



Scenario Library



Scenario Library

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Introduction

Arguably the most important component of the simulator is the roadway environment and driving tasks that the driver will have to navigate. This is referred to as the driving scenario and it defines the simulation experience, dictates what the driver will see at any given time, and specifies what measures will be collected during the run. Therefore, the design and implementation of your scenario must be carefully planned in order to obtain the desired results and compute the desired performance metrics.

In order to make your scenario building more efficient and to demonstrate the capabilities of the simulator, STISIM Drive comes with a large library of ready to run scenarios and segments that can be added to your scenarios. These can be used in their entirety or sections of them can be copied and pasted into newer scenarios. The main emphasis here is to not recreate something that may already exist, but instead to reuse and modify existing scenarios and events so that they meet your particular requirements. This will greatly reduce the time you spend creating your driving environments. Both Event (EVT) and Previously Defined Event (PDE) files are composed of simple ASCII text statements and therefore can be easily viewed and edited with MS Windows Notepad.exe or a similar text editor.

A main emphasis of the STISIM Drive software development is to try and maintain as much backwards compatibility as possible. This allows the scenarios created today to run on the STISIM Drive software of tomorrow; however, no matter how good a legacy scenario may be, it will not have any of the new features built into the latest versions of the software. Therefore, this document includes sections on newer STISIM Drive scenarios that were designed for use with Version 3; as well as listings for older legacy scenarios that are included in the software installation.

These scenarios can be used and modified at will and can also be distributed to others that have the simulator. However, if you are going to modify any of the basic files, we recommend that you first make a copy of it and then rename it as something else. This way if something goes wrong or looks funny, you can always refer back to the original file.

Scenario Building

While it is possible that the driving scenario (or something close to it) already exists, chances are it will not be exactly what you want; or in some cases you may want to simply build a scenario from the ground up. The basic steps required to storyboard your scenario are as follows:

1. Define the desired data that will be collected. This will determine the 'critical events' and driving sequences that will be incorporated into the scenario. During this step make sure that the simulator can record the desired data. For example, it may be desired to test a driver's perception to a critical roadway situation. As part of this test, it is desired to look at driver reaction time and the driver's behavior (how they solved the problem) during the task. Therefore, an event such as a potential head-on collision may be desired. In this case, the driver's reaction time from the time the event begins until the driver reacts with steering or pedal countermeasures may be desired. In addition, the strategy employed to avert the collision (combination of steering and braking, just steering, just braking) may also be desired. For this example, the scenario must provide the head-on collision event as well as allowing collection of the steering and pedal inputs and speed and lane position data.
2. Design the critical events so that they will elicit the type of data desired. For example, a merge event will require either a blocked or dropped lane and traffic in an adjacent lane that the driver must merge with. The exact timing can be determined later during scenario refinement.
3. Layout the roadway that will be used. Pay particular attention to where your intersections, curves and hills are located. It is important to do this early on because the critical events and overall performance measures should be at roadway locations that are conducive to the event and where the roadway geometry is or is not a factor. For example, if you will be looking at gap acceptance during a left hand turn, this event must take place at an intersection where a left hand turn can be made. On the other hand, if a steering task is being used, it may be desired to do it only on a straightaway so that steering due to roadway curvature is not part of the collected data. Therefore, there are only specific places in your scenario where these events can occur. Laying out the roadway also provides spacing information so that the critical events are not clumped tightly together.
4. Add the critical events to your roadway and iterate between the roadway design and the events so that everything fits and the event spacing is sufficient. Positioning of the various elements is crucial because you do not want to have different events interacting with one another (for example, dynamic vehicles carrying over into the next event).
5. Add the infrastructure. This consists of the static objects such as buildings, parked cars, trees, road signs, etc. that will make the scenario more interesting to the driver.
6. Add benign events. The final step in the storyboarding process is to add any desired benign events that will look like the critical events, but not cause the driver to react. This can be as simple as ambient traffic that is driving along the road, or more complex such as the exact same setup as a critical event but without the event occurring.

The following lists some basic tips about scenario building:

1. Every scenario should have a [Roadway](#) event that starts at 0 distance down the road. This is the initial roadway that the driver will start on.
2. Every scenario should include an [End Simulation](#) event at the distance where the simulation run will end. If and [End Simulation](#) event is not present the software will try to determine when the run should end based on the events in scenario file. By using the [End Simulation](#) event, you can lengthen or shorten your run simply by changing the distance when the [End Simulation](#) event appears.
3. In most scenarios you will want to collect your own data (aside from the basic data the simulator collects automatically). To do this you will want to use the [Begin Block Save](#) event to collect raw data that you can then use to compute your own specific metrics; or the [End Block Save](#) event which will compute aggregate data for you over a specific distance.
4. You can use the [Curve](#), [Hill](#), and [Intersection](#) events to manipulate the roadway so that the driver has to steer the vehicle, adjust their speed or even turn and following directions.
5. You can further manipulate the path the driver navigates by adding traffic control devices such as [Barrel](#), [Barriers](#), roadway [Signs](#), [Signal Lights](#), [Static Object](#), and additional [Roadway](#) events.

6. There are several events that you can use to manipulate the driver's performance. These generally have a dynamic element to them which forces the driver to take some action. Furthermore, most of these events can be triggered in many ways so that you can try and elicit specific responses from the driver. These events include the [Animated Object](#), [Dynamic Object](#), [Pedestrian](#), [Signal Light](#), and [Vehicles](#) events.
7. Make your scenarios more interesting and realistic by adding foliage, buildings, and other background objects. This is accomplished by using the [Tree](#), [Tree Box](#), [Building](#), and [Static Object](#) events.
8. There are many other events that the simulator supports; therefore, no matter what you are trying to do with your scenarios, make sure to review the [Scenario Definition Language Event Manual](#) and the [Scenario Definition Language Basic Concepts Manual](#) for specific details about the Scenario Definition Language and all of the events that you have available to you.

RELATED DOCUMENTS:

[Scenario Definition Language Event Manual](#)

[Scenario Definition Language Basic Concepts Manual](#)

[STISIM Drive Model Library Manual](#)

[STISIM Drive Data File Manual](#)

[Configuration File Manual](#)

Version 3 Scenario Files

This chapter provides a list of driving scenarios that currently exist and come with the simulator. All scenarios listed are automatically installed when the simulator is installed. The scenarios that are installed will be based on the options that were selected during installation (left or right drive, English or metric units).

