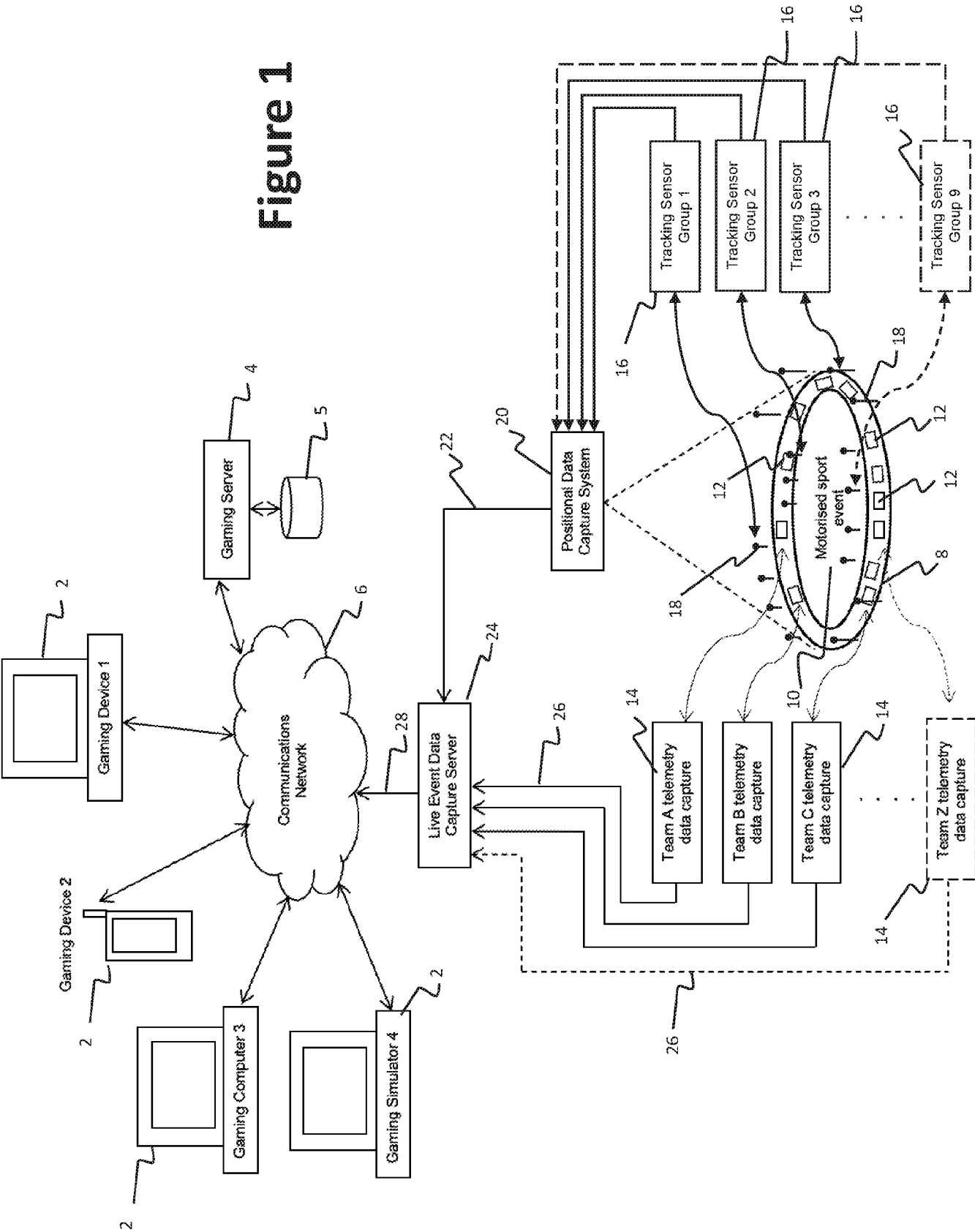


Figure 1



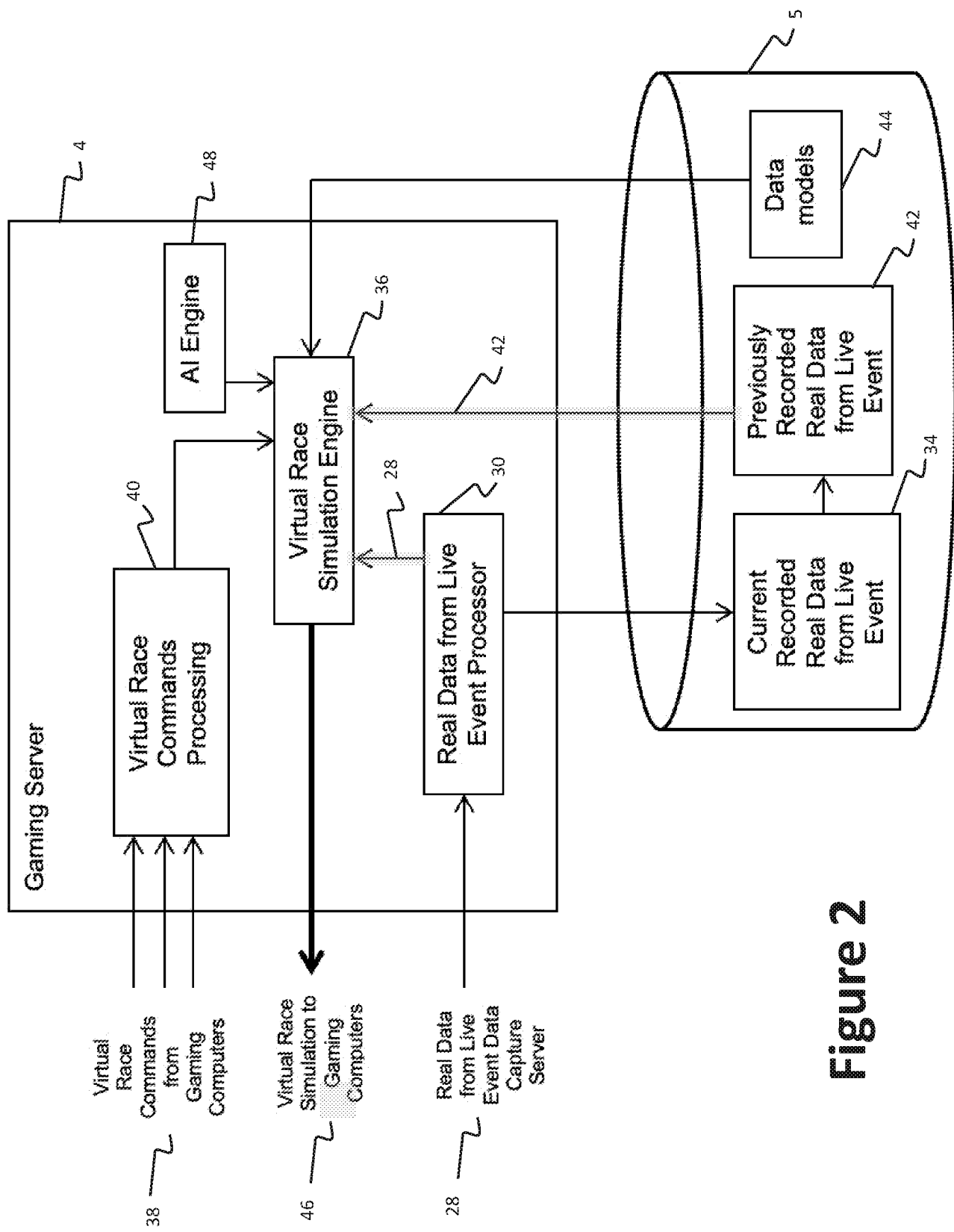


Figure 2

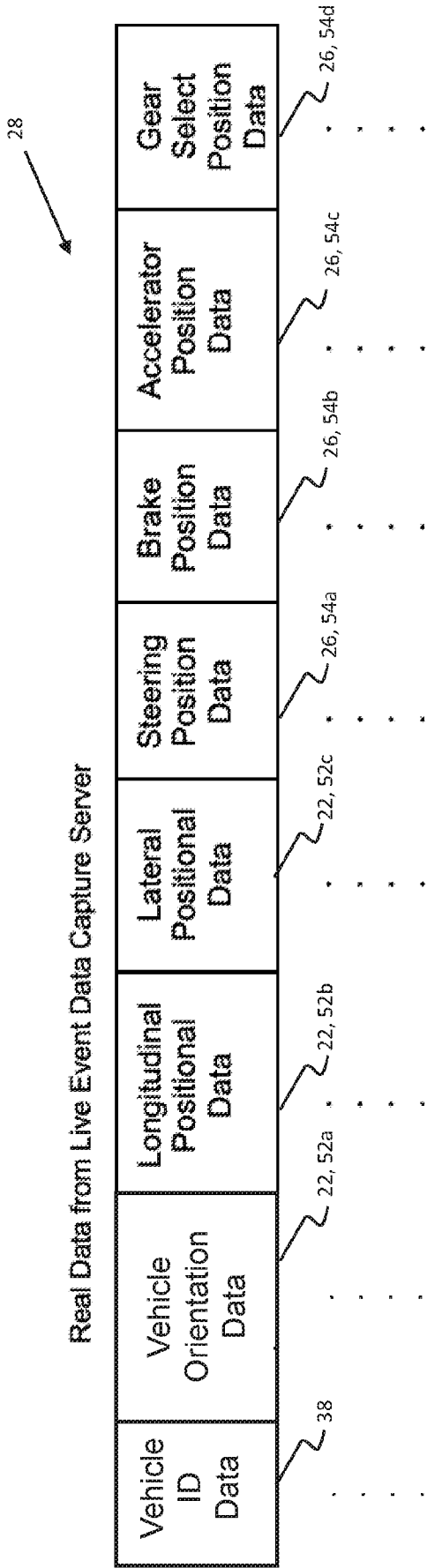


Figure 3a

