Gaming Simulation Brake Pedal
Interface Mini™

Industry: Test and Measurement

Summary

Customer Challenge

A gaming company wants to switch from the standard racing pedals, to a load cell based pedal system for their racing simulation game. Compared to the standard racing simulation pedals, load cell pedals are more advanced and offer more accurate results. They want a wireless system that will measure the strength of the pressure received by the pedals that will detect the perfect amount of braking power.

Interface Solution

Interface's BPL Pedal Load Cell can be installed onto the gaming brake pedal to measure the force applied when someone puts their foot on it. Forces are measured and recorded using the WTS-AM-1E Wireless Strain Bridge Transmitter Modules, where data is transmitted to the WTS-BS-6 Dongle Base Station when connected to the customer's PC or laptop.

Results

Interface's BPL Pedal Load Cell measured and recorded the pedal forces applied to their racing gaming brake pedals. In comparison to traditional simulation pedals that measure the distance of the pedals when pressed, Interface's load cell pedal system provided a more realistic experience for gamers.

Materials

- BPL Pedal Load Cell
- WTS-AM-1E Wireless Strain Bridge Transmitter Module
- WTS-BS-6 Wireless Telemetry Dongle Base Station
- Log100 Software
- Customer PC or Laptop

How It Works

1. The BPL Pedal Load Cell is installed onto the gaming brake pedal, and is connected to the WTS-AM-1E Wireless Strain Bridge Transmitter Module.
2. The BPL Pedal Load Cell measure the forces applied by the gamer when they put pressure onto the brake pedal.
3. The force results are wireless transmitted to the customer's laptop through the WTS-BS-6 Wireless telemetry Dongle Base Station. The customer was able to log, graph and record using the supplied Log100 Software.

BPL Pedal Load Cell

Gaming Simulation Pedals

Customer Laptop with Log100 Software

WTS-AM-1E Wireless Strain Bridge Transmitter Module

WTS-BS-6 Wireless Dongle Base Station