SOME WORDS OF CAUTION: These drives are intended as examples of things that you can do in the simulator and therefore may not be perfect. To make them completely usable, the end user may have to go in and clean up sections of the drive. Every effort was made to make the scenarios work correctly, however, the original scenarios were created in English units and right side driving and sometimes when converting to metric units things can go awry.

Default Location: C:\STISIM3\Scenarios

SCENARIO	DESCRIPTION
<i>Practice Drives</i>	
<p>Divided Attention Orientation Orientation_DA.Evt</p>	<p>Length/Time: 1.2 mi (6200 feet) / ≈ 3 minutes</p> <p>This is a simple straight line roadway with the steering, gas and brake controls turned off (simulation controls).</p> <p>Divided Attention (DA) symbols are presented to the driver. They include left, right, up, and down arrows. Left and right arrows always appear on the left and right side. The up and down arrows can generally appear on either the left or right side, but in this scenario the up arrow only shows up on the right side and the down arrow only shows up on the left side.</p> <p>This scenario is meant to give the driver practice on the presentation and proper response to the DA events (appropriate push button response for each symbol presented). The driver will be presented with 12 DA events.</p>
<p>Stop Signs Stopping_Practice.Evt</p>	<p>Length/Time: .75 miles (4000 feet) / ≈ 2 minutes</p> <p>35-mph speed limit on a heavily tree lined straight road. There are a series of 4 intersections with stop signs. Some of the signs are obscured by the trees.</p>
<p>Traffic Lights Signal_Light_Practice.Evt</p>	<p>Length/Time: 1.5 miles (8100 feet) / ≈ 3.5 minutes</p> <p>Three intersections with signal lights. The first has four pole signals (one at each corner for each direction) and the others have four pole signals and a center signal. The scenario has a section of curvy road between the 2nd and 3rd intersection.</p>
<p>Pedal Orientation Orientation_Pedals.Evt</p>	<p>Length/Time: 1.1 miles (6000 feet) / ≈ 2.5 minutes</p> <p>Driver is given practice for using pedals. Drive consists of a straight two-lane road with an initial speed limit of 35-mph that increases to 45-mph. There is some oncoming traffic near the beginning of the run. There are four stop sign intersections. Only the 4th intersection has cross traffic.</p>
<p>Turning Orientation Orientation_Turns.Evt</p>	<p>Length/Time: 2.3 miles (12000 feet) / ≈ 5 minutes</p> <p>Driver is given practice for turning. Audio instructions given to turn left or right at various intersections. The turns are relatively easy to make and are devoid of cross traffic except for the last turn where there are pedestrians crossing the sidewalk on the road the driver is told to turn right onto.</p>

SCENARIO	DESCRIPTION
<p>Negotiating Turns Practice_Drive.Evt</p>	<p>Length/Time: 12550 feet / ≈ 3 minutes</p> <p>55-mph two-lane highway with several curves. Light on-coming traffic. There are no intersections, pedestrians, cross traffic, slow traffic etc.</p>
<p>Interactive Traffic WarmUp_WithTraffic.Evt</p>	<p>Length/Time: 25000 feet / ≈ 5.5 minutes</p> <p>Four-lane rural highway with a double yellow centerline and sweeping hills and curves.</p> <p>There are parked cars on the right side of the road. Every so often one of the parked cars merges onto the roadway and moves to the center lane. These vehicles move slower than the driver's vehicle requiring the driver to pass on the right</p>
<p>Complete Practice Drive General_Practice.Evt</p>	<p>Length/Time: 2.5 miles (13500 feet) / ≈ 5 minutes</p> <p>Begins on a two-lane rural road and has a series of intersections with stop signs. This is followed by a couple of left turns at intersections.</p> <p>Road changes to four-lanes and has several curves. The road enters a small town where the driver is told to make a right turn at a signalized intersection.</p>
<p><i>Reaction Time Drives</i></p>	
<p>Braking Reaction Time Brake_RT_Test.Evt</p>	<p>Length/Time: 1 mile (5200 feet) / ≈ 2.5 minutes</p> <p>Five brake reaction time tests will occur at various distances along the roadway. The roadway is straight and steering inputs are disabled.</p> <p>The brake reaction time test consists of presenting a large stop sign in the center of the visual display. The appropriate response is for the driver to release the gas and apply the brakes as quickly as possible.</p>
<p>Pedal Reaction Time Pedal_RT_Test.Evt</p>	<p>Length/Time: 1.4 miles (7500 feet) / ≈ 3.0 minutes</p> <p>This test requires the driver to use both the gas pedal to accelerate the vehicle and the brake pedal to slow down the vehicle.</p> <p>Five gas pedal reaction time tests and 4 brake pedal reaction time tests will be presented to the driver at various distances along the roadway. The roadway is straight and steering inputs are disabled.</p>
<p>Steering Reaction Time Steer_RT_Test_1.Evt</p>	<p>Length/Time: 1.6 miles (8500 feet) / ≈ 2.75 minutes</p> <p>Ten steering reaction time tests will occur at various distances along the roadway. The roadway is straight and gas and brake pedal inputs are disabled (the speed is a constant 35-mph no matter what the driver does with the pedals).</p> <p>The stimulus for the steering reaction time test consists of large green arrows being shown on the screen. The appropriate response is for the driver to as quickly as possible steer the vehicle in the direction of the arrow.</p>

