

Virtual Auto Expert

V2.1.4

User and Customer Support Guide

Jiangxi KMAX Industrial Co., Ltd.

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Table of Contents

1. Introduction	- 1 -
1.1. Objective	- 1 -
1.2. Background	- 1 -
2. Purpose	- 2 -
2.1. Function and Features	- 2 -
3. Runtime Environment	- 11 -
3.1. Hardware Environment	- 11 -
3.2. Software Environment	- 13 -
4. Operating Instructions	- 13 -
4.1. Installation and Initialization	- 13 -
4.2. 3D Resources	- 15 -
4.3. Customized Courses (Featured Courses)	- 18 -
4.4. My Course	- 19 -
5. Application Notes	- 22 -

1. Introduction

1.1. Objective

This manual provides installation and operation instructions for users of Virtual Auto Expert V2.1.4.

1.2. Background

1. The software is named Virtual Auto Expert V2.1.4.
2. The software is released by Shenzhen GTA Education Tech Ltd. and developed by its 3D Production Development Center. The software is to be used on zSpace devices.
3. The software comprises a foreground display system and background courseware system. The foreground display system includes the structural display and principle teaching of modules such as engine, clutch, transmission, drivetrain system, wheel and axle, suspension system, steering system, and brake system, body, body-related electrical apparatuses and others, basic circuit elements, and lighting system. The background course builder enables users to compile courseware as their needs.
4. The software application provides online registration. Users can activate the application with the provided activation keys, and then directly enter the software operation interface for operation. The software must be operated on zSpace devices.

5. The software can also use zView for better teaching results.

2. Purpose

2.1. Function and Features

Compiled according to courses from mainland China, the software includes the following modules in the current version.

Name	Description	
Engine	General Introduction to Engine	<ul style="list-style-type: none"> • Working principle of 4-stroke engine, 4-stroke diesel engine, and 4-stroke gasoline engine • Technical terms of engine (piston stroke, top / bottom dead center, compression ratio, cylinder volume, total cylinder volume, and clearance volume) • Multi-cylinder engine (in-line engine, v engine, boxer engine, and w engine)
	Engine Block Assembly / Crank and Connecting Rod Mechanism	<ul style="list-style-type: none"> • Cylinder liner (wet and dry) • Oil sump • Cylinder head • Cylinder head gasket • Load of crank and connecting rod mechanism (gas force and reciprocating

		<p>inertial force)</p> <ul style="list-style-type: none"> • Shapes of combustion chambers of engines (wedge-shaped, basin-shaped, and hemispherical) • Piston rings, including compression ring (taper-face, keystone, rectangular, and hooked) and oil ring (bevelled-edge oil control ring and bevelled-edge oil control ring with expander) • Cylinder block (general, gantry, and tunnel) • Piston and connecting rod assembly (piston and connecting rod assembly, piston, connecting rod, and disassembly of piston and connecting rod) • Crankshaft flywheel assembly (crankshaft and flywheel assembly, crankshaft, and flywheel)
	<p>Valve Mechanisms</p>	<ul style="list-style-type: none"> • Valve Clearance • Principles and parameters of valve

		<p>mechanism</p> <ul style="list-style-type: none"> • Camshaft arrangement (overhead, middle, and bottom) • Camshaft drive arrangement (gear drive, chain drive, and belt drive) • Valve timing diagram • Variable valve mechanism (Toyota, Honda, BMW, and Audi) • Valve Assembly • Valve Drive Assembly • Valve • Camshaft
	Supercharging System	<ul style="list-style-type: none"> • Mechanical supercharging and turbocharging • Intercooler (structure and working principles)
	Cooling System	<ul style="list-style-type: none"> • Cooling system • Types of cooling system (natural air cooling, forced cooling, water cooling, and radiator) • Structure and types of radiator

