



Model size: 1.36L\*0.85W\*1.37H (M)

- Dynamic force feedback steering wheel
- Adjustable car seat
- 2 core duo PC
- 32" LCD displays
- Resolution: 1280x768

**KAMBILL SYSTEMS** is a standalone, versatile, indoor, classroom driver training simulator. The simulator for Light, Medium and Heavy vehicles comes with the option of either left or right hand drive. The simulator facilitates training in a open-mock-up vehicle cabin with actual indicators and controls, thereby creating a realistic driving environment. The system is pre-loaded with programs so that the trainee can complete an exercise of choice without an instructor's presence. The completed exercise can be later accessed for analysis by the trainee and instructor.

### Cockpit structures

Cockpit from Kambill Systems, scene running your computer screen (LED LCD display), operation of the sensor, data acquisition cards into the mold out, speakers and other components.

Simulation cockpit contains the "Big Five" steering mechanism: the steering wheel, clutch, foot brake, throttle and handbrake. Gear: reverse, a gear, second gear, third gear, fourth gear, fifth gear and neutral (automatic transmission only contain forward gears, reverse gear and parking stalls). Operation switches: the left turn signal, right turn signal, horn, ignition switches, power switches, seat belts, doors, windshield wipers, high beam, and low beam lights. Participants through different operations operating member through respective different operation signals generated by the sensor, the operating signals transmitted to the computer via a data acquisition card, through various training models realistic calculation, the final output operation corresponding to the three-dimensional scene on the screen with a variety of sounds.

Passive interactive car driving simulator visual system and interaction with a cabin and the driver has the wrong operating record and prompts. Mechanical manipulation of the relative position consistent with the simulated car. Operating force close, reliable performance, flexible and low noise.

Cockpit has simulated car driving cab operator position similar space, motorists can be adjusted by the seats, automatic return of the steering wheel, clutch pedal, brake pedal, accelerator pedal, the parking brake lever, gearbox joystick, dashboard, horn button, the ignition switch, turn signal switches, warning lights switch, showing the wide light switch, light switch, wiper switch, speaker, sensor systems, visual displays and other physical components.

Visual system simulation car driving scene function, the visual software, players and display components. Active and passive car driving simulator interactive driving simulation run, the operating mechanical operation of visual display in response to the lag time is less than 50ms.

Both can be networked cockpit training, it can also be a stand-alone training. Use a computer console,

up to 30 can be connected to a cockpit training scenarios for training.

Snapshot of Controls:-



### Basic functions

Active and passive interactive car driving simulator with a car engine starts, turn off the sound. Close the simulated automobile engine start, start, acceleration, and deceleration, turn off the sound. Steering, clutch, driving, brake, parking brake, acceleration, deceleration, shifting whistle; turn signal sound, crash the sound of brakes. Wiper scraping, lighting changes, real-time visual driving, operation response in real time. Assessment score, wrong operation prompts, error operation record, playback errors. Real-time error actions prompted practitioners, students can record the whole driving operation wrong time, frequency and type.

Simulated driving operation, turn the steering wheel interactive visual simultaneous changes, three-dimensional animation. Depress the clutch pedal, the engine sound changes simulators, interactive visual change was slow down; when the starting operation, lift the clutch pedal too fast, the system will automatically turn off and accompanied by an erroneous operation of text and voice prompts. Depress the brake pedal, interactive visual simultaneous changes and emergency brake brakes. Pull up the parking brake lever, parking brake cannot slippery. Step (lift) the accelerator pedal, followed by interactive visual speed up (slow) the change in engine sound, the speedometer needle was acceleration (deceleration) changed. Gear and clutch sequential shift with energy, right after the shift, interactive visual change rate was consistent; post-shift operation error with error text and voice prompts. Press the horn button, speaker sound when you release the sound stops immediately. Toggle turn signal switch, a simulated automobile sync about instructions and sound. Turn the wiper switch, interactive scene in two-way scraping wiper. Toggle light switch, interactive visual COSCO response to changes in light and approach lights. Interactive sound when there is a crash scene appeared in a collision.



In Kambill we called this technology as

**“Intelligent Training Solution”**



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