SCENARIO	DESCRIPTION
<p>Steering Reaction Time Steer_RT_Test_2.Evt</p>	<p>Length/Time: 1.6 miles (8500 feet) / ≈ 2.75 minutes</p> <p>Ten steering reaction time tests will occur at various distances along the roadway. The roadway also has curves that the driver will need to negotiate. During the drive the gas and brake pedal inputs are disabled (the speed is a constant 35-mph no matter what the driver does with the pedals).</p> <p>The stimulus for the steering reaction time test consists of 2 barrels appearing in front of the driven vehicle. No matter where the vehicle is in the lanes, the 2 barrels will appear in front of the driven vehicle. The driver will have approximately 1.5 seconds to steer and avoid the barrels. The appropriate response is for the driver to as quickly and safely as possible steer the vehicle so that they do not collide with the barrels or run off the road.</p> <p>It should be noted that while the driver must steer 10 times, only 9 results will appear in the drive summary. This is because one of the maneuvers is a double steer where the driver will need to steer one direction and then almost immediately steer again in the other direction.</p>
<p><i>Vehicle Control Drives</i></p>	
<p>Raceway Raceway_1.Evt</p>	<p>Length/Time: 1.3 miles (7000 feet) / ≈ 1.5 minutes</p> <p>Winding race course with Indy-type cars in the field ahead of driver's vehicle.</p> <p>Driver's vehicle should try to pass as many vehicles as possible without crashing or leaving the roadway.</p>
<p>Basic Vehicle Control Basic_Control.Evt</p>	<p>Length/Time: 2.5 miles (13,500 feet) / ≈ 5.5 minutes</p> <p>Two-lane, 40-mph road.</p> <p>There are 4-way stops with minimal cross traffic and signalized intersections with lights that change from green to red. There are some pedestrians at the final intersection.</p>
<p>Wind Gusts Wind_Gusts.Evt</p>	<p>Length/Time: 1.4 miles (7200 feet) / ≈ 2.5 minutes</p> <p>Brake and gas are disabled, vehicle moves at a set speed of 50 feet /second.</p> <p>Simulated wind gusts blow the vehicle off center and the patient is required to bring the vehicle back into the proper lane position.</p>
<p>Basic Hazard Perception Hazard_Perception_Mod.Evt</p>	<p>Length/Time: 2.5 miles (13000 feet) / ≈ 5 minutes</p> <p>Several hazards presented in residential, commercial, and rural areas.</p> <p>Hazards include: pedestrians and dogs crossing the roadway at unexpected locations, and vehicles backing out into traffic.</p>
<p>Time Trial Raceway Raceway_2.Evt</p>	<p>Length/Time: 35000 feet / ≈ 3.5 minutes</p> <p>Race course consists of two laps on the same course. There are no other vehicles on the course. There are pylons and concrete barriers on portions of the course.</p> <p>Vehicle speed and time performance provided for each lap and for both laps combined.</p>

SCENARIO	DESCRIPTION
<p>Moderate Construction Zone Construction_Easy.Evt</p>	<p>Length/Time: 0.7 miles (3500 feet) / ≈ 1 minute</p> <p>Four-lane curvy road with a long construction zone with barrels, pylons, cones, gravel piles, pipe, construction equipment, and construction workers.</p> <p>The barrel, cones, and pylons are spaced to give the driver a wide path (more than a single lane) through the construction. Cone hits are audibly registered with a thud sound.</p>
<p>Mountain Driving Mountain_Curves.Evt Mountain_Curves_Right.Evt</p>	<p>Length/Time: 1.4 miles (7500 feet) / ≈ 2 minutes</p> <p>Two-lane (double yellow line) highway through mountainous regions with many curves.</p> <p>Curves posted with yellow lower speed signs. There are no intersections, obstacles, or pedestrians. Some areas are foggy. There is on-coming traffic.</p>
<p>Vehicle Pedal Control PedalControl.Evt</p>	<p>Length/Time: 5 miles (27000 feet) / ≈ 8.5 minutes</p> <p>Starts with an uneventful suburban scene followed a construction zone that has a truck backing out into the driver's vehicle path.</p> <p>This is followed by several intersections and reaction time tests.</p> <p>There is also a city scene with multiple events including car pullouts, pedestrians, amber lights which require decision making, steering wheel, maneuvering, and sudden braking.</p>
<p>Vehicle Steering Control SteeringControl.Evt</p>	<p>Length/Time: 8.9 miles (47000 feet) / ≈ 15 minutes</p> <p>Starts with the same suburban scene in Pedal Control.</p> <p>This is followed by a curvy road, several intersection events, a construction zone with very tight cone placements, another curvy road section which is again followed by several intersection events.</p>
<p>Difficult Construction Zone Construction_Difficult.Evt</p>	<p>Length/Time: 0.7 miles (3500 feet) / ≈ 1.5 minutes</p> <p>Four-lane curvy road with a long construction zone with barrels, pylons, cones, gravel piles, pipe, construction equipment, and construction workers.</p> <p>The barrel, cones, and pylons are spaced to give the driver a fairly tight path (smaller than a single lane) through the construction. Cone hits are audibly registered with a thud sound.</p> <p>This construction zone is similar to the moderate construction zone except that that pylons, cones, and barrels are placed such that the "vehicle lane" is much tighter.</p> <p>There is also a construction vehicle that backs into traffic that is not present in moderate construction zone.</p>
<p>Difficult Roadway Curves Curved_Roads.Evt</p>	<p>Length/Time: 4.5 miles (24000 feet) / ≈ 8 minutes</p> <p>Single lane curvy dirt road that runs through a desert scene. There are no hazards or obstacles.</p> <p>The key point of the drive is lane keeping and maintaining the 35-mph posted speed limit.</p>

SCENARIO	DESCRIPTION
<i>Car Following and Divided Attention Drives</i>	
<p>Basic Divided Attention DividedAttention.Evt</p>	<p>Length/Time: 2.3 miles (12000 feet) / ≈ 3.5 minutes</p> <p>Straight line roadway with hills. Divided Attention (DA) symbols are presented to the driver.</p> <p>They include left, right, up, and down arrows. Left and right arrows always appear on the left and right side. The up and down arrows can appear on either the left or right side.</p> <p>Unlike the Orientation Divided Attention scenario, the driver does have control over steering, brake, and gas.</p> <p>A total of ten DA events will be presented to the driver.</p>
<p>Basic Car Following Car_Following.Evt</p>	<p>Length/Time: 2.5 miles (13000 feet) / ≈ 3.5 minutes</p> <p>Two-lane rural road with on-coming traffic. The route has both curves and hills. Several curves are relatively sharp.</p> <p>The speed limit is 45-mph and the driver is prompted to maintain this speed at first. Later they are told to follow a lead vehicle and to maintain their spacing to the vehicle.</p> <p>Lead vehicle will adjust their speed following a sinusoidal pattern that should appear unpredictable to the driver.</p>
<p>Moderate Divided Attention Sample1.Evt</p>	<p>Length/Time: 4.7 miles (25000 feet) / ≈ 8 minutes</p> <p>Four-lane road that meanders through highway, rural, and metro scenes.</p> <p>There is on-coming, cross and with driver traffic flow. There are also merging traffic and road construction areas that require merging. There are intersections with and without signals.</p> <p>The DA events include left, right, up and down arrows. The driver will be presented with eight different DA events.</p>
<p>Car Following and Divided Attention Car_Following_With_DA.Evt</p>	<p>Length/Time: 4.5 miles (24000 feet) / ≈ 5 minutes</p> <p>In this task, the driver is to follow a lead vehicle maintaining a specified distance. The lead vehicle speed does vary throughout the scenario.</p> <p>Divided Attention (DA) events (strictly left and right arrows) are presented. The driver will be presented with twelve different DA events.</p>