		<p>(cross-flow and down-flow)</p> <ul style="list-style-type: none"> • Structure and working principles of cooling fan, thermostat, and water pump • Expansion Tank • Cooling control system
	Lubrication System	<ul style="list-style-type: none"> • Lubrication mode (pressure lubrication, splash lubrication, grease lubrication, and mixed lubrication of fuel oil and lubricating oil) • Lubricating oil pump (internal gear oil pump, working principles of internal gear oil pump, external gear oil pump, working principles of external gear oil pump) • Structure of oil filter and oil pump strainer
	Ignition System	<ul style="list-style-type: none"> • Introduction to ignition system • Distributorless ignition system • Ignition coil • Battery • Spark plug • Alternator
	Start System	<ul style="list-style-type: none"> • Structure and working principle of the

		engine start system and starter
	Fuel Supply System	<ul style="list-style-type: none"> • Fuel supply system • Fuel tank • Fuel pressure regulator • Fuel injector • Fuel rail • Electric fuel pump • Fuel filter • Crankcase ventilation system
	Intake / Exhaust System	<ul style="list-style-type: none"> • Intake / exhaust system • Intake system • Intake manifold • Throttle valve • Air cleaner • Exhaust system • Exhaust manifold • Three-way catalytic converter • Muffler • EGR solenoid valve
Clutch		<ul style="list-style-type: none"> • Structure and working principle of clutch • Dual clutch transmission • Structure and working process of torsional vibration

	<p>damper</p> <ul style="list-style-type: none"> • Service condition of mechanical clutch operating device
Transmission	<ul style="list-style-type: none"> • Composition of transmission • Types of transmission structures (hydraulic, two-shaft, and countershaft) • Structure and service condition of synchronizer, transmission control device (self-locking and interlocking), transfer case • Structure and working principle of the hydraulic automatic transmission (structure of fluid torque converter, working principle of fluid torque converter, multidisc clutch, and planetary gear set) • Structure and working principle of continuously variable transmission
Drivetrain System	<ul style="list-style-type: none"> • Brief introduction to automotive drivetrain system • Types of universal joint (non-constant-velocity joint, quasi-constant velocity joint, and constant-velocity joint), drive shaft • Structure and principle of drive axle structure (non-disconnect drive axle and disconnect drive axle) • Structure and working principle of final drive, gear drive

	<ul style="list-style-type: none"> • Structure and working principle of differential • Structure of half shaft.
Wheel and Axle	<ul style="list-style-type: none"> • Driving system • Steering axle • Wheel alignment parameter (kingpin caster, kingpin inclination, front wheel camber and toe-in) • Wheel structure • Tire types (bias tire, radial Tire, tubed Tire, and vacuum Tire) • Tire wear
Suspension	<ul style="list-style-type: none"> • Suspension structure (independent suspension, non-independent suspension, semi-independent suspension structure, and semi-independent suspension display) • Shock absorber types (mono-tube shock absorber and twin-tube shock absorber) • Elastic element types (leaf spring, coil spring, torsion bar spring, air spring, and rubber spring)
Steering System	<ul style="list-style-type: none"> • Steering system and steering structure • Steering system (manual steering gear and power steering system)

	<ul style="list-style-type: none"> • Ideal relationship between steering wheels on both sides • Steering gear types (rack and pinion steering, recirculating ball steering, worm gear steering, and worm and peg steering) • Hydraulic power steering system (structure of hydraulic power steering system and principles of hydraulic power steering System) • Steering control mechanism • Steering linkage mechanism • Steering knuckle
Brake System	<ul style="list-style-type: none"> • Introduction to brake system • Drum brake (leading trailing shoe brake, one leading shoe brake, dual leading shoe brake, dual trailing shoe brake, single servo brake, and dual servo brake) • Disc brake (fixed / floating caliper disc brake) • Parking brake • Brake master cylinder • Hydraulic brake
Body	<ul style="list-style-type: none"> • Entire vehicle • Unitized body • Body-on-frame