Virtual Race Commands from Gaming Computers

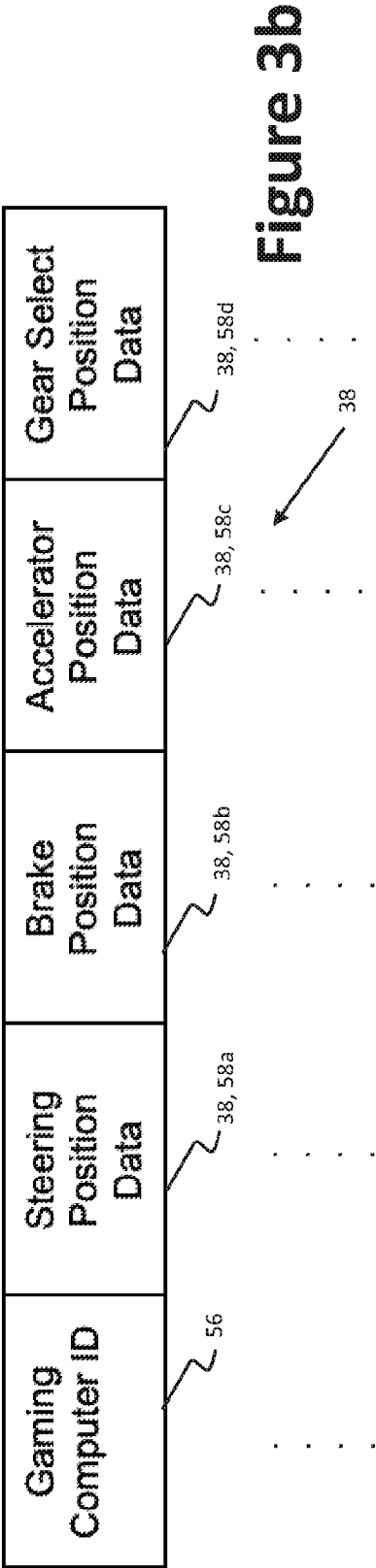


Figure 3b

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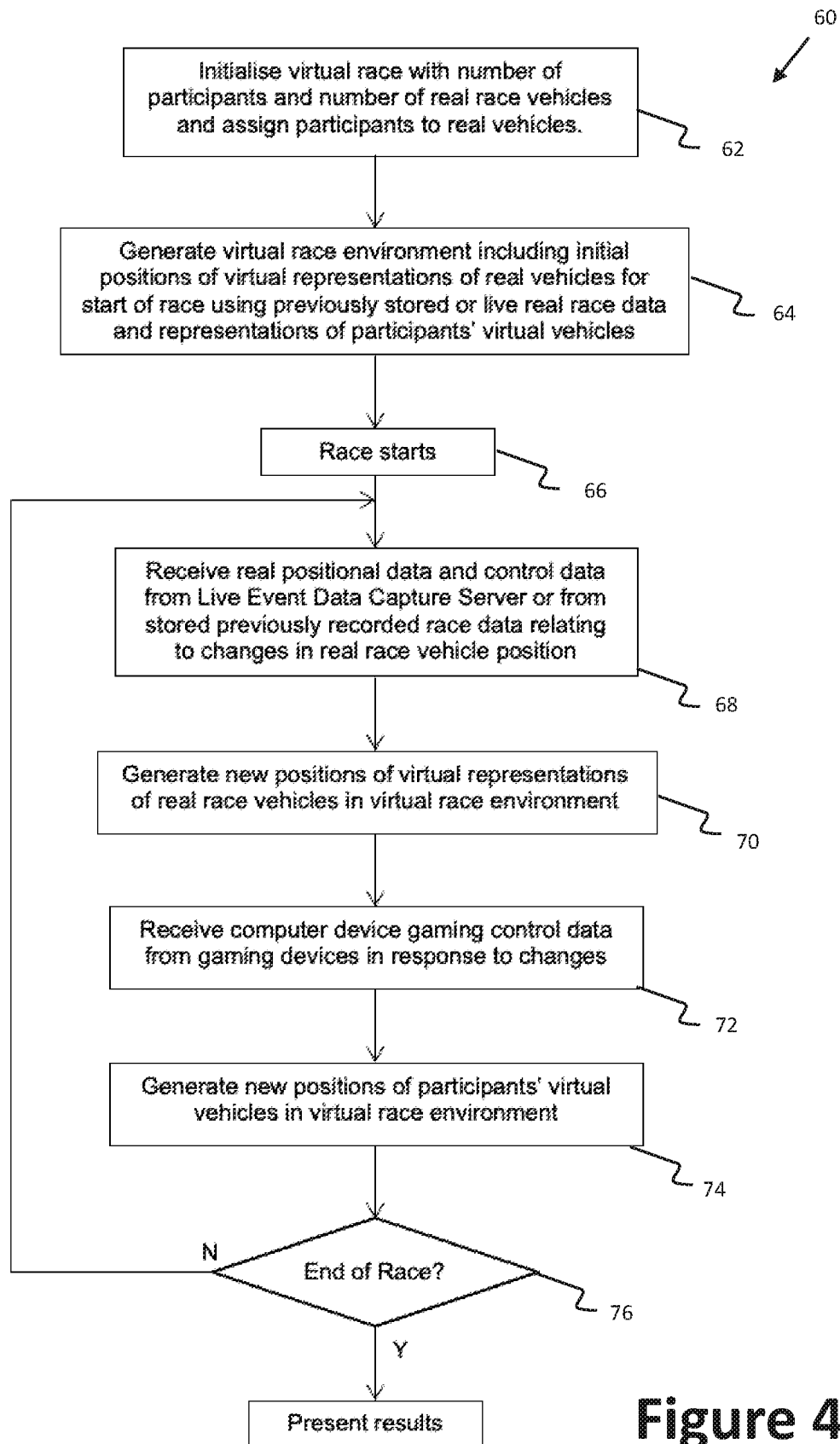


