Quick Reference Guide:
Simulator Functions for Sim Labs

DRIVE**WISE**
Getting You and Yours Home Safely

Basic
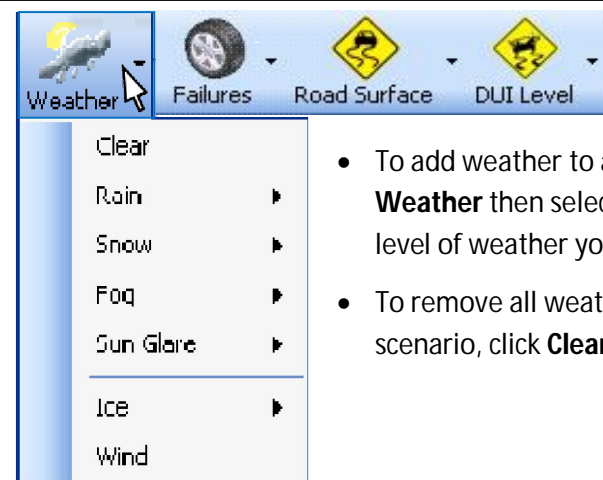
Freeze and Replay
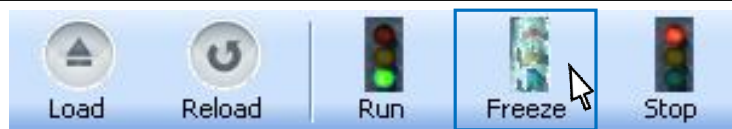
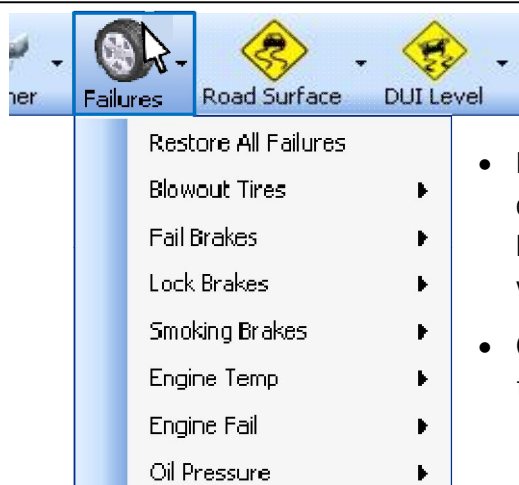- To pause the scenario while the student is driving, click **Freeze**.

- To replay the scenario just driven, click **Replay** once the student has finished driving.
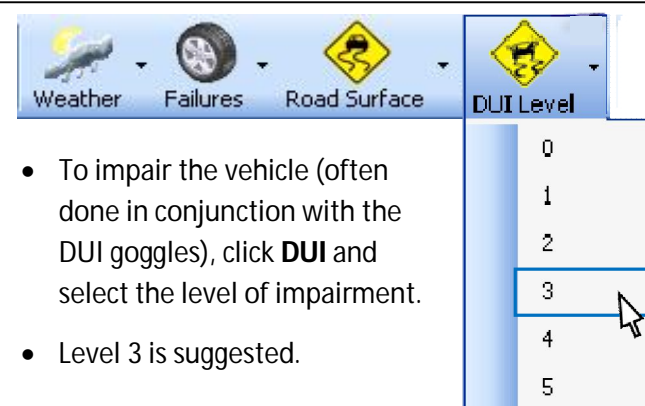
Weather

- To add weather to a scenario, click **Weather** then select the type and level of weather you'd like to add.

- To remove all weather from the scenario, click **Clear**.

Vehicle Failures

- For all vehicle failures, click **Failures** and select how you would like the vehicle to malfunction.

- Click **Restore All Failures** to remove all failures.

DUI Levels

- To impair the vehicle (often done in conjunction with the DUI goggles), click **DUI** and select the level of impairment.

- Level 3 is suggested.

DRIVE WISE
Getting You and Yours Home Safely

Advanced

Creating a Skid

Weather
- Clear
- Rain ▶
- Snow ▶
  - Very Light Snow
  - Light Snow
  - Medium Snow
- Fog ▶
- Sun Glare ▶
- Ice ▶
  - No Ice
  - Ice Level 1
  - Ice Level 2
  - Ice Level 3
  - Ice Level 4
- Wind

- Step 1: Select **Light Snow.**
- Step 2: Select **Ice Level 2.**
- Step 3: Lock up **Rear Left** brake.

Failures
- Restore All Failures
- Blowout Tires ▶
- Fail Brakes ▶
- Lock Brakes ▶
  - Front Left
  - Front Right
  - Rear Left
  - Rear Right
  - Trailer Left
  - Trailer Right
  - Restore
- Smoking Brakes ▶
- Engine Temp ▶
- Engine Fail ▶
- Oil Pressure ▶
- Fail Headlights ▶
- Low Fuel ▶

- Step 4: **Restore All Failures** immediately after locking up the rear left brake.

Creating a Snow Squall

Weather
- Clear
- Rain ▶
- Snow ▶
  - Very Light Snow
  - Light Snow
  - Medium Snow
  - Heavy Snow
- Fog ▶
- Sun Glare ▶
- Ice ▶
- Wind

- Step 1: Select **Heavy Snow.**
- Step 2: Select **Wind.**
- Note: Make sure there is **No Ice**.

Wind Settings

N

Gust 1   Gust 2   Gust 3

Wind
| Speed | 17 | KPH |
| Direction | 30 | Degrees |

Gusts
	Speed KPH	Direction (Degrees)	Frequency (Hz)
1:	25	45	0.2
2:	136	180	0.1
3:	75	270	0.05

Enable   Disable   Close

- To change the main **Wind** speed and direction, move the point in the box; this changes the Wind **Speed** and **Direction** values.
- To add gusts of wind, use the levers. This changes the **Gusts** values.
- For a realistic snow squall, set **Gust 2** higher (head wind).