SCENARIO	DESCRIPTION
<p>Wide Field of View Divided Attention DA_WideFieldOfView.Evt</p>	<p>Length/Time: 6 miles (31500 feet) / ≈ 7 minutes</p> <p>In this task, the driver will navigate a two-lane, six-mile highway with both curves and hills. There will be no obstacles in front of the driver but there will be on-coming traffic.</p> <p>Divided Attention (DA) events are presented, however they will only be presented on the side monitors thus forcing the driver to scan the entire scene not just the center monitor.</p> <p>The DA events include only left and right arrows. The driver will be presented with sixteen different DA events.</p> <p>The driver will also need to maintain their speed and lane position during the drive.</p> <p>NOTE: This drive can only be conducted on simulators with multiple roadway displays.</p>
<p>Wide Field of View Divided Attention on a Highway DA_Highway.Evt</p>	<p>Length/Time: 5.7 miles (30000 feet) / ≈ 7 minutes</p> <p>In this task, the driver will navigate a four lane divided highway with curves and lead traffic. The lead traffic will be traveling slower than the posted speed limit and there will be vehicles in both lanes that the driver may have to navigate around.</p> <p>Divided Attention (DA) events are presented, however they will only be presented on the side monitors thus forcing the driver to scan the entire scene not just the center monitor.</p> <p>The DA events include only left and right arrows. The driver will be presented with sixteen different DA events. The DA events will appear on the outside half of the left and right monitors with eight symbols being shown on each. Furthermore, of the eight symbols on each monitor, four will be shown in the upper quadrant and four will be shown in the lower quadrant.</p> <p>The driver will also need to try and maintain their speed during the drive.</p> <p>NOTE: This drive can only be conducted on simulators with multiple roadway displays.</p>
<p>Difficult Divided Attention DA_Difficult.Evt</p>	<p>Length/Time: 5.8 miles (30500 feet) / ≈ 10 minutes</p> <p>Two-lane very curvy road that represents driving in the country.</p> <p>There is on-coming traffic but no cross traffic or traffic in the driver's lane. The road is extremely curvy to the point that the driver almost constantly has to provide some type of steering input.</p> <p>The DA events include left, right, up and down arrows and with a total of twenty-four different events.</p>

SCENARIO	DESCRIPTION
<p>Divided Attention in a Residential Area DA_Residential.Evt</p>	<p>Length/Time: 2.4 miles (12500 feet) / ≈ 7.5 minutes</p> <p>Residential areas (two-lane roads) including a school zone. Each residential and or school zone is separated by a sweeping curve.</p> <p>Hazards include: pedestrians, cross traffic not stopping at unmarked intersections, vehicles backing out of drives, parked cars along the roadway merging into traffic.</p> <p>Divided Attention (DA) events are scattered along the route. Some are scheduled to occur prior to hazards in the scenario and others occur during normal driving.</p> <p>The DA events include left, right, up and down arrows. The driver will be presented with twenty-three different DA events.</p>
<p>Difficult Car Following with Divided Attention (SUV) DA_With_Fllw_1.Evt</p>	<p>Length/Time: 11.4 miles (60000 feet) / ≈ 15.5 minutes</p> <p>Two-lane rural highway with a double yellow centerline (no passing).</p> <p>There is on-coming traffic. In the last 1/3 of the scenario, there is a lead vehicle to follow. This allows for comparison between driver performance with and without lead vehicle following.</p> <p>There are no intersections. The Divided Attention (DA) events are limited to left and right arrows and are relatively infrequent. The driver will be presented with twenty-one different DA events.</p>
<p>Difficult Car Following with Divided Attention (Car) DA_With_Fllw_2.Evt</p>	<p>Length/Time: 11.4 miles (60000 feet) / ≈ 15.5 minutes</p> <p>Two-lane rural highway with a double yellow centerline (no passing). There is on-coming traffic.</p> <p>In the last 1/3 of the scenario, there is a lead vehicle to follow. This allows for comparison between driver performance with and without lead vehicle following. There are no intersections.</p> <p>The DA events are limited to left and right arrows and are relatively infrequent. The driver will be presented with twenty-one DA events.</p>
<p><i>Memory, Planning, and Navigation</i></p>	
<p>Easy Math Task Math_Easy.Evt</p>	<p>Length/Time: 5.8 miles (30500 feet) / ≈ 8 minutes</p> <p>Two-lane highway with long gentle curves.</p> <p>Driver will perform an addition/subtraction task. They will be presented with 6 road signs that have single digit numbers on them and will need to keep a running total of what the signs add up to.</p> <p>In the middle and end of the run they will be automatically asked what the current value of the road signs are.</p> <p><i>Middle Value = 9</i></p> <p><i>Ending Value = 14</i></p>