Figure 4

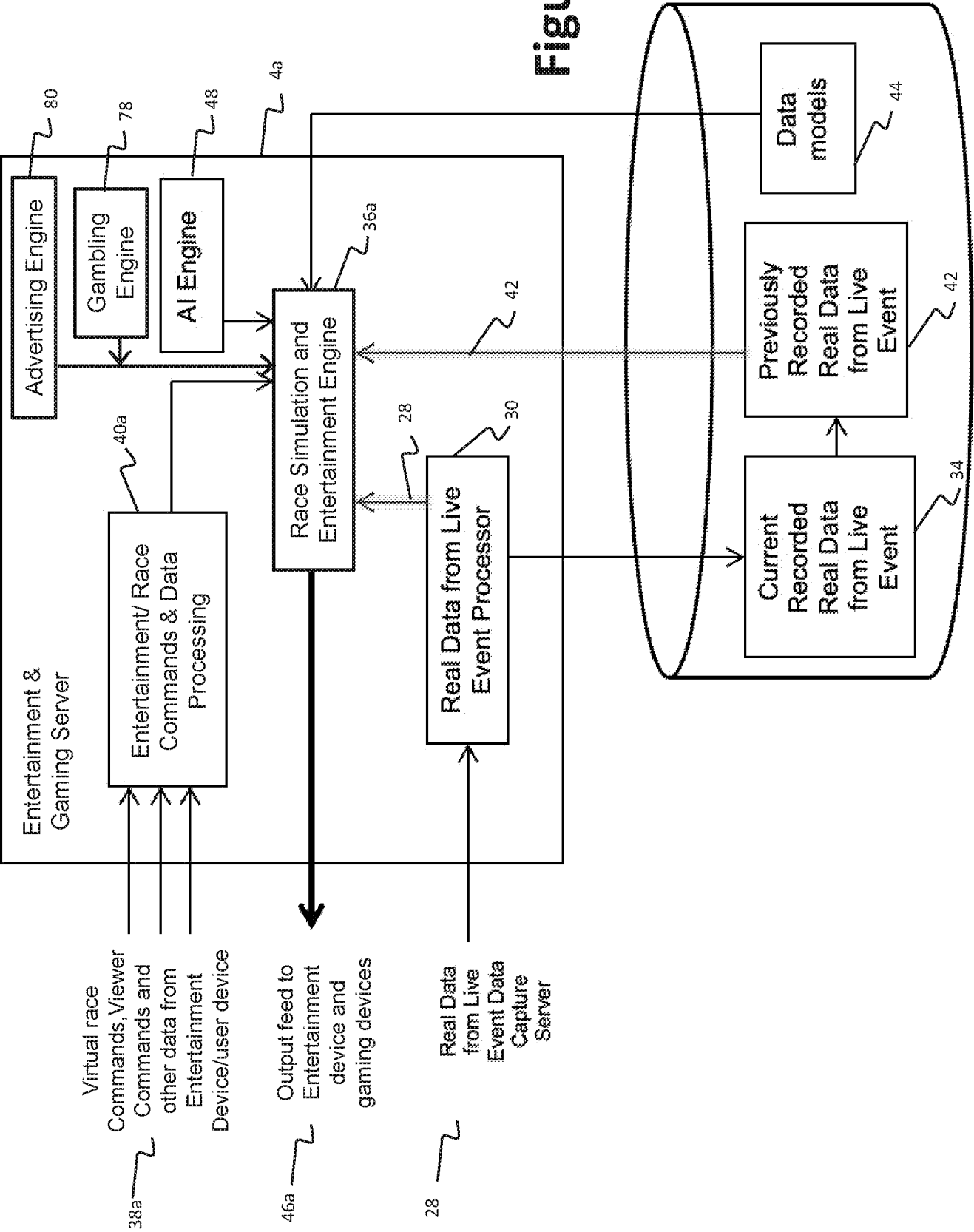


Figure 5

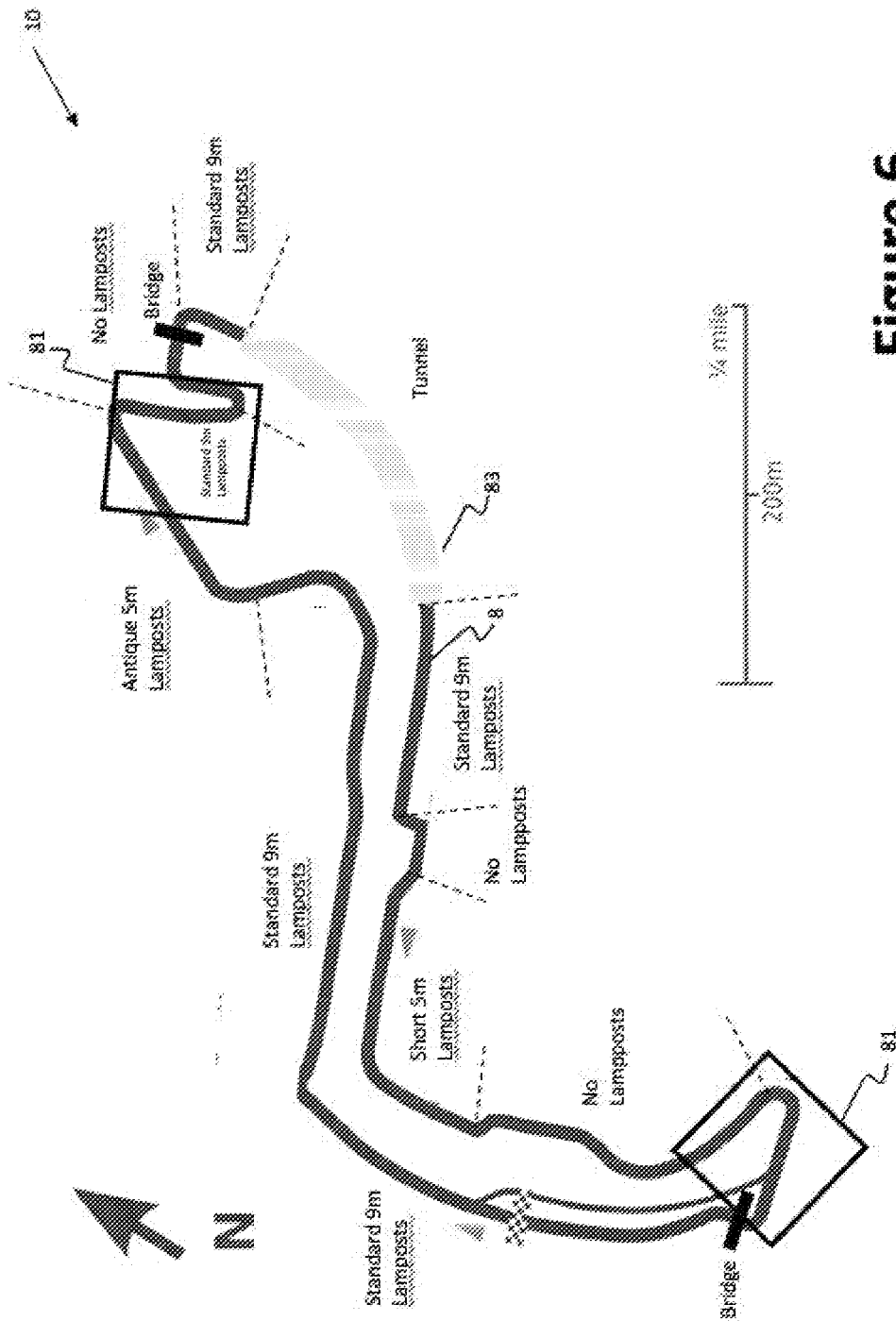


Figure 6

Figure 7a

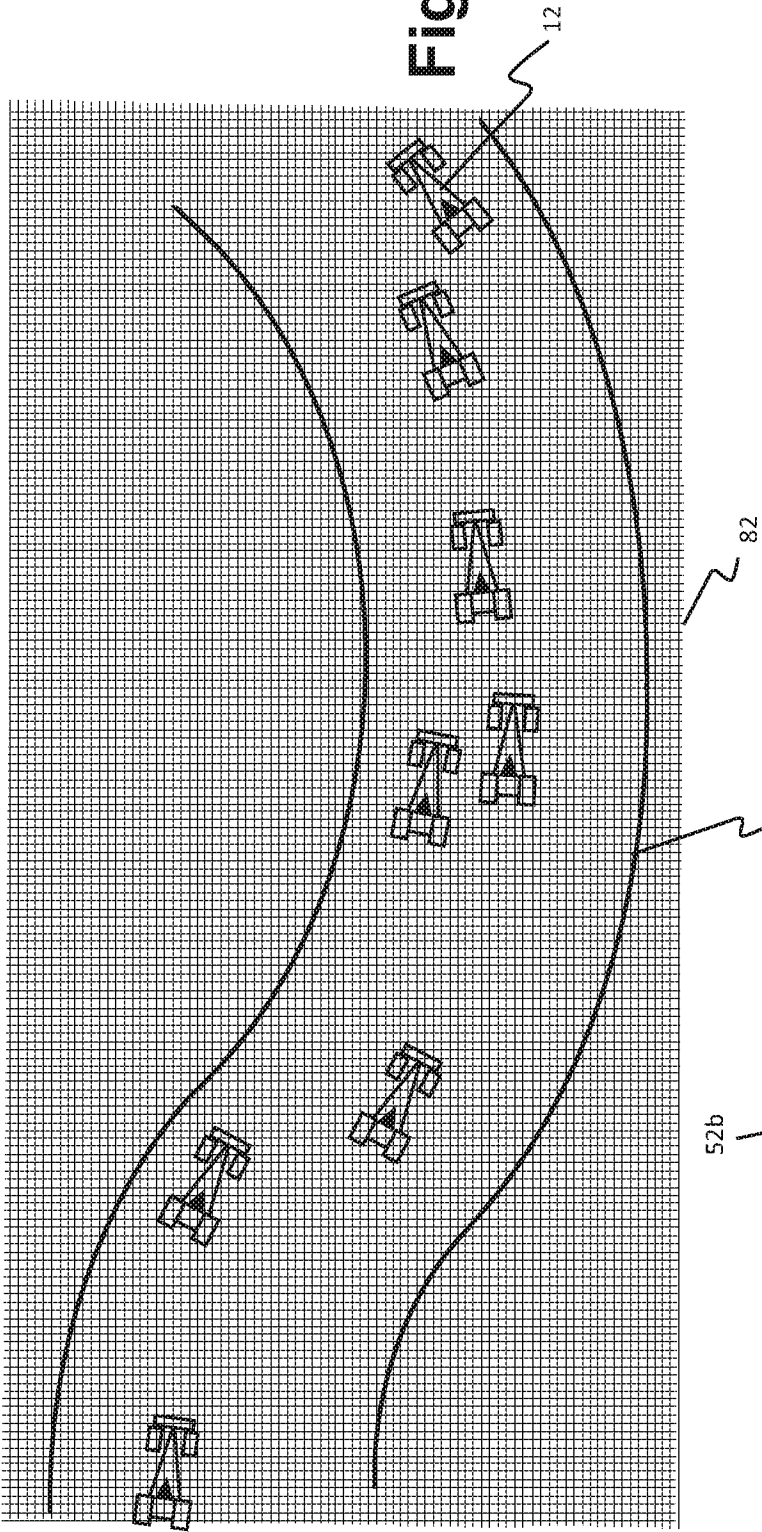
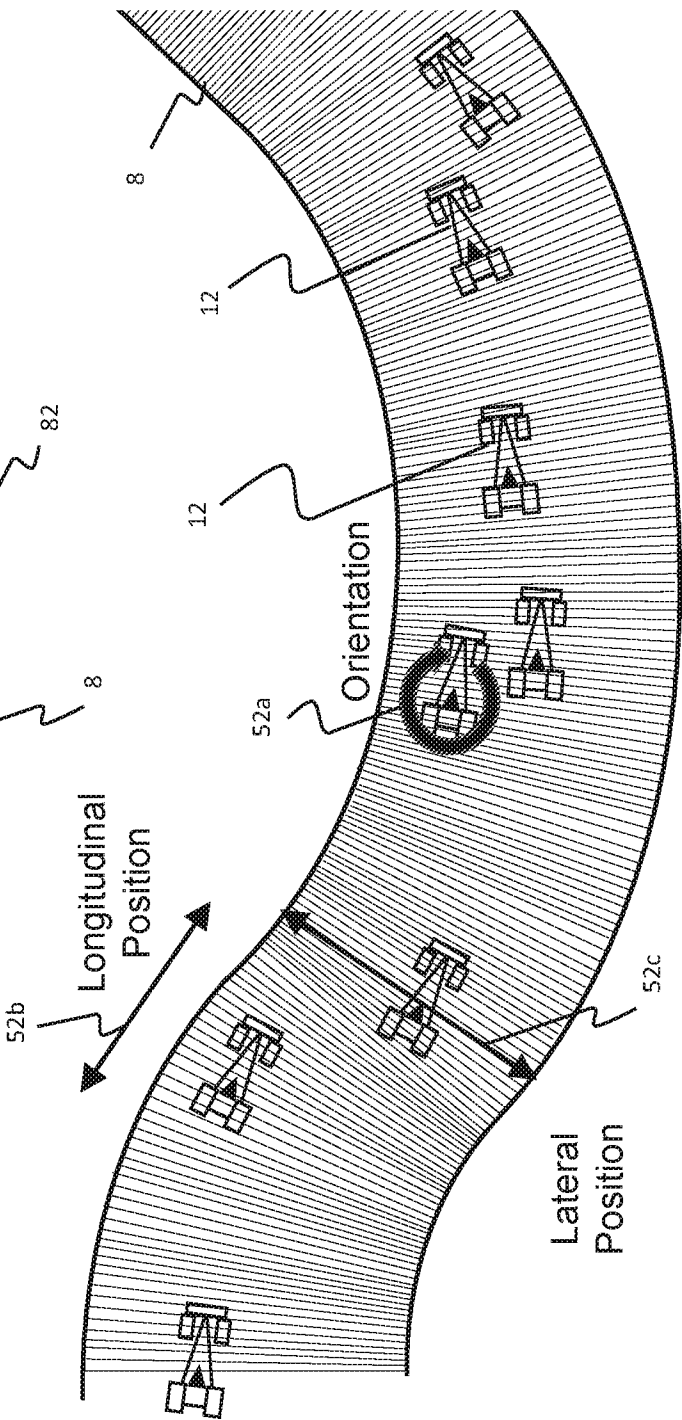


