DRIVING HARDWARE INFRASTRUCTURE

WeiJie Lor
PROJECT OBJECTIVE

- Investigate open source/commercial driving simulators
- Integrating existing hardware with driving simulator
- Adjust simulator to suit experiment
- Calibrate hardware and software sensitivity
Shortlist of simulators for project

- TORCs
  - Racing game
- Driving simulator 2012
  - Does not create realistic driving environment (e.g., lack of pedestrians)
- City Car driving
  - Support only right hand traffic
  - Provide realistic driving experience
  - Cheap and inexpensive alternative
- XPI Simulation
  - Requires expensive hardware
FIXING SIDE OF THE ROAD
Connect and calibrate force feedback steering wheel to simulator

Localised only certain parts of the screen to mimic real life driving

Program steering wheel to fit left hand driving and physics of the simulator

Reduce sensitivity of steering wheel to be realistic