	<ul style="list-style-type: none"> • Subframe • Safety belt
<p>Body-related</p> <p>Electrical</p> <p>Apparatuses and</p> <p>Others</p>	<ul style="list-style-type: none"> • Air conditioning system • Air compressor • Airbag • Windscreen wiper (wiper working process, four-bar mechanism, and three-brush wiper motor) • Start-stop system • Coolant temperature sensor (installation location, structure display, working principles, and fault detection) • Wheel speed sensor (wheel speed sensor and working principles of wheel speed sensor) • Air flow sensor • Throttle position sensor • Hall sensor • Electromagnetic sensor • Oxygen sensor • Knock sensor • Supercharging pressure sensor • Accelerator pedal position sensor • Speed sensor

	<ul style="list-style-type: none"> • Canister solenoid valve
Basic Circuit Elements	<ul style="list-style-type: none"> • Circuit • Working status of circuit (series circuit, parallel circuit, short circuit, and open circuit) • Relay • Permanent magnet motor
Lighting System	<ul style="list-style-type: none"> • Lighting and signal • Common bulb • LED lamp • Halogen lamp • Gas-discharge lamp • Round headlight • Oval headlight • Parabolic headlight • Functional multi-surface headlight

3. Runtime Environment

3.1. Hardware Environment

CPU	<p>Intel Processor</p> <p>500GB Hard Disk</p> <p>8GB RAM</p>
Graphics Card	AMD FirePro W5170M

Resolution	1080p
Display Size	20.5" H * 11.5" V, 23.6" D (52.07 cm * 29.21 cm * 59.94cm)
Rise Time / Fall Time	Tr: 1.3 ms Tf: 4.3 ms
Power Requirement	19 V, 200 W Power Adapter
Hardware Device	Power Adapter Stylus Pen Polarized Glasses (3D and 2D) Mouse Keyboard
Space Requirement	Height: 9-15" (24-39cm) Width: 25" (64cm) Depth: 10-20" (27-52cm)
Environment Requirement	Temperature: 10-35°C Humidity: 10-80%NC
Cables	USB 2.0-3 Ports USB 3.0-2 Ports Audio Input / Output Port HDMI Port


	<p>Supporting Ethernet Connection</p> <p>Operation Pen Port</p> <p>DC Power (19V)</p>
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3.2. Software Environment

Operating System – Windows 10 (64-bit)

