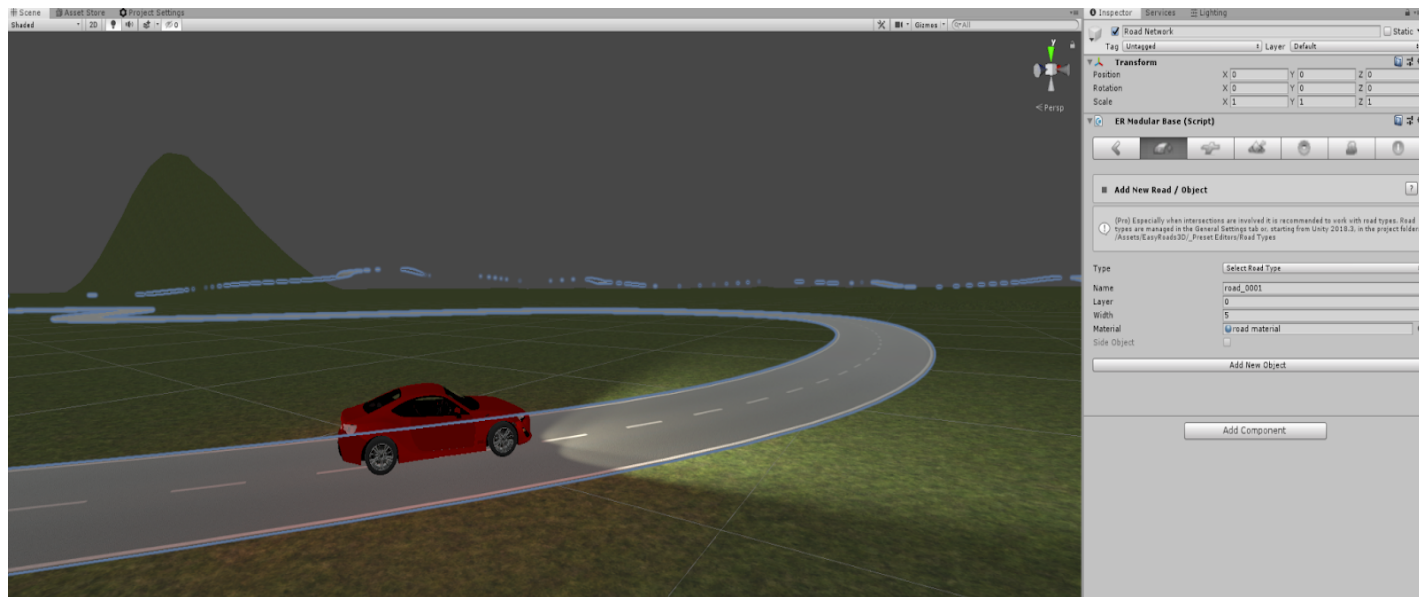
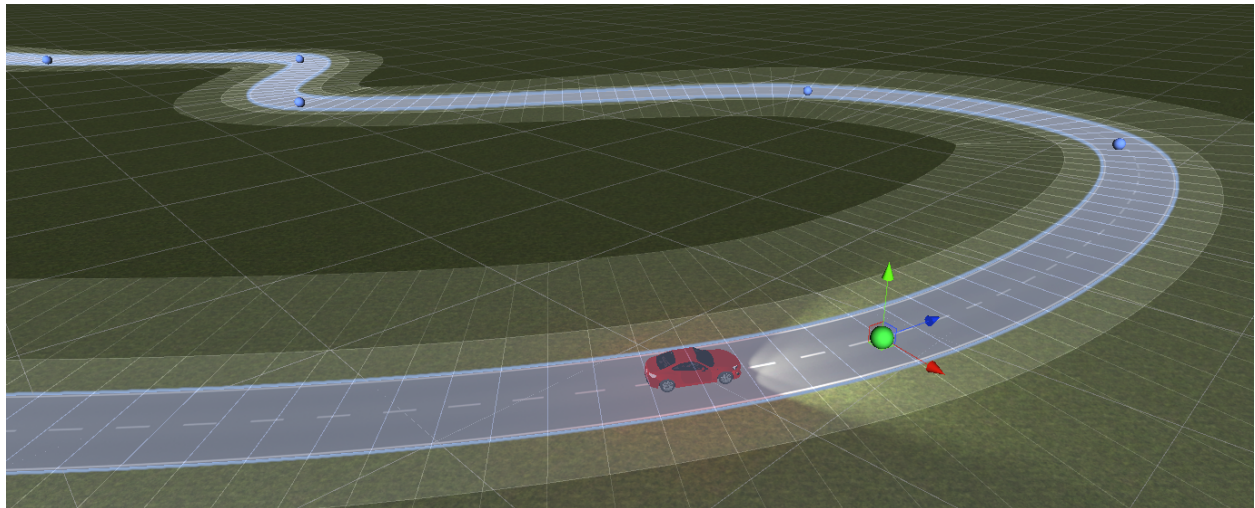


How to use Easy Roads:

To edit a specific road click on a road then you will see this icon of a road curved upward in the inspector:



You will then click on that icon and be able to drag the blue dots and reshape the road.



