simulator. The posters cover the topics of carjacking/security and driving vision.</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
</tbody>
</table>
***OPTIONAL EXTRAS***

**DRIVER EDUCATION RESOURCES**

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

**Marijuana Simulation Experience:**
This 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 Goggle.

**Drowsy and Distracted Driving Goggles:**
NEW These unique “blinking” goggles simulate the experience of drowsy driving (like micro sleeps) and also distracted driving. Using the App the instructor controls the blinking rate of the goggles. These are a perfect accompaniment to our driving simulators and any driver education program that targets fatigue or distracted driving.

< CLICK TO WATCH TRAINING VIDEO ON THIS PRODUCT >

**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 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.

**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**
The City Car Driving simulation software has a realistic physics engine, allowing for slides and spins to occur (especially in rain, ice or snow conditions). These 3 x A2 laminated colour posters allow 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.

**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.

(supplied on USB as PowerPoint file)
ADDITIONAL SOFTWARE & VIDEOS
THE FOLLOWING IS ALL INCLUDED

When you purchase any SDT driving 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 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 22 exclusive driver training videos that provide almost 1 hour 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:
  - ✓ Seating Positions
  - ✓ Changing Gears in a Manual
  - ✓ Safe Following Distance
  - ✓ Mirror Adjustment
  - ✓ Share the Road with Bicycles
  - ✓ Fuel Economy Tips
  - ✓ Speed vs Mass when Braking
  - ✓ Lane Position
  - ✓ Seatbelts
  - ✓ Night Driving
  - ✓ Steering Techniques
  - ✓ Steering Techniques
  - ✓ Share the Road with Trucks
  - ✓ Suspension Testing a vehicle
  - ✓ City Driving Tips
  - ✓ Crash Testing
  - ✓ Roundabouts
  - ✓ Traffic Light Tips
  - ✓ Carjacking Safety
  - ✓ Tyre Maintenance
  - ✓ Road Lines
  - ✓ Speeding “gets you nowhere faster”
ON-SITE INDUCTION/HAND-OVER

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
- Training on the additional software and training resources

The induction training usually takes 3 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 6 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. The following are some of our “how to” and help videos for our simulator owners:

- HOW DO I? FREQUENTLY ASKED QUESTIONS https://youtu.be/NxjeHq6HEOs
- HOW TO SET THE CONTROLS IN THE SIMULATOR https://youtu.be/cNnJ-QPpu-g
- HOW TO MOVE YOUR SIMULATOR https://youtu.be/DQ52RnQF-Eg
- HOW DOES THE PARK BRAKE AND SEATBELT WORK https://youtu.be/DVR-RtNWg7Y
- FIXING THE STEERING WHEEL AND PEDALS https://youtu.be/kUi5wvQq078
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 blindspots 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
WHY SIMULATORS?

The following promotional video demonstrates the unique things a simulator can train for:

WHAT UNIQUE THINGS CAN A SIMULATOR TRAIN FOR?  https://youtu.be/4i_jCJhb-j4

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 license, 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 benefits.

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 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 Leaners 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 mechanical servicing, registration, insurance and there’s no fuel cost.
- High quality of training in less time and 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 how 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-183 model you can choose the colour of the frame and sheet metal. Any powder coating colour is available (see https://www.specifyinterpon.com.au/color/)
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 fork lift, 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.

![Software Images](DIRT 3, F1 2016, PROJECT CARS, FORZA HORIZON 3, ASSETTO CORSA, rFACTOR, NEED FOR SPEED, GRID AUTOSPORT, EUROT RUCK 2)

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-181 + components collapsed</td>
<td>320 mm</td>
<td>610 mm</td>
<td>980 mm</td>
<td>45 kg</td>
</tr>
<tr>
<td>SDT-182 frame only</td>
<td>1160 mm</td>
<td>700 mm</td>
<td>1510 mm</td>
<td>50 kg</td>
</tr>
<tr>
<td>SDT-182 with 3 screens</td>
<td>1260 mm</td>
<td>1950 mm</td>
<td>1510 mm</td>
<td>55 kg</td>
</tr>
<tr>
<td>Motion SDT-182 with 3 screens</td>
<td>1260 mm</td>
<td>1950 mm</td>
<td>1510 mm</td>
<td>55 kg</td>
</tr>
<tr>
<td>SDT-183 frame only</td>
<td>1420 mm</td>
<td>650 mm</td>
<td>1950 mm</td>
<td>85 kg</td>
</tr>
<tr>
<td>SDT-183 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-183 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 do I move the simulator around?
A. The SDT-181 simulator is portable in a hard transport case.
The SDT-182 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-183 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.
The following “how to” video explains how to move the SDT-183 model simulator.