Figure 7b



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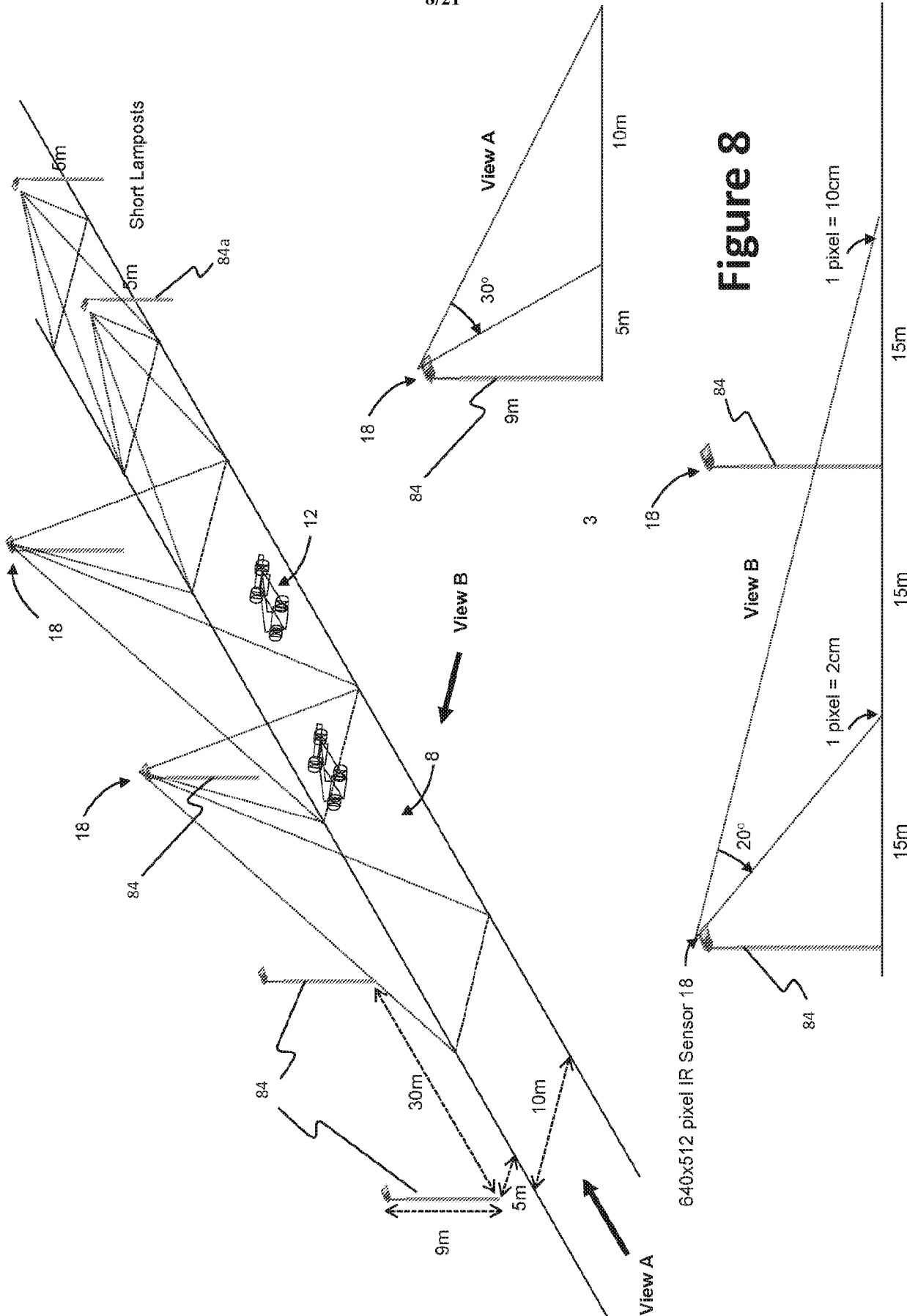