SCENARIO	DESCRIPTION
<p>2 Maps, Left Turns Maps_Easy_Left.Evt</p>	<p>Length/Time: 1.5 miles (8000 feet) / ≈ 4 minutes</p> <p>Driver is presented with two maps along their route. The second map is presented after they reach the destination presented on the first map.</p> <p>These maps have a single turn after passing through other intersections. The roadway is fairly devoid of traffic, but there is cross-traffic at one intersection.</p>
<p>2 Maps, Right Turns Maps_Easy_Right.Evt</p>	<p>Length/Time: 1.5 miles (8000 feet) / ≈ 3.5 minutes</p> <p>Driver is presented with two maps along their route. The second map is presented after they reach the destination presented on the first map.</p> <p>These maps have a single turn after passing through other intersections. The roadway is fairly devoid of traffic, but there is cross-traffic at one intersection.</p>
<p>Easy Driving Directions Directions_Easy.Evt</p>	<p>Length/Time: 1.2 miles (6400 feet) / ≈ 4 minutes</p> <p>Driver is told to find the TJR Mart. The directions are to turn left on Broadway and right on Sapphire. Once the driver understands the directions, they initiate the scenario as usual.</p> <p>They drive through a suburban scene and pass several intersections before reaching Broadway. There is a pedestrian crossing the street in front of them at this intersection and another crossing Broadway (to the right). Sapphire is two intersections up after making the turn onto Broadway (have to drive pass Pearl Street). As the driver approaches the TJR Mart, the simulation ends.</p>
<p>Moderate Maps with 3 Lefts and 2 Rights Maps_Moderate_1.Evt</p>	<p>Length/Time: 2.5 miles (13000 feet) / ≈ 5.5 minutes</p> <p>Driver is presented with three maps along their route. After the first map, the additional maps are presented after they reach the destination presented on the previous map.</p> <p>These maps may have more than one turn and/or turns after passing through intersections. For the first two maps the roadway is devoid of traffic, but a few pedestrians and on-coming vehicles are seen after the final map is presented.</p>
<p>Moderate Maps with 4 Lefts and 2 Rights Maps_Moderate_2.Evt</p>	<p>Length/Time: 2.5 miles (13000 feet) / ≈ 5.5 minutes</p> <p>Driver is presented with three maps along their route. After the first map, the additional maps are presented after they reach the destination presented on the previous map.</p> <p>These maps may have more than one turn and/or turns after passing through intersections. For the first two maps the roadway is devoid of traffic except for a single vehicle at an intersection, but a few pedestrians and on-coming vehicles are seen after the final map is presented.</p>
<p>Moderate set of Driving Directions Directions_Moderate.Evt</p>	<p>Length/Time: 1.1 miles (5900 feet) / ≈ 3.5 minutes</p> <p>The directions are to turn right on Broadway and left on Central and to continue to Pearl. Once the driver understands the directions, they initiate the scenario as usual.</p> <p>They drive through a suburban scene and pass several intersections before reaching Broadway. There is a pedestrian crossing the street in front of them at this intersection and another crossing Broadway. There are also vehicles parked near the intersection that have to be avoided. Once the driver reaches the appropriate building, the simulation ends.</p>

SCENARIO	DESCRIPTION
<p>Difficult Math Task Math_Difficult.Evt</p>	<p>Length/Time: 5.8 miles (30500 feet) / ≈ 8 minutes</p> <p>Two-lane highway with long gentle curves.</p> <p>Drivers instructed to pass traffic and perform addition/subtraction task.</p> <p>They will be presented with 20 road signs that have 2 digit numbers on them and will need to keep a running total of what the signs add up to. In the middle and end of the run they will be automatically asked what the current value of the road signs are.</p> <p>Middle Value = 84</p> <p>Ending Value = 9</p>
<p>Complex set of Driving Directions Directions_Difficult.Evt</p>	<p>Length/Time: 2.7 miles (14300 feet) / ≈ 6.5 minutes</p> <p>Driver gets directions to a party.</p> <ul style="list-style-type: none"> • Near the end of town, turn left at the light • At the second stop sign, turn right • After entering the neighborhood, take the first left after the church • Turn right onto Ranch street • Third house on the right! <p>The drive starts with a drive through a small town with a few hazards present (vehicle merges into traffic, etc.). After leaving town the scene is just a tree lined road. After making the right turn, the driver enters the town present in the Directions Easy and Moderate scenario. The church is just after Broadway. The driver turns at the next intersection and then turns right on Ranch (second street after turn).</p>
<p>Passing, Gap Judgements, and Merging</p>	
<p>Rural Highway Rural_Highway.Evt</p>	<p>Length/Time: 2.4 miles (12600 feet) / ≈ 3 minutes</p> <p>Two-lane highway that eventually changes to four lanes. There are no intersections.</p> <p>Once the highway changes to four lanes, driver's vehicle must move to the left and right to pass slower moving vehicles if they wish to maintain the 55-mph speed limit.</p> <p>After passing a vehicle in the left lane on the right, the vehicle speeds up and driver must slow down to avoid a slower moving vehicle in the right lane.</p> <p>Another vehicle merges from the right lane into the left lane forcing driver to slow down and potentially pass on the right. This occurs shortly prior to the roadway decreasing from four back down to two lanes so there is not a lot of room to complete the pass.</p>
<p>Passing with Oncoming Traffic Truck_Passing.Evt</p>	<p>Length/Time: 1.1 miles (6000 feet) / ≈ 1.5 minutes</p> <p>Driver instructed to pass a series of slow moving trucks on a two-lane rural road.</p> <p>There is relatively frequent on-coming traffic and the driver must decide when a safe vehicle pass can be made.</p> <p>Some of the on-coming vehicle colors stand out against the background while others are more difficult to see.</p>

SCENARIO	DESCRIPTION
<p>Easy Left Turns Left_Turns_Easy.Evt</p>	<p>Length/Time: 1.6 miles (8400 feet) / ≈ 3 minutes</p> <p>Driver instructed to make a series of left turns against on-coming traffic.</p> <p>The on-coming traffic has various sized gaps and the driver needs to decide when it is best to turn.</p>
<p>Moderate Country Drive Country_Passing_1.Evt</p>	<p>Length/Time: 4.7 miles (25000 feet) / ≈ 5 minutes</p> <p>Series of cars in front of the driver's vehicle slow down at various points requiring the driver to slow down and find a good point for passing.</p> <p>Hills, curves, and oncoming traffic require the driver to determine an appropriate time to pass.</p>
<p>Highway Driving Highway_Gaps.Evt</p>	<p>Length: 5.7 miles (30000 feet) / ≈ 5.5 minutes</p> <p>Relatively long drive on a four-lane divided highway with a grassy median. Speed limit is 65-mph.</p> <p>The driver should stay in the right lane except when passing slower moving traffic.</p>
<p>Freeway Merging Freeway_Merges.Evt</p>	<p>Length/Time: 1.6 miles (8200 feet) / ≈ 3 minutes</p> <p>One-lane road to enter a freeway transitions to a four-lane road requiring.</p> <p>Driver instructed to merge to the far right lane and take the freeway "exit" where Jersey barriers partition the road to a one-lane and then back to a four-lane. The driver is then told to merge to the far left and then to the right.</p> <p>The traffic is moving fast and is fairly congested. Other vehicles make sudden lane changes and apply brakes making this task more difficult.</p>
<p>Passing on Country Roads Country_Passing_2.Evt</p>	<p>Length: 6 miles (31500 feet) / ≈ 6.5 minutes</p> <p>Series of cars in front of driver's vehicle slow down at various points requiring driver to slow down and find a good point for passing.</p> <p>Hills, curves, and oncoming traffic require the driver to determine an appropriate time to pass.</p>
<p>Left Turns with Pedestrians Left_Turns_Hard.Evt</p>	<p>Length/Time: 1.6 miles (8400 feet) / ≈ 4.5 minutes</p> <p>Driver instructed to make a series of left turns against on-coming traffic and pedestrians are also crossing the same street.</p> <p>The on-coming traffic has various sized gaps and the driver needs to decide when it is best to turn. The number of pedestrians crossing the road increases for each successive left turn.</p>
<p>Freeway Driving Freeway.Evt</p>	<p>Length/Time: 2 miles (10,500 feet) / ≈ 4 minutes</p> <p>Driver will be navigating a high speed freeway with three lanes of traffic in their direction. Approximately halfway through the drive the right lane becomes blocked with traffic exiting the freeway. One of the vehicles will pull out of the right lane and cut the driver off.</p> <p>A little bit later, a fast vehicle from the left lane will cut the driver off as they try to get into the slow lane.</p>