How to use the keyboard:

In the Participant's inspector under the script Logitech Steering wheel you must first check the keyboard bool.

Button 4	<input type="checkbox"/>
Button 5	<input type="checkbox"/>
Button 6	<input type="checkbox"/>
Button 7	<input type="checkbox"/>
Button 8	<input type="checkbox"/>
Button 9	<input type="checkbox"/>
Button 10	<input type="checkbox"/>
Button 11	<input type="checkbox"/>
Button 12	<input type="checkbox"/>
Button 13	<input type="checkbox"/>
Button 14	<input type="checkbox"/>
Button 15	<input type="checkbox"/>
Button 16	<input type="checkbox"/>
Button 17	<input type="checkbox"/>
Kill It	Missing (Game Object) <input type="button" value="o"/>
Cruise Control	
Is P	<input type="checkbox"/>
CC	<input type="checkbox"/>
Waiting	<input type="checkbox"/>
Paddle Press	<input type="checkbox"/>
Is Slightly Braking	<input type="checkbox"/>
Is Slightly Gas	<input type="checkbox"/>
Locked Speed	0
Left Paddle	<input type="checkbox"/>
Right Paddle	<input type="checkbox"/>
Speed Check	<input type="checkbox"/>
Cruise UI	<input type="button" value="o"/> CruiseSymbols
Cruise Display	<input type="button" value="o"/> Cruise Speedometer
Parking	
Is Braking	<input type="checkbox"/>
Is Parked	<input type="checkbox"/>
Park Gear	<input type="checkbox"/>
False Park	<input type="checkbox"/>
False Release	<input type="checkbox"/>
Parking Image	<input type="button" value="o"/> parkingGearImage
Neutral Image	<input type="button" value="o"/> neutralGearImage
Drive Image	<input type="button" value="o"/> drivingGearImage
Reverse Image	<input type="button" value="o"/> reverseGearImage
Keyboard	<input checked="" type="checkbox"/>

Once the keyboard is on you will be able to turn the steering wheel with your mouse. The car will use the C key to accelerate and X key to brake.

The car will start at neutral, you can toggle the gears with the up and down keys. However if you would like to go into or get out of park you must have the brake pressed for the function.

To use the cruise control you must be driving above 25 MPH. Once you reach your desired speed you can press "P" to enter Cruise Control, then the right bracket to lock the speed. To toggle Cruise you may use the brackets, and to leave Cruise you may press "X", "C", or "P".

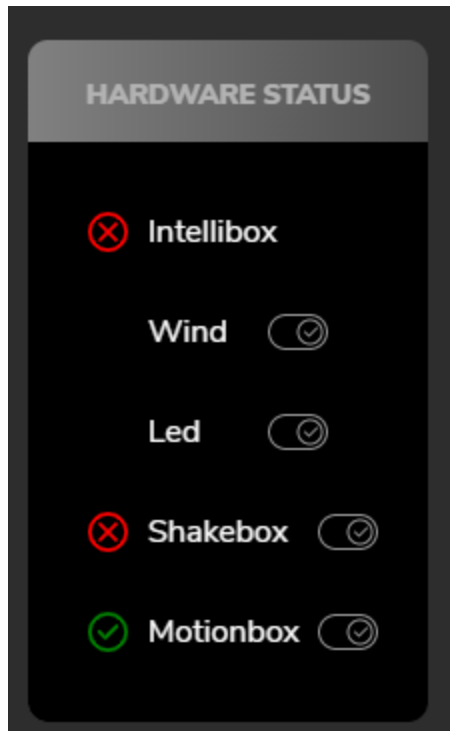
How to use the Simulation Gear:

1. B = Right turn signal
2. Y = Hazard Lights
3. X = Left turn signal
4. After making a turn the signals disable, or you may click the buttons again
5. Gear 5 = park gear, you must have brake pressed to enter and leave the park gear
6. Neutral (stick in the middle) = Neutral
7. Gear 3 = reverse
8. Gear 4 = Drive
9. To enter cruise control you must be at above 25 MPH, then you will click the right paddle shifter to start cruise.
10. You may adjust speeds on cruise control with the paddle shifters and click the brake, or gas to disable this feature.



How to start the simulation:

1. First you must turn on the DOF chair and make sure the motionbox is green on Sim Racing Studio (as shown below)



2. Then you may hit play on unity (sometimes the wheel wont connect the first time so you may have to hit play twice)
3. If the seated position on the Vive headset is misplaced you may reset it by setting the goggles where you would normally sit, and clicking on "Reset Seated Position" in the small Steam window which will appear when the headset is located. You can also just hit "Space" on the keyboard to reset the seated position!

How to test the chair:

To test the chair you will want to click on "Motionbox" in Sim Racing Studio

Then you will be taken to this page and you will click “Start Test” and toggle with the values

