VirtualGT Advanced Motion Simulator
The only 9-channel motion system that improves driver control with Skid Vector™ traction feedback

The Finest Racing Simulators are now even better.
VirtualGT has built its success on a single concept, high-fidelity. VGT’s racing cockpit, audio, video, vibration and controls blend together to create a powerful illusion that guarantees a highly accurate, low distortion auto racing experience.

VGT High-Fidelity motion.
It’s widely accepted that motion is the most important sensory input for driving a race car. It follows then that it’s also the most important effect to get absolutely right, and we have.

Superior design, engineering and integrated construction.
The VGT Advanced Motion System, is powered by D-Box, selected for their award-winning, highest-fidelity motion reproduction components and D-Box Motion Code.™ It provides a perfectly synchronised, completely immersive, racing experience. This breakthrough nine channel VGT D-Box motion code system, now available on an exclusive basis for any VirtualGT simulator, comes with an industry leading 2-year warranty.

VGT’s high-fidelity motion system and panoramic 66 inch, 150° widescreen display, provide the most authentic and immersive racing simulation found anywhere at any price.

The VirtualGT commitment.
Our upgrade path will keep your VGT way ahead of the competition. The Advanced Motion Base retrofits onto any VirtualGT ever made. You can add high fidelity motion effects to any new or used VGT in about an hour. No other simulator offers motion as a user upgrade. You can purchase a VGT now without motion and add it later, distributing cost and benefits of this, or any other option, over time.

Advanced Motion Option
VGT-MB-DX4 $14,995.

The World’s Finest Racing Simulators

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High Fidelity = Authentic Motion
So what is the difference between the VGT Advanced Motion System and all other simulators that move? Degrees of movement, axis rotation, acceleration forces, payload rating, frequency response and latency all mean nothing if the motion distracts you because it doesn’t feel real.

Authentic Motion = Real Control
Only VGT provides nine channels of high fidelity racing stimulation. It enables superior car control giving you a significant competitive edge. Other motion systems move in two or three directions, the X axis (front-to-back), Y (side-to-side) and Z (up-down). This alone cannot express car weight transfer, traction loss or the energy of the chassis and engine.

Real Control = Real Results
D-Box spent many years developing its award winning Motion Code, refining the program with feedback from professional race drivers. The result is our 9-channel system that adds four suspension points, three discrete engine/drive train vibration points and a skid vector to the X,Y,Z acceleration forces improving driver control with tactile traction feedback.

Simulate this...
Feel the car get upset on the aprons, the wheels lose contact with the track. You sense the onset of the car losing grip, reacting instantly to regain control. You feel the car and respond instinctively to control it.

Continuous improvement.
The VirtualGT Advanced Motion System is not a new product. It is an enhancement of an award winning product and programming technology that has been highly refined over the past decade.

Don’t take our word for it...
Call for a test drive and experience VirtualGT’s Advanced Motion System combined with its unique High Fidelity audio and intense three point vibration transducers, you’ll understand why experienced pro drivers continue to say, “VGT is the most realistic racing simulator I’ve ever driven!”

“The VGT will help you with your control and reaction times.”
Scott Dixon, 2008 Indy Champion

“VGT is no game, it’s a serious tool to improve your racing skills.”
Ross Bentley, Road Racing and 24 Hours of Daytona Champion.

Display Mounts. Modified to mount the display to the stationary frame.
Actuators. Load rated at 1,000 lbs. 600 Vdc, 1.5” stroke.
Frame. Lower frame is stationary, upper frame transfers motion.
Controllers. Translates input signal from track and car into motion.

Advanced Motion Option
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