SCENARIO	DESCRIPTION
<i>Hazard Perception</i>	
<p style="text-align: center;">Easy Rural Drive Hazards_Rural_Easy.Evt</p>	<p>Length: 4.1 miles (21800 feet) / ≈ 6.4 minutes</p> <p>Two-lane rural roads.</p> <p>Hazards include: head-on collisions (vehicle passing other vehicle and comes into driver's lane), a passing task (passing multiple slow moving vehicles), behind vehicle passes (vehicle passes driver's vehicle from behind), left turn with on-coming traffic, and a curvy mountain road.</p>
<p style="text-align: center;">Easy Suburban Drive Hazards_Suburban_Easy.Evt</p>	<p>Length: 2.4 miles (12500 feet) / ≈ 6.5 minutes</p> <p>Two-lane residential road and school zones separated by curved roadway sections.</p> <p>Hazards include: pedestrians, cross traffic not stopping at unmarked intersections, and vehicles backing out of drives.</p>
<p style="text-align: center;">Easy Urban Drive Hazards_Urban_Easy.Evt</p>	<p>Length/Time: 1.6 miles (8400 feet) / ≈ 4 minutes</p> <p>Six-lane urban area.</p> <p>Hazards include: pedestrians, parked vehicles pulling out into traffic, right and left turns. There are also utility trucks and construction zones that block lanes and increase the hazard potential.</p>
<p style="text-align: center;">Easy Metro Drive Hazards_Metro_Easy.Evt</p>	<p>Length/Time: 2.6 miles (13700 feet) / ≈ 5 minutes</p> <p>Four-lane metro area. There are no intersections.</p> <p>There is a broken down vehicle and a work zone that require the driver to change lanes. There is also a car that pulls out from a parked position into the right lane of travel. There is slower vehicle traffic that the driver has to drive around as well.</p>
<p style="text-align: center;">Moderately Difficult Rural Drive Hazards_Rural_Mod.Evt</p>	<p>Length/Time: 2.5 miles (13000 feet) / ≈ 5 minutes</p> <p>Two-lane rural roads.</p> <p>Hazards include: pedestrians and dogs, backing vehicles, and traffic lights.</p>
<p style="text-align: center;">Moderately Urban Rural Drive OTRehab_4.Evt</p>	<p>Length/Time: 2.5 miles (13500 feet) / ≈ 7 minutes</p> <p>Four-lane urban roadway environment. The speed limit is intentionally lower than expected (30 MPH) to force the driver to maintain a slower speed. During the drive the driver will need to avoid a couple of vehicles that pull into traffic, bypass a utility vehicle in the right lane when coming around a curve, and negotiate a couple of slow vehicles.</p>
<p style="text-align: center;">Moderately Difficult Metro Drive MetroDrive.Evt</p>	<p>Length/Time: 1.8 miles (9300 feet) / ≈ 5 minutes</p> <p>Four-lane metropolitan area.</p> <p>Obstacles that must be avoided include a construction zone, parked vehicles pulling into traffic, vehicle in left lane pulling abruptly into right lane to avoid slow traffic, pedestrians at intersections (when turning right, still crossing after light has turned green).</p>

SCENARIO	DESCRIPTION
<p>Driving in Fog FogDrive.Evt</p>	<p>Length/Time: 1.7 miles (9000 feet) / ≈ 4 minutes</p> <p>Four-lane rural area with heavy fog (approximately 100-foot visibility) at the start of the drive. After about a mile the fog goes away and the view is clear.</p> <p>Obstacles that must be avoided include a couple of roadway barrels that have been knocked over, a slow vehicle in the fog, and a vehicle that pulls into and then out of the driver's lane.</p> <p>While there are several things to avoid during the drive, the emphasis is on maintaining a safe speed in the fog.</p>
<p>Difficult Mountain Drive Mountain_Curves_Longer.Evt</p>	<p>Length/Time: 4.1 miles (21500 feet) / ≈ 7 minutes</p> <p>Two-lane mountain road with mostly sharp curves. Hazards that the driver will encounter include animals in the roadway, a vehicle encroaching the driver's lane around a curve, and boxes that are in the road as the driver crests a hill.</p>
<p>Difficult Rural Drive Hazards_Rural_Diff.Evt</p>	<p>Length/Time: 4.1 miles (21800 feet) / ≈ 7.5 minutes</p> <p>Two-lane rural roads.</p> <p>Hazards include: head-on collisions (vehicle passing other vehicle and comes into driver's lane), a passing task (passing multiple slow moving vehicles), behind vehicle passes (vehicle passes driver's vehicle from behind), left turn with on-coming traffic, curvy mountain road with some static hazards.</p> <p>Compared to Hazard Rural Drive Easy, the difficulty generally increases due to the number of on-coming vehicles when trying to pass the slow vehicles, the aggressiveness of the vehicles passing from behind, the number and location of head-on collision vehicles, and the placement of static hazards.</p>
<p>Difficult Suburban Drive Hazards_Suburban_Diff.Evt</p>	<p>Length/Time: 2.4 miles (12500 feet) / ≈ 7.5 minutes</p> <p>Two-lane residential road and school zones separated by curved roadway sections.</p> <p>The hazards include: pedestrians, cross traffic not stopping at unmarked intersections, vehicles backing out of drives, parked cars along the roadway merging into traffic.</p> <p>Compared to Hazards, Suburban Drive - Easy, the number of hazards and the difficulty of the hazards have both increased. The difficulty of the hazards increases because they tend to be more obscured by other vehicles and/or surrounding objects.</p>
<p>Difficult Urban Drive Hazards_Urban_Diff.Evt</p>	<p>Length/Time: 1.25 miles (6600 feet) / ≈ 5 minutes</p> <p>Six-lane urban roads.</p> <p>Hazard include: pedestrians, parked vehicles pulling out into traffic, right and left turns with pedestrians in crosswalks and on-coming traffic. There are also utility trucks and construction zones that block lanes and increase the hazard potential.</p> <p>Compared to Hazards, Urban Drive - Easy, the difficulty of the hazards increase due to being obscured by other vehicles and/or surrounding objects.</p>

