**Pre-Trip Vehicle Inspection: Lights**

**Virtual Reality Training**

**Control Test Outline**

This Outline can be used as a reference for the interactions included in the Control Test. It can also be helpful if you or the learner is unsure of what to do next.

**TRAINER NOTE:** You may consider talking through these actions with learners before getting into the headset.

|  |  |
| --- | --- |
| **Audio Description** | **Required Action(s)** |
| Welcome to the Control Test for Pre-Trip Vehicle Inspection: Lights training. Here you'll learn how to complete specific interactions that you'll need to know before the evaluation. You'll need to get into the cab to begin your inspection. Teleport to the cab door. Move your hand toward the door handle. Then pull the trigger on the controller to enter the cab. | * Teleport close to the cab door.   + Press the thumbstick down like a button.   + Aim the teleport target near the cab door.   + Release the thumbstick button. (When the button is released, the learner will be teleported to the target on the ground.) * Open the cab door.   + Reach for the cab door handle.   + Pull the trigger on the controller to grab the handle.   + While holding the trigger, pull the door open. |
| You'll need to use the proper dash control to turn on the light you want to inspect. Try turning on the left turn signal. Move your hand to the turn signal lever. Pull the trigger on your controller to grab it. Then lower your hand down. Release the trigger once the turn signal activates. | * Activate the left turn signal.   + Reach for the turn signal lever with the left controller.   + Pull the trigger on the controller to grab the lever.   + While holding the trigger, pull the lever down. (The sound of ticking will start for the activated turn signal.) |

|  |  |
| --- | --- |
| Good job! Now, try activating the right turn signal. Move your hand to the turn signal lever. Pull the trigger on your controller to grab it. Then raise your hand up. Release the trigger once the turn signal activates. | * Activate the right turn signal.   + Reach for the turn signal lever with the left controller.   + Pull the trigger on the controller to grab the lever.   + While holding the trigger, pull the lever upward. (The sound of ticking will start for the activated turn signal.) |
| Great! Now, activate your high beams. Move your hand to the turn signal lever. Pull the trigger on your controller to grab it. Then push your hand away from you. Release the trigger once the high beams activate. | * Activate the high beams.   + Reach for the turn signal lever with the left controller.   + Pull the trigger on the controller to grab the lever.   + While holding the trigger, push the lever toward the front of the vehicle. (A man will appear in front of the vehicle.) |
| Excellent! Now, move your hand to the Johnny bar on the dashboard. Pull the trigger on your controller to grab it. Then lower your hand down. The johnny bar will activate, and a bungee cord will automatically be attached to keep the bar in place. | * Activate the brake lights.   + Reach for the Johnny bar with the right controller.   + Pull the trigger on the controller to grab the lever.   + While holding the trigger, pull the lever down. (The learner will see that the Johnny bar has been activated when the bungee cord attaches to hold it in place. An air hissing sound will also play.) |
| Now, move your hand to the cab door handle. Then pull the trigger on your controller to exit the cab. | * Get out of the cab.   + Reach for the cab door handle with the left controller.   + Pull the trigger on the controller to grab the handle.   + While holding the trigger, pull the handle. (The door will open.) |

|  |  |
| --- | --- |
| Teleport to the back left of the trailer. Press and hold the joystick in like a button. Aim your teleport controls at the target on the ground that shows you where you should stand. Then release the joystick. | * Teleport to the back left of the trailer.   + Press the thumbstick (joystick) down like a button.   + Aim the teleport target toward the marked spot on the ground near the back left of the trailer.   + Release the thumbstick button. (When the button is released, the learner will be teleported. This will need to be done a couple times to get to the marked spot on the ground.) |
| Activate your laser pointer. Point it at the trailer's left brake light. Then pull the trigger on your controller to select it. | * Select the trailer’s left brake light.   + Activate the laser by pressing a face button (A, B, X, or Y) on the controller.   + Once activated, point the laser at the brake light.   + Pull the trigger on the controller to select the light. |
| Nice work! In a full inspection, you'll need to answer a series of questions to inspect the light. | (An inspection report will appear next to the vehicle.) |
| You'll see an inspection report each time you finish inspecting all the lights of a certain type. It'll show you the lights you identified were defective. Select the Continue button on the report when you're done reviewing it. | * Select the Continue button on the Inspection Report.   + Point the activated laser at the “Continue” button. (The orange button will turn blue when hovered.)   + Pull the trigger on the controller to select the button. |

|  |  |
| --- | --- |
| Now teleport near the button options on the other truck. Then select the "Finish Inspection" button to submit your inspection. | * Teleport to the “Finish Inspection” button.   + Press the thumbstick down like a button.   + Aim the teleport target toward the marked spot on the ground near the other truck.   + Release the thumbstick button. (When the button is released, the learner will be teleported. This will need to be done a couple times to get to the marked spot on the ground.) * Select the “Finish Inspection” button.   + Point the activated laser at the “Finish Inspection” button. (The orange button will turn blue when hovered.   + Pull the trigger on the controller to select the button. (The question “Do you want to finish the inspection?” will appear.) * Select the “Yes” button to finish the inspection.   + Point the activated laser at the “Yes” button. (The orange button will turn blue when hovered.)   + Pull the trigger on the controller to select the button. |
| Well done! The scoreboard that has appeared allows you to review the result of your actions during the inspection. | (The learner will see the scoreboard. They can interact with the four categories of lights.)   * Select a light category.   + Point the activated laser at a category.   + Pull the trigger on the controller to expand the section. (If selected, the expanded section will list the practice/evaluation mode questions.) * Close the light category.   + Point the activated laser at the “Back” button.   + Pull the trigger on the controller to select the button. |

|  |  |
| --- | --- |
| Now select the "Return to Lobby" button if you want to return to the lobby. Or select the "Restart" button if you want to restart the scenario. | * Select the “Return to Lobby” button.   + Point the activated laser at the "Return to Lobby" button.   + Pull the trigger on the controller to select the button. * Select the “Restart” button to redo the Control Test.   + Point the activated laser at the “Restart” button.   + Pull the trigger on the controller to select the button. |