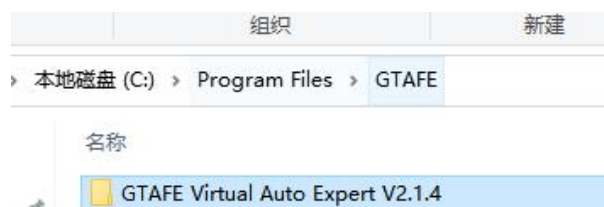
4. Operating Instructions

4.1. Installation and Initialization

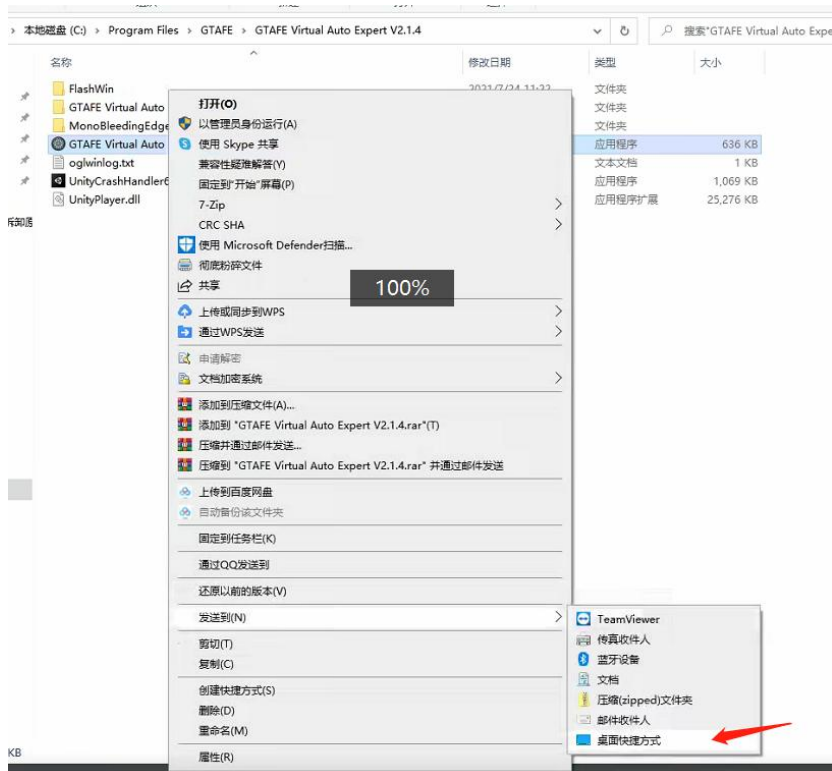
Select  GTAFE Virtual Auto Expert V2.1.4 to the current folder. Enter the folder



- As the instructions, go back to the parent folder, and move the folder to the directory C:\Program Files\GTAFE\.



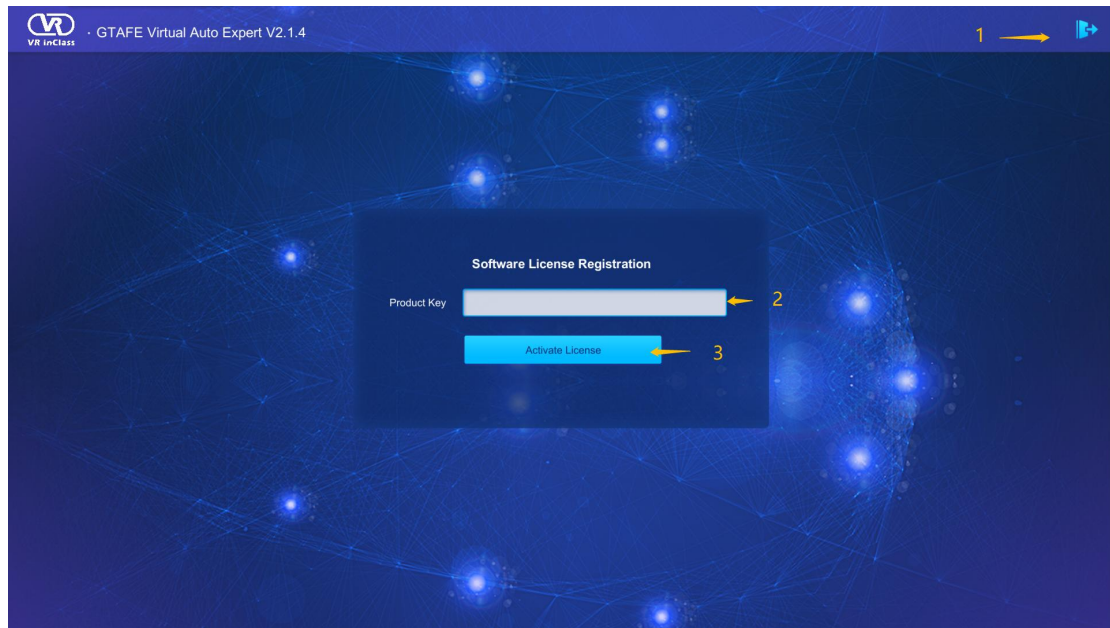
- Right click on the exe file and choose Send to > Desktop (create shortcut).



After successful installation, a shortcut will be generated, as below.



- User login
 - Double click on the setup program to enter the license registration interface.



Notes:

- ①→Exit button - exit the software.
- ②→Fill in the product key.
- ③→Click to complete the registration.