SCENARIO	DESCRIPTION
Challenging Drives	
<p>Easy, Long Country Drive Long_Drive_Easy.Evt</p>	<p>Length/Time: 7.6 miles (40000 feet) / ≈ 9.5 minutes</p> <p>British countryside with roadway configured for driving on the left. Signs are posted on the right. There is some on-coming traffic. There are no intersections or pedestrians.</p> <p>A few of the parked vehicles on the left merge onto the roadway and then exit the roadway (return to a parked position on the berm). The driver may need to slow down for these vehicles, but the movement of these vehicles should not cause any abrupt driver inputs.</p>
<p>Country Road Test Complete_Test_Easy.Evt</p>	<p>Length/Time: 5.2 miles (27500 feet) / ≈ 11 minutes</p> <p>Hazards are presented as the driver drives through residential, commercial, and rural areas.</p> <p>Hazards include: cross traffic at stop signs, pedestrians and dogs crossing the roadway at unexpected locations, and vehicles backing out into traffic.</p>
<p>Rural Drive Version 1 OTRehab_2.Evt</p>	<p>Length/Time: 4.7 miles (25000 feet) / ≈ 8.5 minutes</p> <p>Divided Attention scenario on a four-lane road that moves through highway, rural, and metro scenes.</p> <p>The DA events include left, right, up and down arrows.</p> <p>Driver brake reaction times measured.</p> <p>There is on-coming, cross and with driver traffic flow. There is also merging traffic and road construction area that require merging. There are intersections with and without signals.</p>
<p>Rural Drive Version 2 RuralDrive.Evt</p>	<p>Length/Time: 5.3 miles (28000 feet) / ≈ 8 minutes</p> <p>Divided Attention scenario on a four-lane road that moves through highway, rural, and metro scenes.</p> <p>The DA events include left, right, up and down arrows.</p> <p>Driver brake reaction times measured.</p> <p>Hazards include: a fast moving vehicle coming in the left lane right before a construction site in the right lane that forces driver's vehicle into left lane (have to avoid fast moving vehicle from behind by slowing down) a truck pulling out from a gas station into traffic and then pulling over, and a vehicle parked in the right lane during a high fog event.</p>
<p>Hour Drive Endurance.Evt</p>	<p>Length: Varies / = 61 minutes</p> <p>This is the only timed drive that is provided. This drive lasts 61 minutes (one minute for warmup, followed by 60 minutes of driving). The drive occurs on a two-lane rural highway with numerous curves and hills. There is occasionally oncoming traffic and no obstacles for the driver to avoid.</p>

SCENARIO	DESCRIPTION
<p align="center">Endurance Drive BlueRun.Evt</p>	<p>Length: 8.5 miles (45000 feet) / ≈ 25 – 30 minutes</p> <p>Longest scenario that is provided, it covers a wide range of roadway types including rural, residential, urban, and divided highway.</p> <p>There are several events that are relatively difficult including: vehicles passing from behind on the left when on the divided highway, train tracks, cross traffic not stopping at an intersection, and turning left at an intersection where the cross traffic does not stop.</p> <p>The last two require judgment of gap distance. Speed limit variation is quite frequent.</p>
<p align="center">Longer Challenging Drive ChallengeDrive.Evt</p>	<p>Length: 7.8 miles (41000 feet) / ≈ 13 minutes</p> <p>Long scenario that covers a wide range of roadway types including rural, residential, and urban.</p> <p>There are several events that are relatively difficult including: vehicles passing from behind on the left, pedestrian traffic, construction zones (one with a truck backing into driver's lane), having to pass a slow moving vehicle (have to wait until dashed yellow line and for on-coming traffic, a passing vehicle comes into the driver's lane requiring them to leave the roadway, cross traffic running a red light (requires looking left and right at intersections), and turning left at an intersection with on-coming traffic (gap distance).</p> <p>The last two require judgment of gap distance. Speed limit variation is quite frequent.</p>
<p align="center">Mountain Challenge Drive Mountain_Challenge.Evt</p>	<p>Length/Time: 4.5 miles (23500 feet) / ≈ 8 minutes</p> <p>Two-lane mountain road with curves, sharp curves, and S curves. Hazards that the driver will encounter include wind gusts that can push the driver's vehicle towards the guard rail or into oncoming traffic; a very slow truck around one curve; boxes that are in the road around another curve.</p>
<p align="center">Math Task with Divided Attention DA_Memory.Evt</p>	<p>Length/Time: 5.8 miles (30500 feet) / ≈ 10 minutes</p> <p>Two-lane curvy road that represents driving in the country. Driver almost constantly has to provide some type of steering input.</p> <p>Driver instructed to pass slower vehicles while also performing both an addition/subtraction task and a divided attention task.</p> <p>The DA events include left, right, up and down arrows and there are a total of sixteen different events.</p> <p>The driver will also be presented with ten road signs that have two digit numbers on them and will need to keep a running total of what the signs add up to. In the middle and end of the run they will be automatically asked what the current value of the road signs are.</p> <p>Middle Value = 23</p> <p>Ending Value = 59</p>