Figure 8

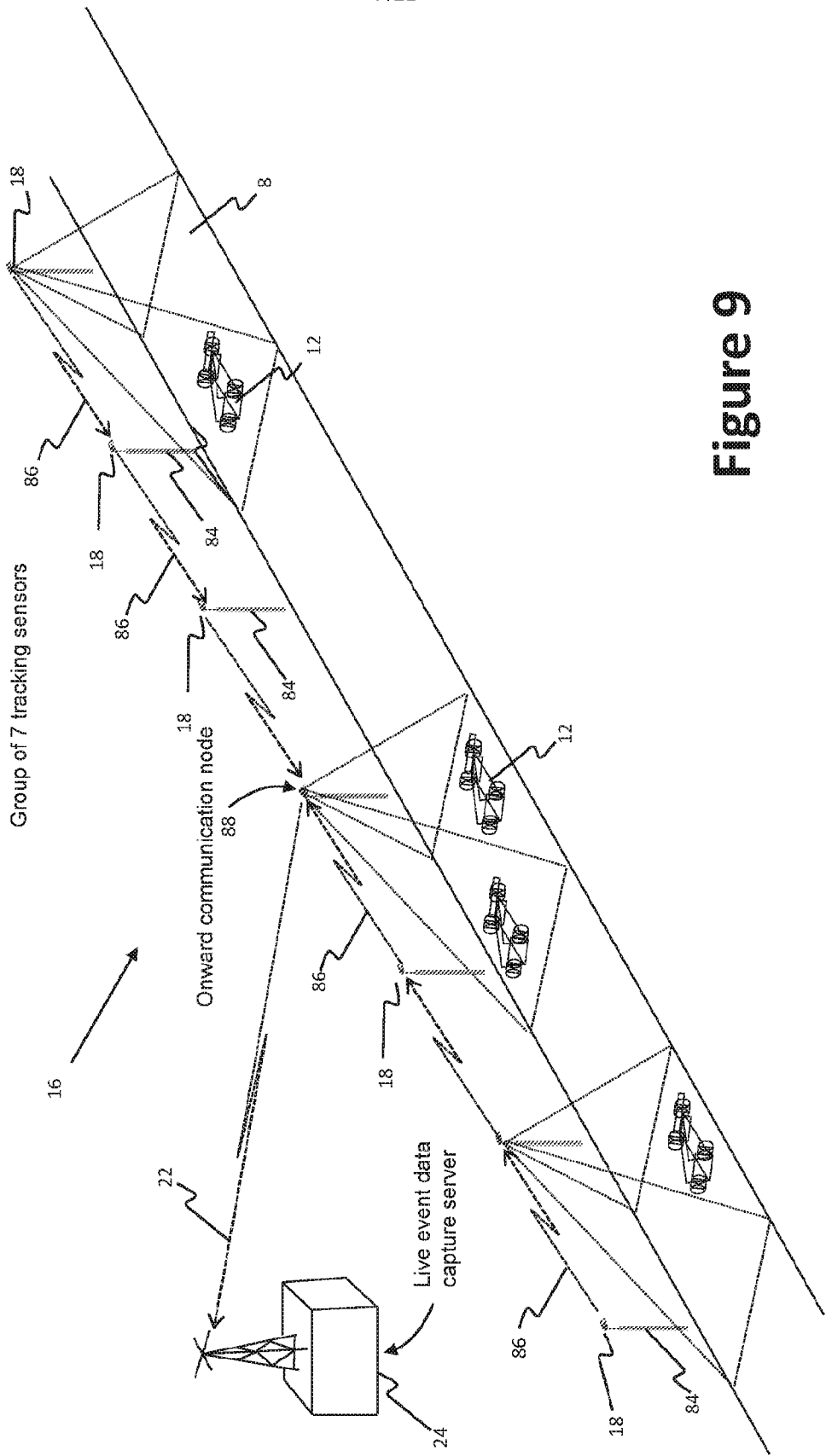


Figure 9

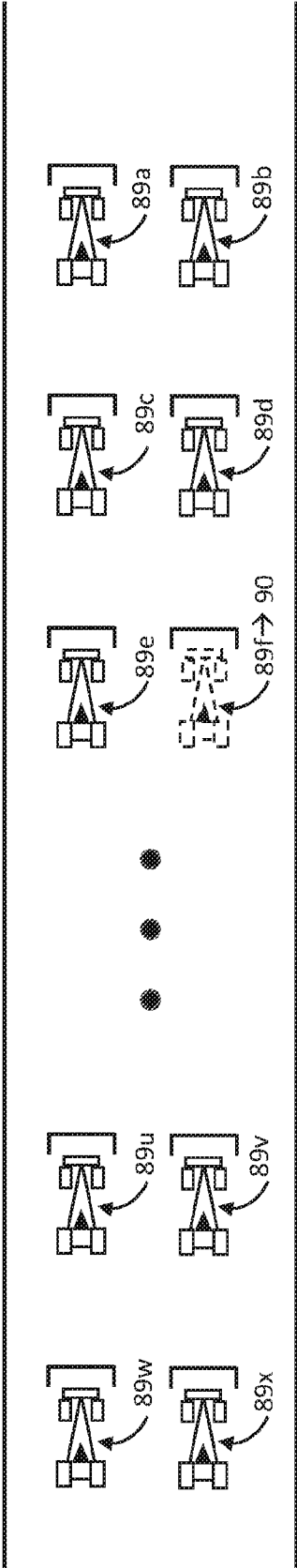


Figure 10a

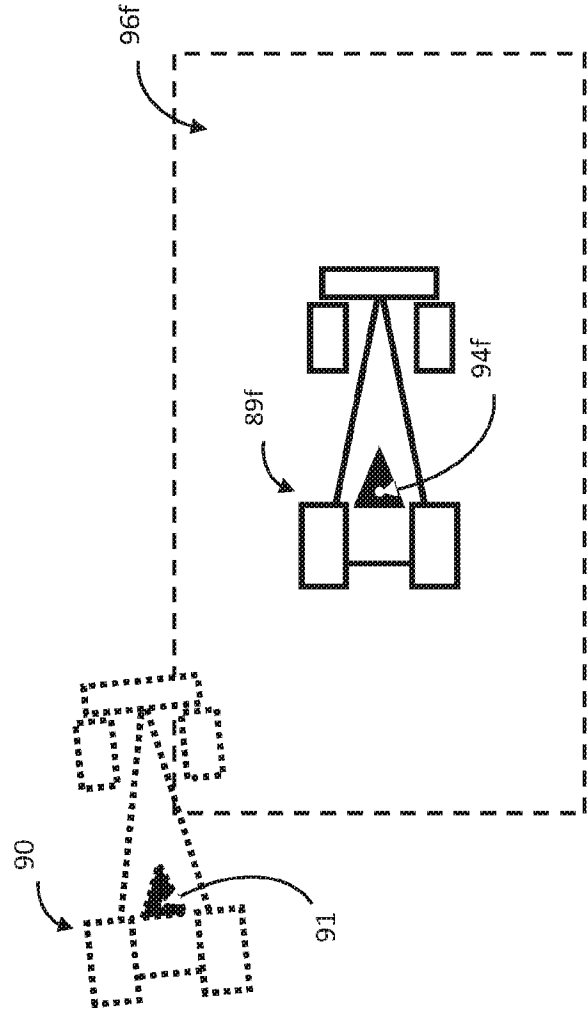
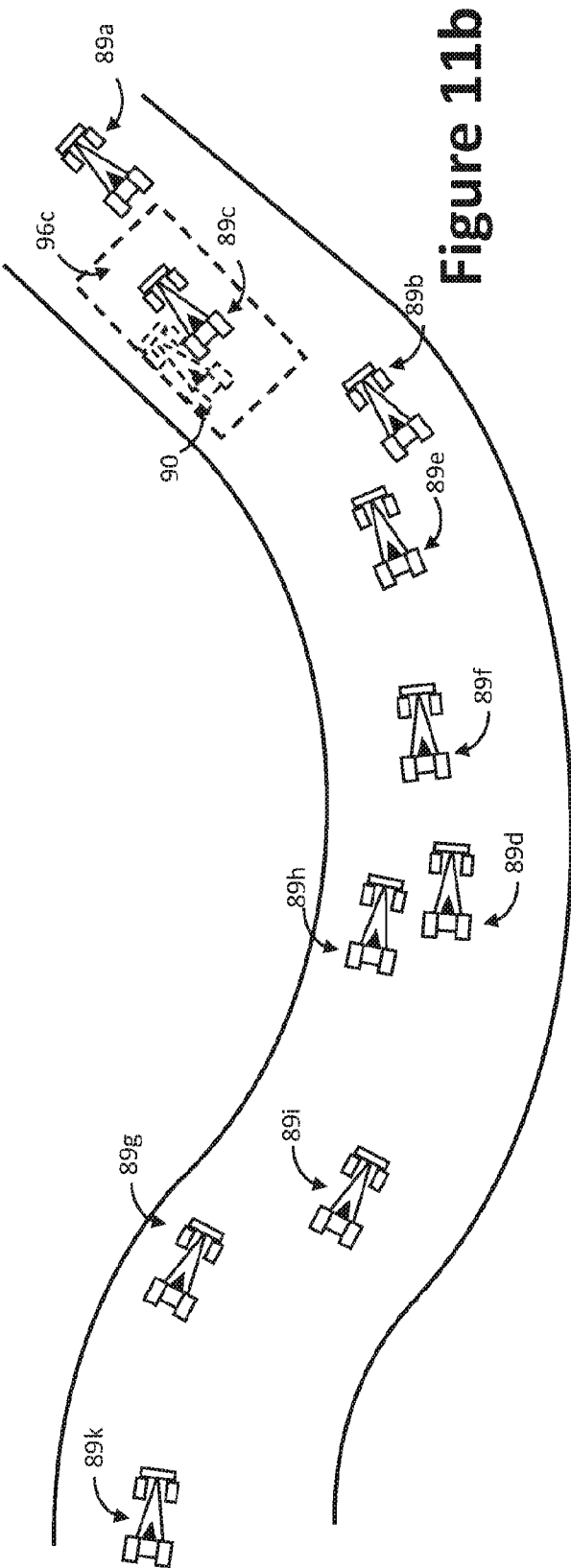
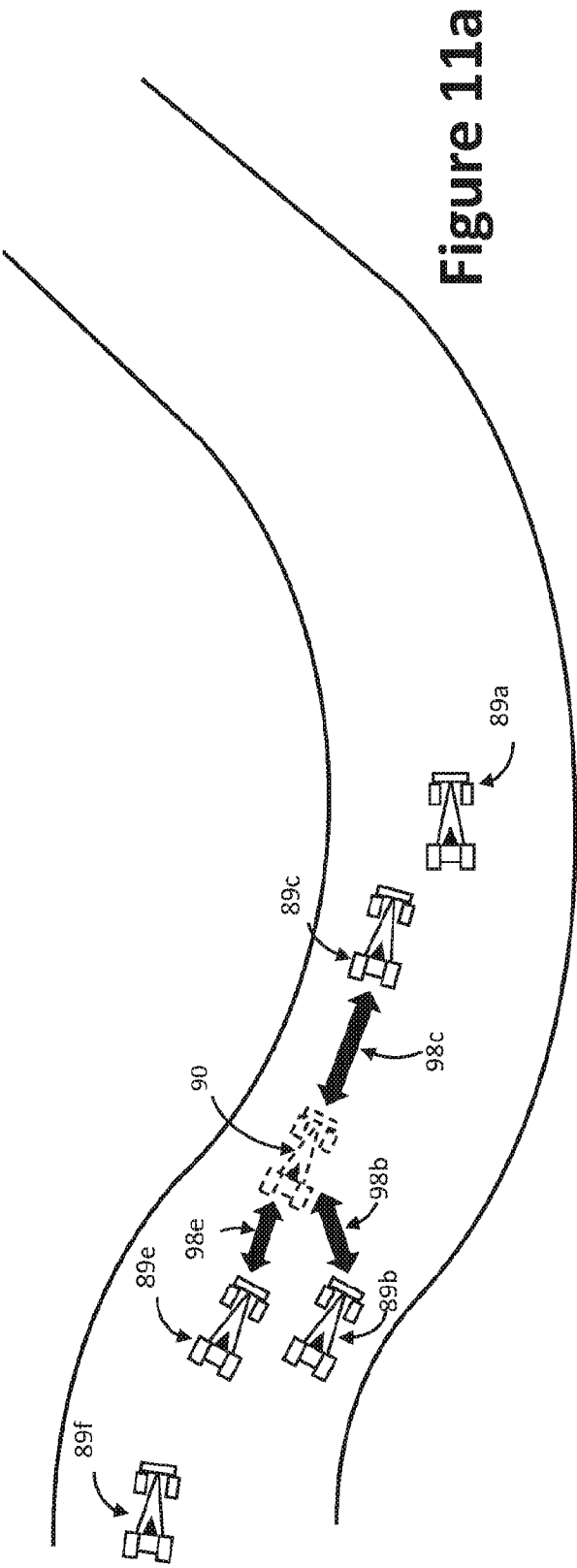


