

Title (en)
REMOTE CONTROLLED SIMULATOR SYSTEM BY COMPUTER ACTING EXPERIENCE WITH DEVICES MOVING ON EXTERNAL SITE

Title (de)
FERNGESTEUERTES SIMULATORSYSTEM ZUR COMPUTERVERMITTLUNG VON ERLEBNISSEN DURCH MIT SICH AN EXTERNEN
STELLEN BEWEGENDEN VORRICHTUNGEN

Title (fr)
SYSTÈME DE SIMULATION COMMANDÉ À DISTANCE PAR L'INTERMÉDIAIRE D'UNE EXPÉRIENCE PAR ORDINATEUR AVEC DES
DISPOSITIFS SE DÉPLAÇANT SUR UN SITE EXTERNE

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Application
EP 15776001 A 20150409

Priority
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• HU P1500119 A 20150318
• HU 2015000035 W 20150409

Abstract (en)
[origin: WO201515557A2] Remote controlled simulator system by computer acting experience with devices moving on external site, which system, in addition to the usual features of the well know simulation games, utilizes various means, such as land vehicles, water vehicles and aircraft in real physical situations, to be controlled remotely, and which is suitable for giving the player a sense of rear experience. The simulator system according to the invention includes mobile units (2) with mounted cameras (3), which are connected to the informatics system of the simulator system, which mobile units are manipulated on a real model layout of race track (1), so that the direction and control of mobile units (2), and the signals of one or more cameras (3) mounted on them are transmitted in a wireless manner to a local centre (4) on site, which local centre is in direct or indirect data transmission link with the game centre (5) controlling and handling the centre of the game e.g. through the internet, and furthermore, local players (6) or additional remote players (7) are linked to the game centre (5) also with direct or indirect data transmission link, e.g. through the internet. It is characterised by that, there are one or more cameras (3) mounted on the mobile unit (2), the video signal of which are transmitted to the local centre (4) on site, and from here to the game centre (5), and the mode of wireless transmission could be radio frequency, in the given case wifi, or mobile phone or optical data transmission, the players (6) connected to the game centre (5) are staying together or separately in a simulator cabin (8) created for this purpose to provide an audio-visual experience, on the wall of which cabin (8) the images of the cameras (3) mounted on the mobile units (2) are displayed or projected on monitors (9) or screens, with which the images are shown corresponding to the movement and locations of the mobile unit (2), thus ensuring a local "in situ" experiment for the players.

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Citation (search report)
• [XY] US 2012229660 A1 20120913 - MATTHEWS CYNTHIA C [US], et al
• [YA] WO 2012116433 A1 20120907 - D BOX TECHNOLOGIES INC [CA], et al
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