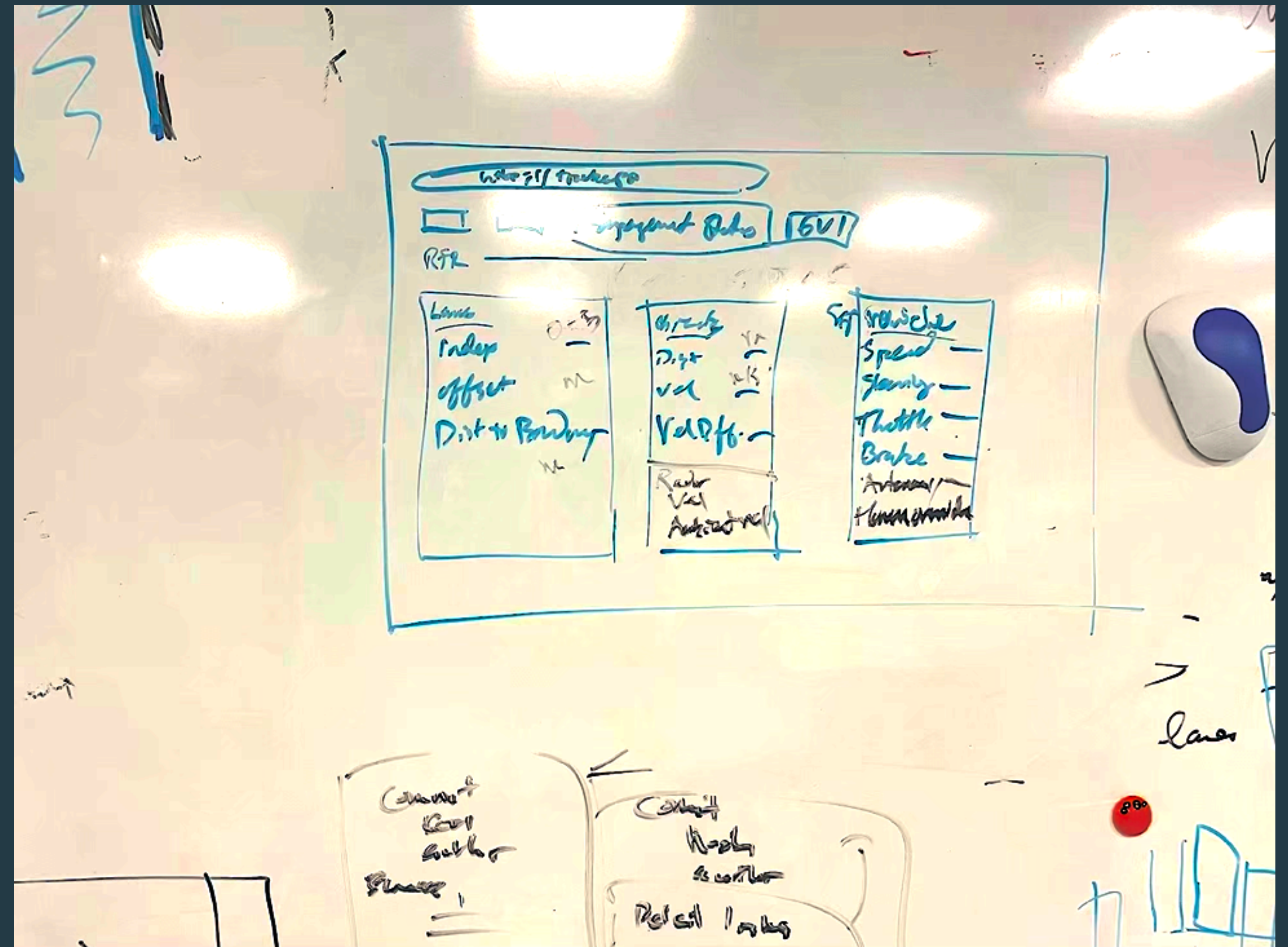


The interface started off very simple - a single screen that allowed engineers to inspect various data streams in the vehicle while it was driving. Most of these were rendered in boolean (yes/no) or a numerical value.





An example of a preliminary version in the car. Unfortunately, this version took up so much space that the driver was not able to see the 3D environment that made up the primary utility of the in-vehicle display.