Figure 10b



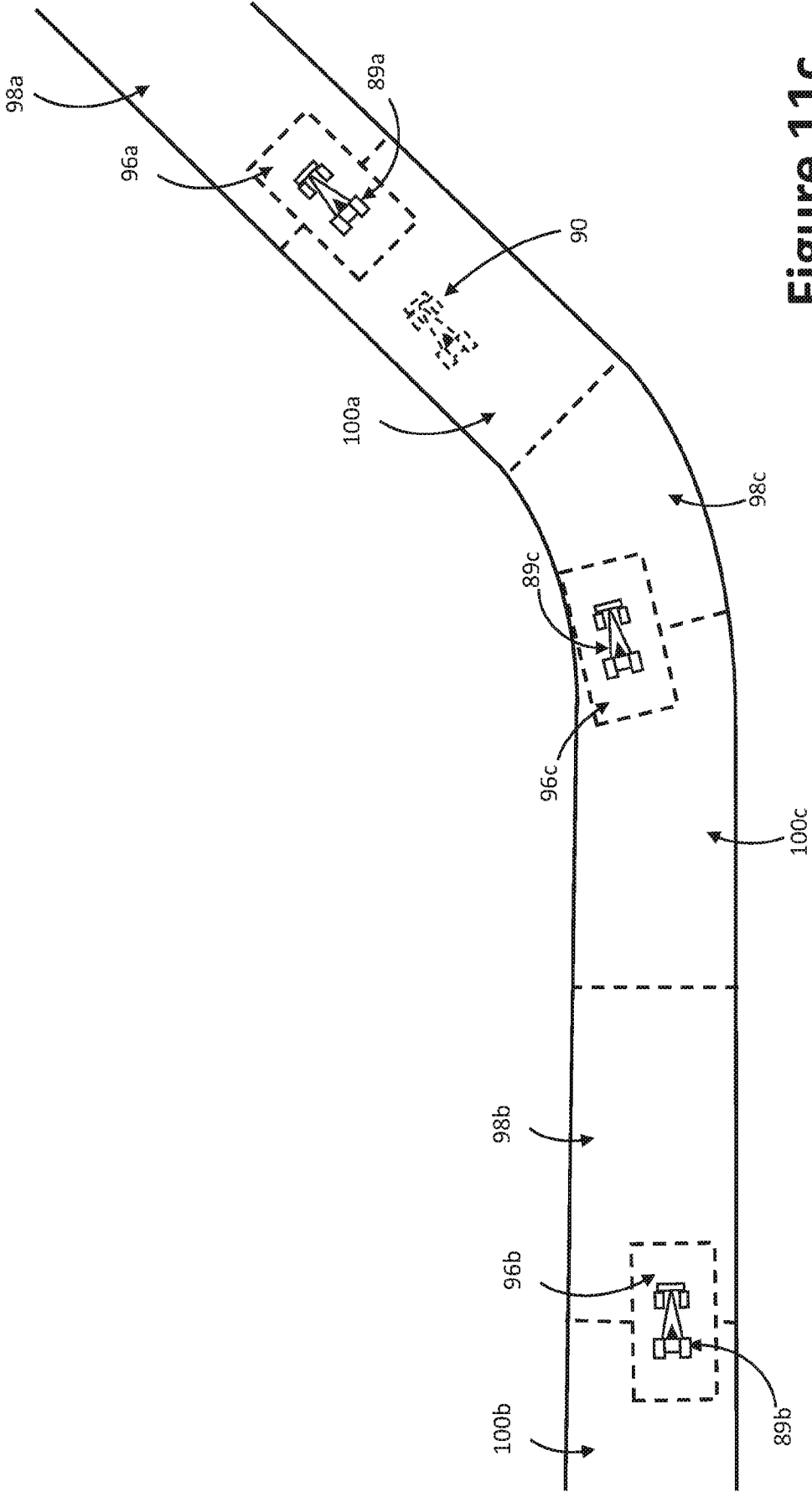


Figure 11c

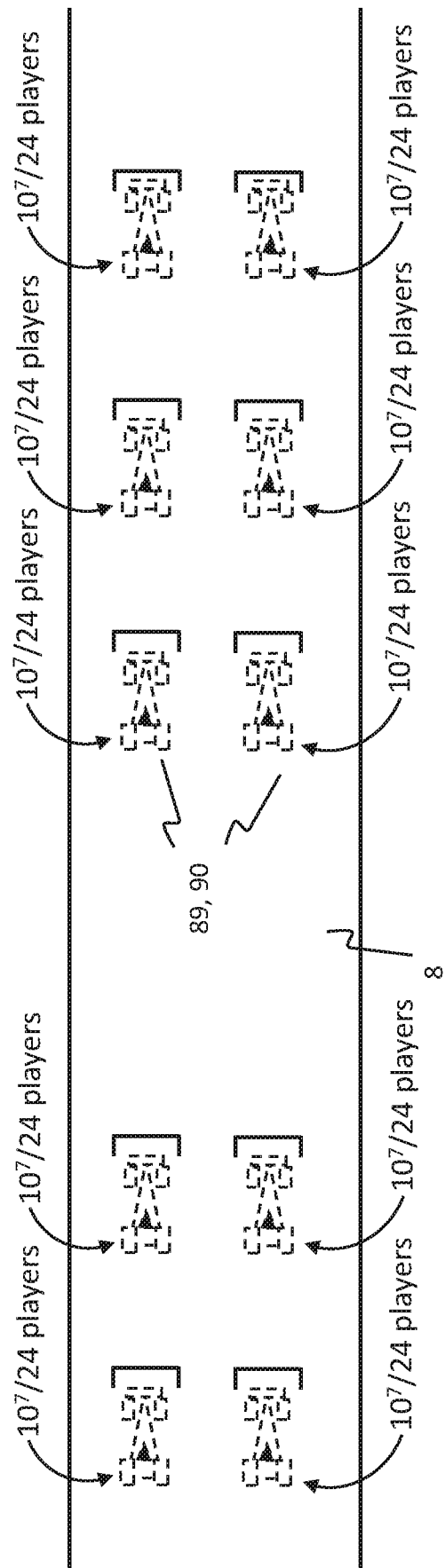


Figure 12a

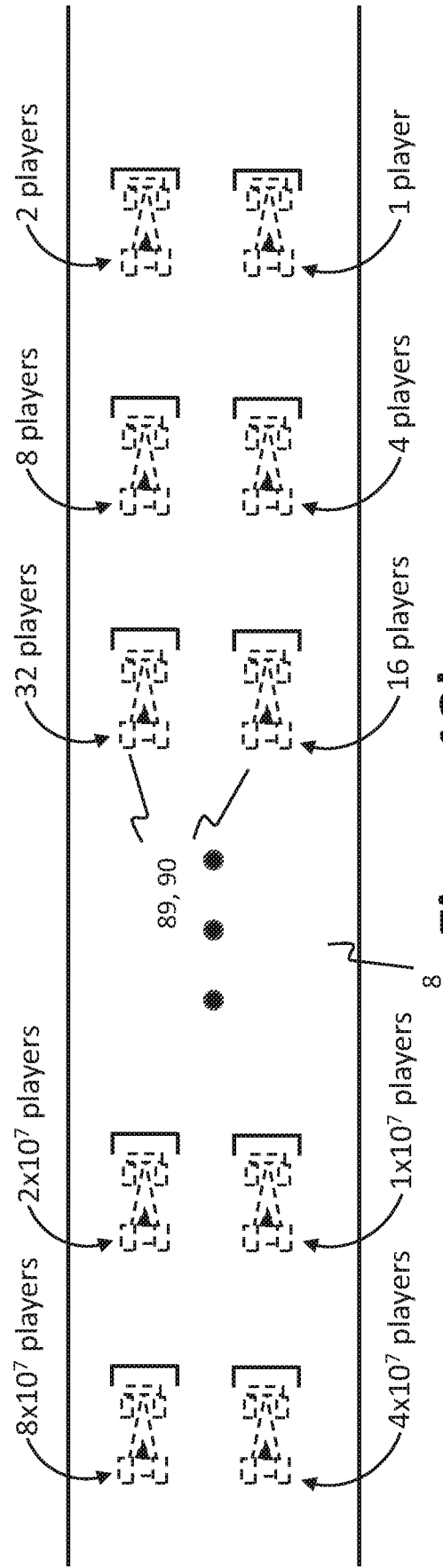


Figure 12b

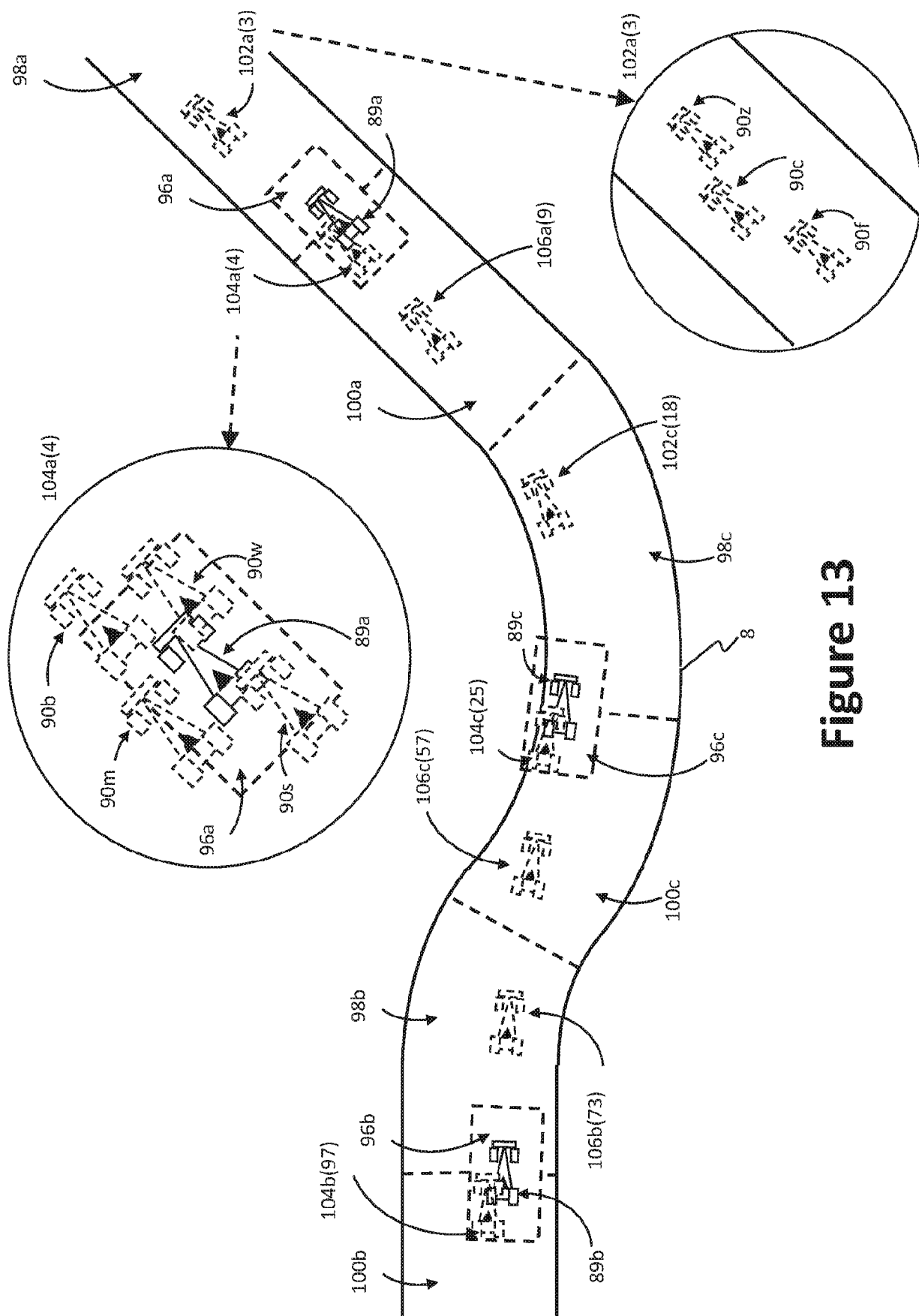


Figure 13

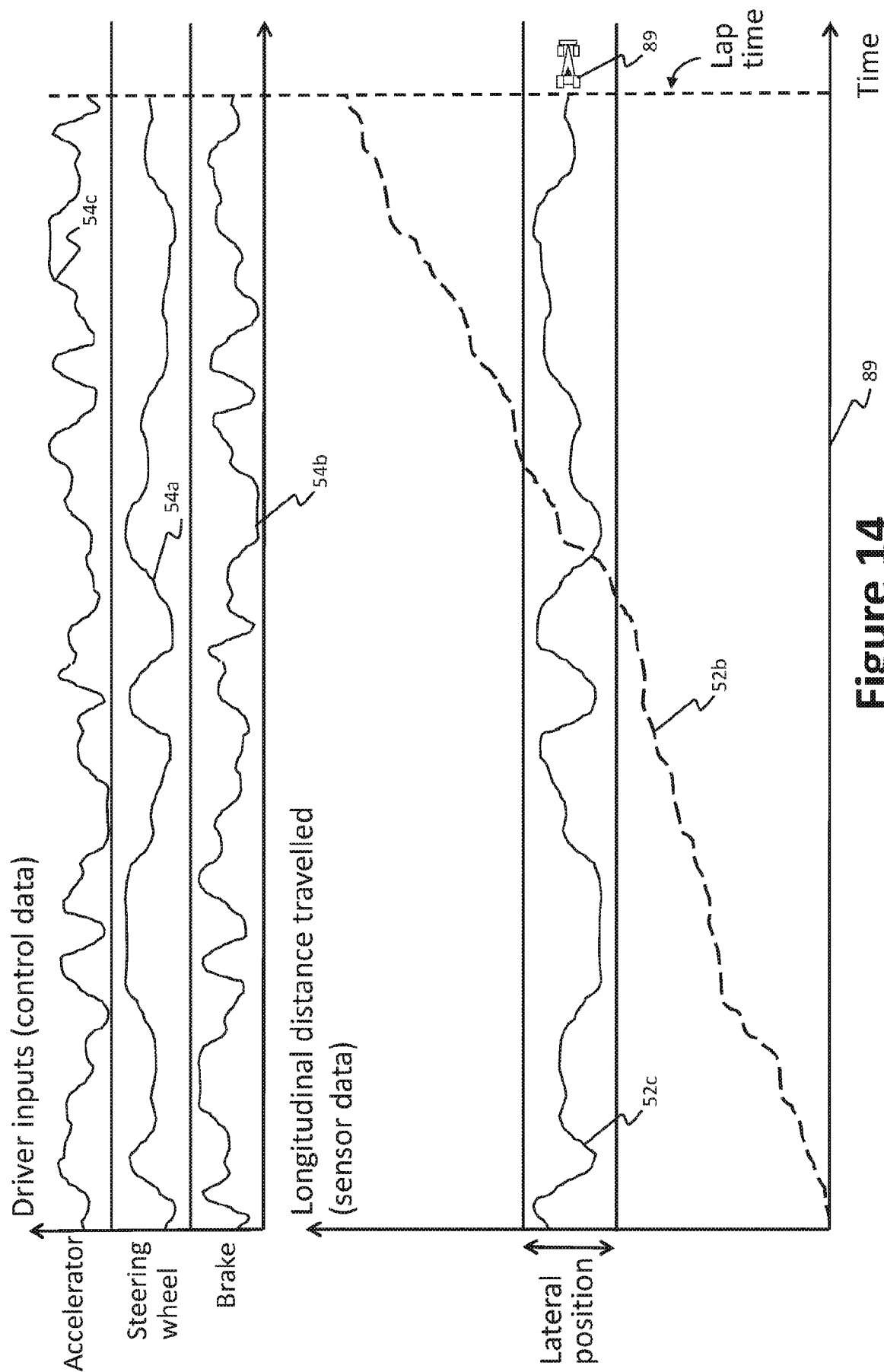


Figure 14

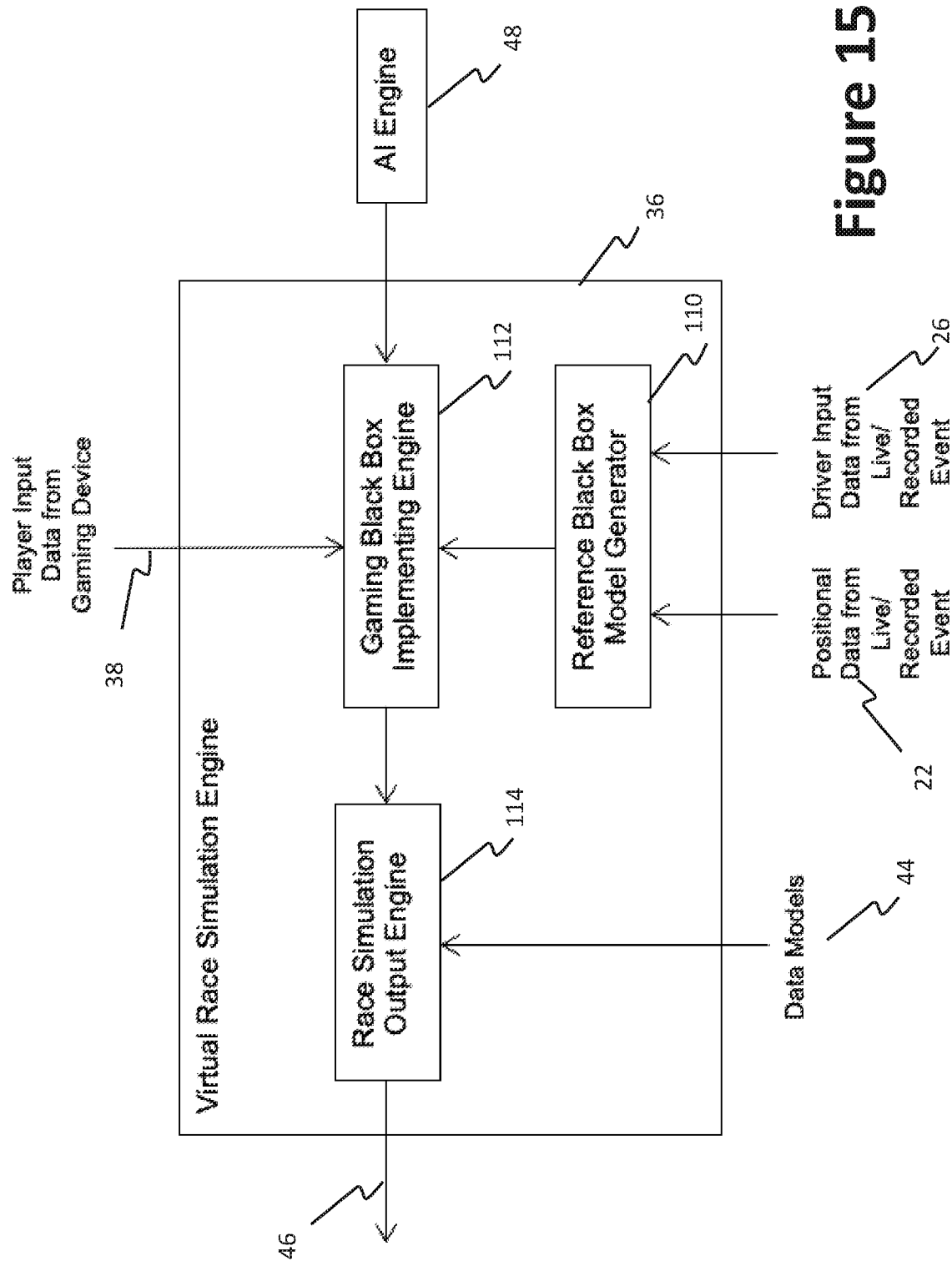


Figure 15

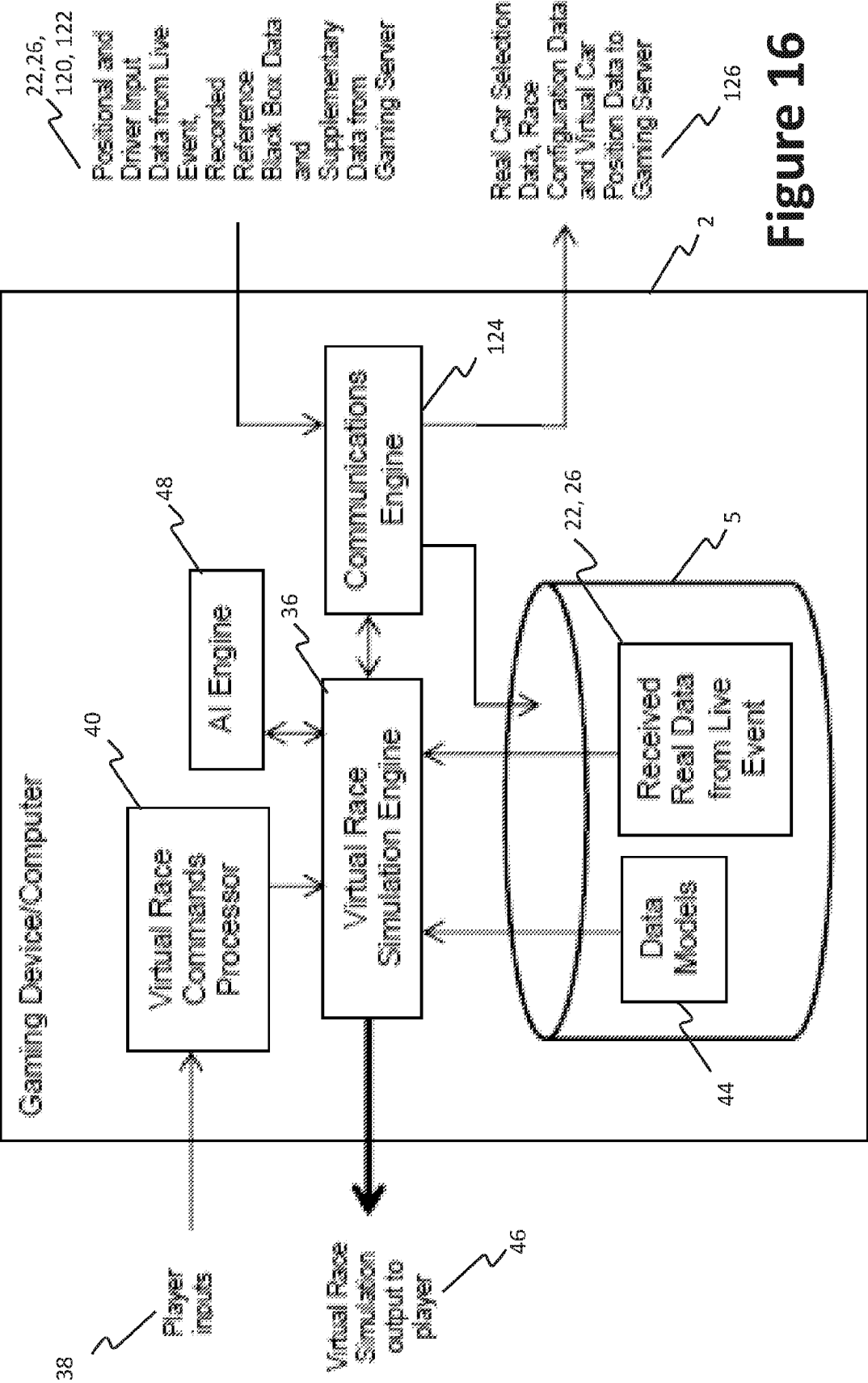


