

Bee I Car Racing

About the Bee I Car Racing System:

Bee I is creating a totally new level of video game involvement with just the right mix of performance, styling, and durability. As in real race cars and airplanes, good design is always a balance between strength and performance. The Bee I Car Racing is very light weight and extremely strong for aggressive home, commercial, and arcade use. Nevertheless, it has an impressive maximum weight payload for rider and accessories of 350 pounds.

It provides $\pm 20^\circ$ of independent pitch and $\pm 20^\circ$ of independent roll. However, the nature of the geometry also moves the rider through $\pm 10''$ heave, $\pm 8''$ surge, and $\pm 8''$ sway associated with the pitch and roll movements.



The base of the simulator houses the power supply, control electronics, and motors. The sled is the moving part of the system and is attached to the top of the base. A ballistic nylon bellows is between the base and the sled to protect moving parts from dust and debris. The base uses bolt-on outrigger legs for free standing stability, or it can be bolted directly to the floor (or a floor plate) using flanges.

Bee I Car Racing is designed to accommodate LCD monitors or televisions up to 42". The Monitor Mounting Frame & Bracket assembly is adjustable to fit the spacing for typical flat panel mounting.

The Motion Simulator is equipped with a yellow Pause Motion pushbutton. When pushed, the simulator returns to level and all motion is paused but game play is allowed to continue. Most games also have a pause function that will cause both game play and simulator movement to pause.

A red Emergency Stop pushbutton is provided. It is located in the cockpit within easy reach of the rider or bystanders. The Emergency Stop pushbutton will disable the motors and stop the simulator. A main power off/on cycle is required to reset.