Fill in the product key obtained through the application code, and then click on “Activate License” to start using the software. Repeated registration is not needed if the key hardware equipment (CPU and hard disk) is not changed and the authorization has not expired.

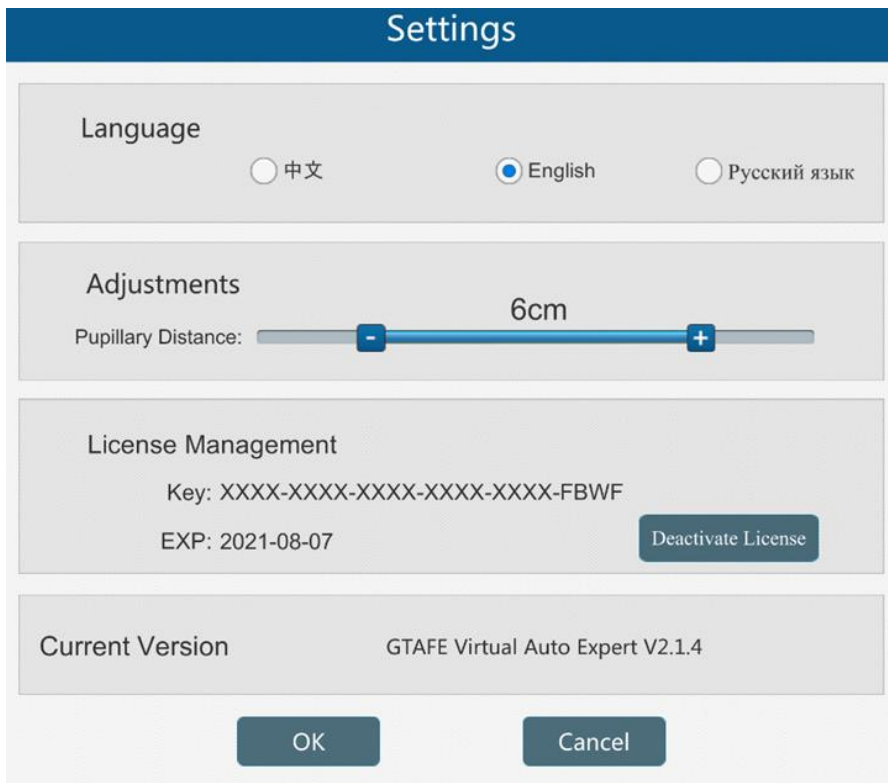
User can click on the “Exit” button in the top right corner of the interface to exit the software.

4.2. 3D Resources

Enter the initial interface as shown below after the registration. The current interface displays the 3D resource list. Users can operate the corresponding options in the system by clicking the left mouse button or pressing the middle button of the active stylus according to their operating habits.



Select  to enter the "Settings" interface shown below.



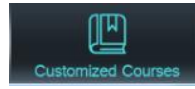
User can select language and adjust the pupillary distance (6cm is default).



Click to exit the current application.