Figure 16

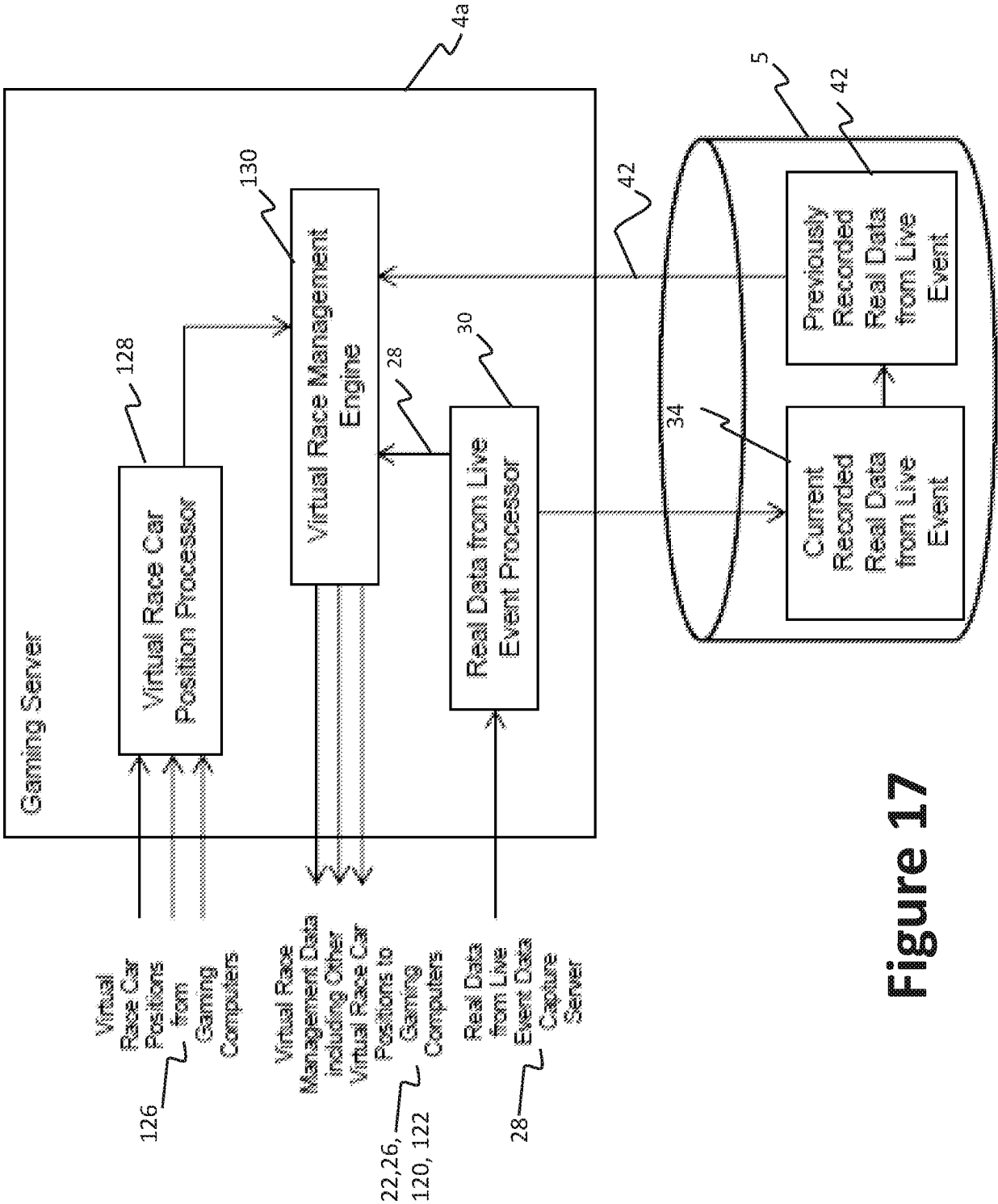


Figure 17

Real Data from Live Event Data Capture Server

Vehicle ID Data	Vehicle Orientation Data	Longitudinal Positional Data	Lateral Positional Data	Steering Position Data	Brake Position Data	Accelerator Position Data	Gear Select Position Data	Other Live Data
38	22, 52a	22, 52b	22, 52c	26, 54a	26, 54b	26, 54c	26, 54d	132