Q. Can you purchase the Home Edition of the software for commercial usage?
A. No, if the software is being used for commercial purposes (business, research, driving school, driver training) the Enterprise edition is required. The Enterprise edition is licensed for commercial use and supports triple screens, is fully unlocked, does not require constant internet connection and is protected by a USB security HASP key.

This video explains the different software licenses: https://youtu.be/NcxbMbuulcs
Q. Does the simulator software support VR Headgear?
A. Yes the software supports Oculus Rift, HTC Vive and TrackIR
VR headsets can be supplied as an optional extra with the SDT-182 and SDT-183 sims.

Q. Can the simulator be used to address alcohol impaired driving?
A. The latest version of the software has an alcohol impaired driving mode, plus Fatal Vision alcohol impairment goggles are supplied with all SDT simulators for students to wear to provide further educational experiences.

Q. Can the simulator demonstrate fatigue or distracted driving?
A. With the optional Drowsy and Distracted Driving Goggles an instructor can control the “blinking” rate of the goggles worn by participants to simulate the experience of drowsy driving (like micro sleeps) and also distracted driving. Some universities are using the simulator for research into fatigue and they monitor the driving performance of different participants using the telemetry version of the software. See promotional video at https://youtu.be/hu6zdN1Khzg
Q. Who uses SDT driving simulators?

A. SDT-181 simulators are currently in use by:
   - Drug and Alcohol Workplace Solutions (northern Tasmania)
   - South Australian Police for high school driver safety programs

SDT-182 simulators are 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
   - Lajamanu (Victoria Daly Council) for driver education in remote community
   - Victoria University for paramedic driver evaluations and training

SDT-183 simulators are currently in use by:
   - SDT (our company) for high school driver safety programs in South-east Queensland
   - DRV4LYF Driving School for novice driver training in Katherine
   - South Australian Police for high school driver safety programs
   - Warringa College in Melbourne for high school driver safety programs
   - Queensland Youth Justice for driver safety programs in Townsville & Cairns (2 units)
   - 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
   - PCYC Tasmania (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
   - Putland ETU, a special education unit of Cobham Juvenile Detention Centre in Sydney
   - Disability Services Australia for driver education programs in Bankstown (Sydney)
   - AB Paterson College (3 units) for student driver education
   - Cairns Simulated Driving for novice driver training in Cairns and Mareeba
   - Cooktown PCYC for novice driver training in Cooktown
   - BRTC Bangladesh (4 simulators) for driver training of bus drivers
   - Wingham Rotary for Taree PCYC student driver education

City Car Driving software has been purchased for use in other simulators by:
   - Hyper Simulators (Auckland)
   - Aurora Australis Technology (New Zealand)
   - Motum Simulators (Melbourne)
   - Curtin University (Perth)
   - eLC Pte Ltd (Singapore)
   - PCYC Perth
   - Queensland Youth Justice (Gold Coast)
Q. Can SDT help setup a driver training institute/academy?
A. Yes SDT is Asia-Pacific’s leading driver training company. We have operated across the Asia-Pacific since 1996, delivering a range of driver training programs. This is our company profile video:

![SDT COMPANY PROFILE VIDEO](https://youtu.be/Yh5OSrToclY)

Services we offer include:

- Supply of driving simulators and driver training resources
- Supply of train-the-trainer services to upskill or develop driving instructors
- Accreditation, review and mentoring of instructors
- Consultation on the design of driver training facilities
- Consultation on business operation/marketing/procedures

FOR MORE INFORMATION CONTACT US

Simulator Driver Training is a division of Safe Drive Training (Aust) Pty Ltd, one of Asia-Pacific's leading driver training providers. ABN 52094561213

Email: info@sdt.com.au  Internet Site: www.sdt.com.au  
Head Office: (Brisbane) Phone: +617 3299 7723 Fax: +617 3299 7528  
Postal Address: PO Box 682 Waterford, Queensland 4133, Australia  
Physical Address: Unit 18, 33-43 Meakin Road, Meadowbrook, QLD 4131