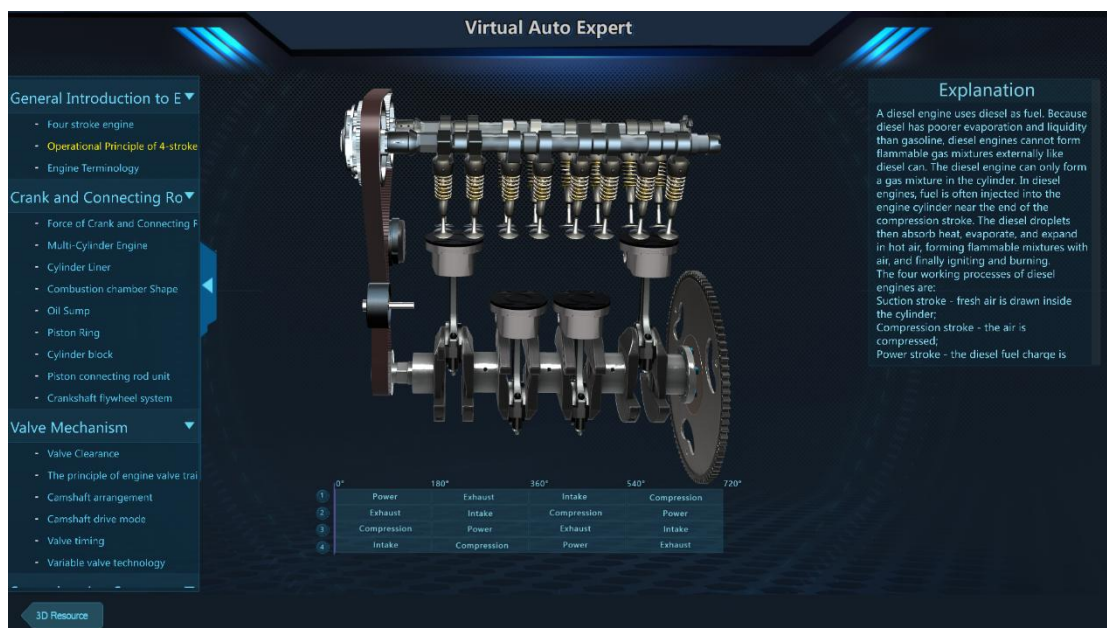


Select to enter the zView display interface (connect the zView camera first).



Select , or to enter the corresponding interface.

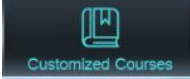
Select the corresponding automotive assembly option and enter the resource display interface as shown below. The operating tool is limited to the active stylus in this functional interface.







Press the middle button of the active stylus to drag and spin VR modules. Press the right button of the active stylus and drag VR modules in and out of the


screen to zoom in and out. Select  to return to the previous menu and select other functional buttons to utilize their corresponding functions.

4.3. Customized Courses (Featured Courses)

Select  to enter the course interface, where users can use 'Import' to import important resources. As Shenzhen GTA Education Tech Ltd. provides customized course development, users can select a course resource package conforming to their specific teaching requirements.




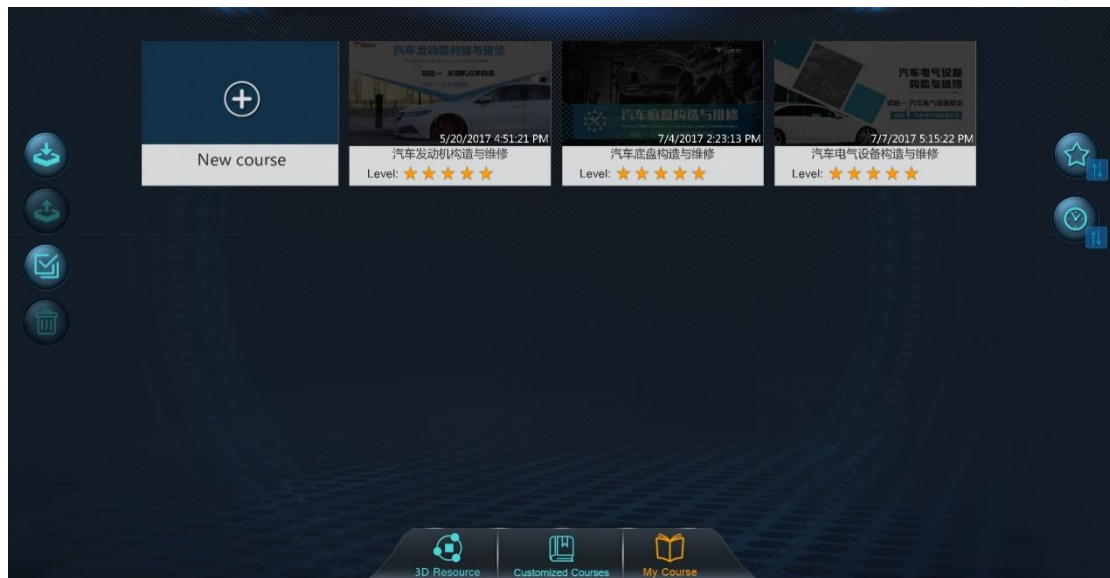
Select  to import VR courseware (courseware is limited to edited courseware on the Virtual Auto Expert). Select  to select all courseware in the current interface. After selecting the corresponding courseware, select  to delete the corresponding courseware; select  to arrange