.	.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.	.

Figure 18a

Virtual Car Position Data from Gaming Computers

Gaming Computer ID	Virtual Vehicle Position Data	Other Data
56	134	136

Figure 18b

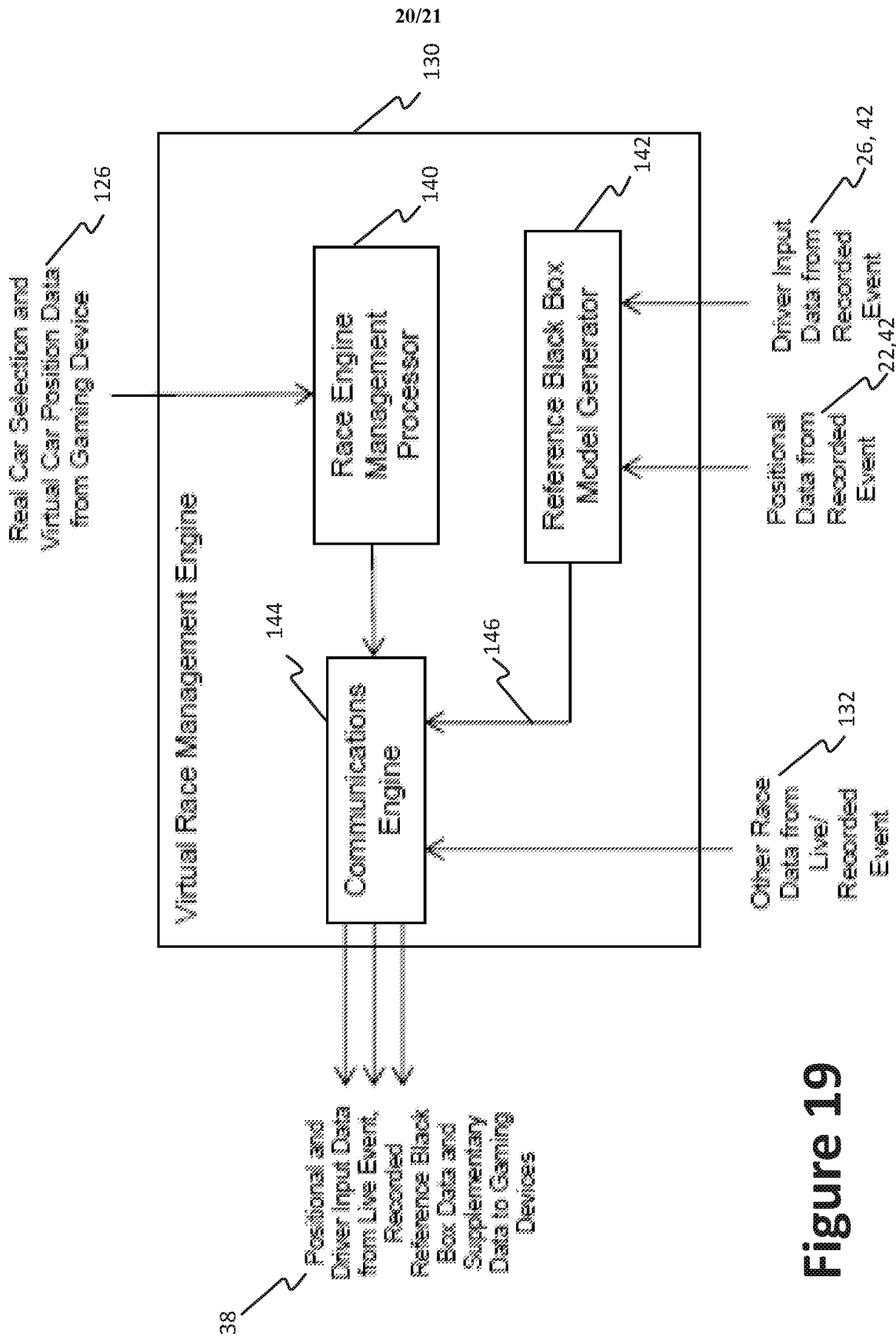


Figure 19

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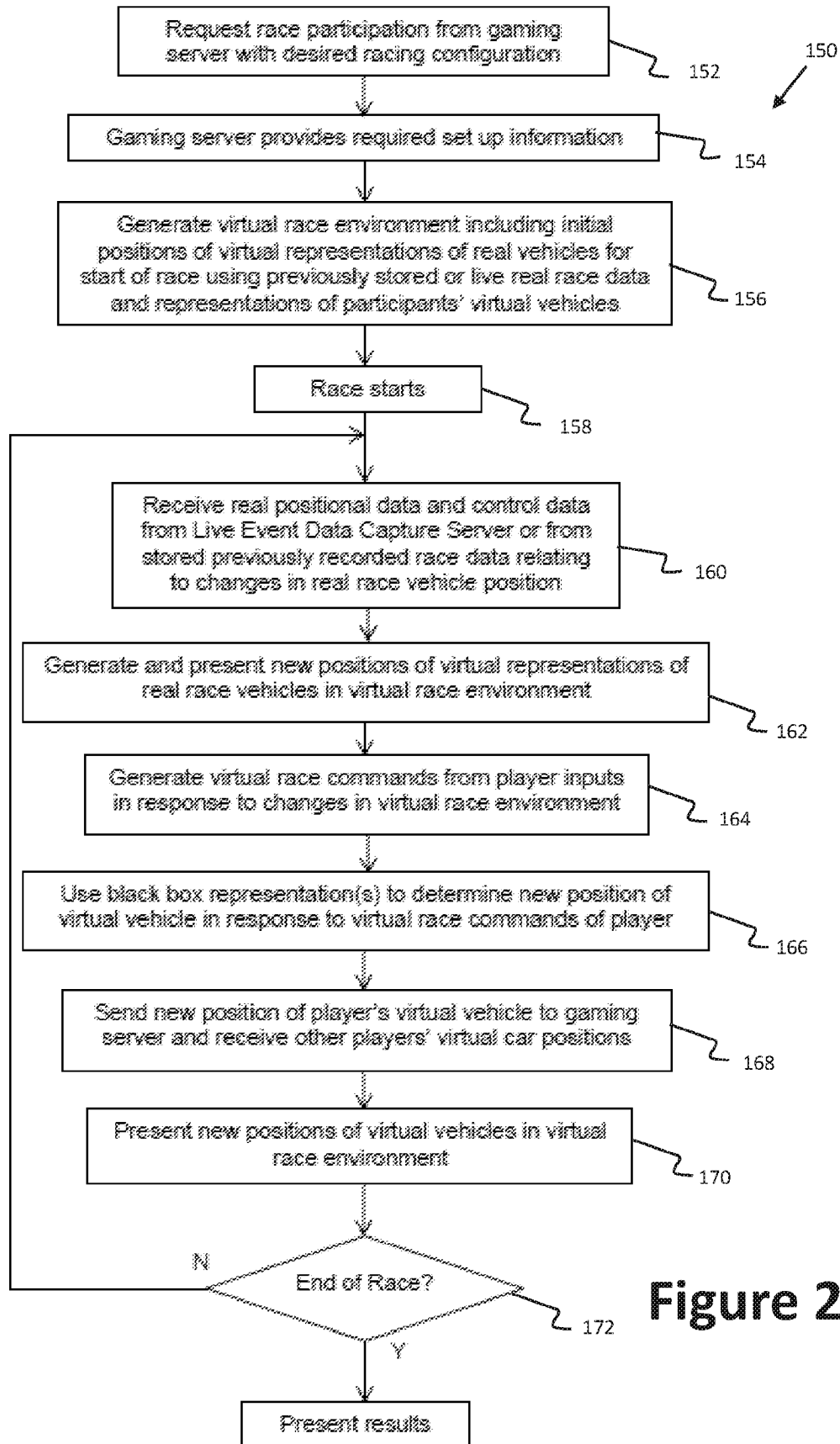


Figure 20