SCENARIO	DESCRIPTION
<p>Road Test Version 1 Complete_Test_1.Evt</p>	<p>Length/Time: 4.2 miles (22000 feet) / ≈ 10.5 minutes</p> <p>Scenario runs through metro, rural, farmland, school zone, and residential condos scenes.</p> <p>The basic scenario scenes are identical except for the presentation order. The presentation of various hazards does change for each version of the Road Test.</p> <p>Road Test Versions can be used for pre/post rehabilitation assessments.</p>
<p>Road Test Version 2 Complete_Test_2.Evt</p>	<p>Length/Time: 4.0 miles (21000 feet) / ≈ 10 minutes</p> <p>Scenario runs through metro, rural, farmland, school zone, and residential condos scenes.</p> <p>The basic scenario scenes are identical except for the presentation order. The presentation of various hazards does change for each version of the Road Test.</p> <p>Road Test Versions can be used for pre/post rehabilitation assessments.</p>
<p>Road Test Version 3 Complete_Test_3.Evt</p>	<p>Length/Time: 3.8 miles (20000 feet) / ≈ 9 minutes</p> <p>Scenario runs through metro, rural, farmland, school zone, and residential condos scenes.</p> <p>The basic scenario scenes are identical except for the presentation order. The presentation of various hazards does change for each version of the Road Test.</p> <p>Road Test Versions can be used for pre/post rehabilitation assessments.</p>
<p><i>Skill Drives</i></p>	
<p>Steering.Evt</p>	<p>Displays a large skid pad can be used to play around and test a wide variety of simulation options.</p>
<p>Single Slalom Slalom.Evt</p>	<p>Length/Time: .65 miles (3400 feet) / ≈ 1.5 minutes</p> <p>Simple slalom course where the driver needs to steer left and right between the barrels. There are three separate trials of eight barrels each.</p>
<p>Double Slalom DoubleSlalom.Evt</p>	<p>Length/Time: .65 miles (3400 feet) / ≈ 1.5 minutes</p> <p>Double slalom course where the driver needs to steer between consecutive sets of barrels that are offset left and right from the center. There are three separate trials of eight sets of barrels each.</p>
<p>Zig Zag Steering ZigZagSteer.Evt</p>	<p>Length/Time: .3 miles (1500 feet) / ≈ 1 minutes</p> <p>Steering course where the driver must steer between the next set of cones that are placed either left or right of center. After steering through the cones, the driver then needs to immediately steer back in the opposite direction to realign themselves with the center.</p>
<p>Double S Curve DoubleSCurve.Evt</p>	<p>Length/Time: .1 miles (500 feet) / ≈ 1 minutes</p> <p>As the icon shows, this drive is a double S curve made with cones. The cones are eighteen feet apart and the driver should try to drive as fast as they can but without knocking over any cones.</p>

SCENARIO	DESCRIPTION
<p>Evasive Steering EvasiveSteer.Evt</p>	<p>Length/Time: .4 miles (2200 feet) / ≈ 1 minutes</p> <p>During this drive, the driver will pass between the set of green barrels and will hear a random auditory instruction that informs the driver which direction to turn. They must then immediately turn and pull into the lane in the direction specified.</p>
<p>Parking ParkingSkills.Evt</p>	<p>Length/Time: Varies</p> <p>This scenario has a couple of different sections to it all marked out with cones. At the start the driver will experience several sets of barrels on both the right and the left side of the vehicle. The barrels are in a sideways block U shape and are intended for trying to parallel park. The second section is an L shape made with barrels on the right and the left. The barrels are twenty-four feet apart. As part of the L, there are four cutout sections that a driver can pull or back into. This allows a driver to practice different types of parking maneuvers.</p> <p>This scenario is free form so the therapist will most likely need to guide the driver and instruct them on what to do. In addition, the driver will have to rely on their mirrors to successfully back the vehicle.</p>
<p><i>Specialty Drives</i></p>	
<p>Nighttime Curves NightDrive1.Evt</p>	<p>Length/Time: 2.4 miles (12550 feet) / ≈ 3 minutes</p> <p>Simple two-lane highway with gentle curves and oncoming traffic. The drive occurs under night time conditions.</p>
<p>Advanced Nighttime Curves NightDrive2.Evt</p>	<p>Length/Time: 4.5 miles (24000 feet) / ≈ 8 minutes</p> <p>Night drive on a two-lane curvy road that runs through a desert scene. There are no hazards or obstacles.</p> <p>The key point of the drive is lane keeping and maintaining the 35-mph posted speed limit.</p>
<p>Rural Nighttime NightDrive3.Evt</p>	<p>Length/Time: 7.6 miles (40000 feet) / ≈ 9.5 minutes</p> <p>Night drive on a country roadway. There is some on-coming traffic, some in-lane traffic and pedestrians and animals in the roadway.</p>
<p>Advanced Rural Nighttime NightDrive4.Evt</p>	<p>Length/Time: 8.9 miles (47000 feet) / ≈ 15 minutes</p> <p>Night drive that starts with a suburban scene that is followed by a curvy road, several intersection events, a construction zone with very tight cone placements, another curvy road section which is again followed by several intersection events.</p>
<p>Bridge and Tunnel BridgeandTunnel.Evt</p>	<p>Length/Time: 1.3 miles (7000 feet) / ≈ 2 minutes</p> <p>Simple straight road scenario where the driver starts on what looks like a country road. The road then transitions so the driver is driving on a bridge over water for a short time before they enter a tunnel that takes them under the water.</p> <p>There is approaching traffic and the lanes are very narrow.</p>

SCENARIO	DESCRIPTION
<p>Empty Parking Lot ParkingLot_Easy.Evt</p>	<p>Length/Time: Varies</p> <p>Simple empty parking lot that a driver can use to practice turning in tight spaces, line the vehicle up to park, parking, backing and more. There are no vehicles or obstacles in this parking lot with the exception of the sidewalks and buildings. The driver can pull onto the sidewalk a little bit but if they pull in too far, they will crash.</p>
<p>Parking Lot with Static Traffic ParkingLot_Moderate.Evt</p>	<p>Length/Time: Varies</p> <p>This is similar to the easy empty parking lot scenario except this parking lot has numerous stationary vehicle already parked in the lot. The existing vehicles will not move and this scenario gives the driver a chance to practice turning in tight spaces, lining up their vehicle to park, parking, backing and more. Because of the parked vehicles, the driver can demonstrate their strategies for different types of parking situations. The driver can pull onto the sidewalk a little bit but if they pull in too far, they will crash.</p>
<p>Parking Lot with Dynamic Traffic ParkingLot_Difficult.Evt</p>	<p>Length/Time: Varies</p> <p>This is similar to the moderate parking lot scenario where you have a large parking lot with cars parked in it; however, unlike the moderate level parking lot, some of these cars will back out. In addition, there are pedestrians that will be walking in the parking lot.</p> <p>This drive is setup so that it will not be the same each time, the software will randomly choose from a few different cars that will back out or try to cut the driver off.</p> <p>The driver can pull onto the sidewalk a little bit but if they pull in too far, they will crash.</p>
<p>Animation Examples AnimationExamples.Evt</p>	<p>Length/Time: Varies</p> <p>Demonstrates how the Animated Object event can be used to control 3D models that have animation associated with them. Examples in the scenario included a ball rolling across the street, a construction worker with a jackhammer and, a car door opening and closing and a school bus with a retractable stop sign.</p> <p>There is no purpose to this scenario except to demonstrate how these things can be done.</p>