courseware according to grade level. Select  to arrange courseware in the order of time.

4.4. My Course

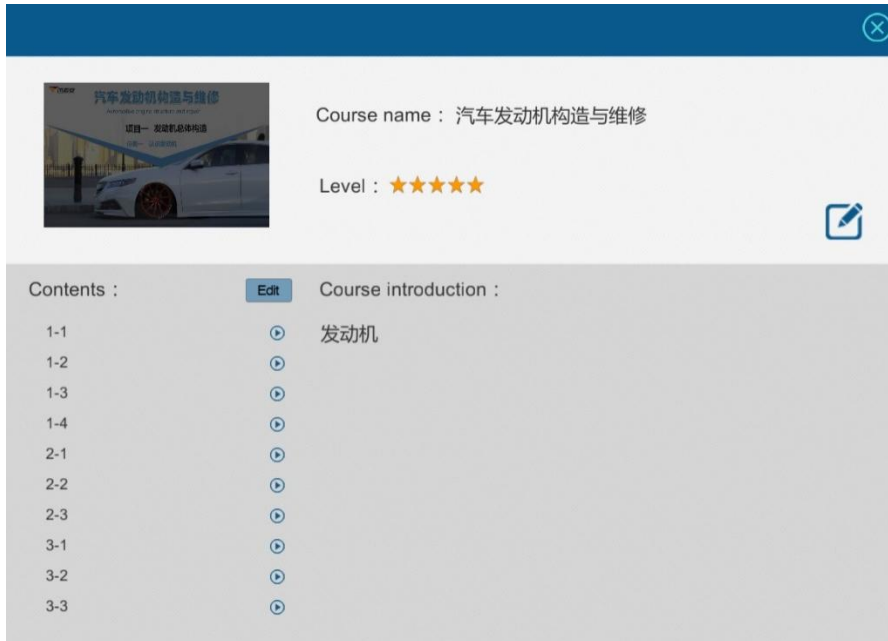



Select  to enter the My Course interface. Users can find previously edited courseware and/or edit all courseware.

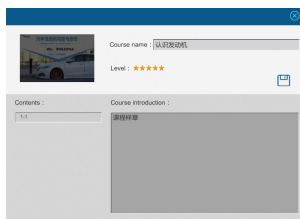


Select  and select the courseware. Select  to export the courseware. Other options have been introduced in the My Course interface, so they will not be elaborated on here.

Select the corresponding course within the interface or select 'New Course' to enter the course editing interface as shown below. Users can edit course information.




Select  to enter the course information-editing interface as shown below.



All information can be Fedited. After editing, select




to save the edited information.

Select  to enter the "New chapter" interface as shown



below.
added.

In here, course catalogs can be


Select **Edit** to enter the Contents interface  in which course chapters can be edited. Select the corresponding catalog name to enter the course-editing interface as shown below.



Select **My Course** to return to the previous interface. Select **Import PPT Pictures** to import edited PowerPoint images. The image name must be a number, so that the system can place the images automatically in order.

Select **Insert 3D Resource** to insert 3D resources. Users can select the resources they want. After inserting, resources can be moved and/or zoomed in or out in the PPT editing interface.

Select **Insert Picture**, **Insert Flash**, and **Insert Video** to insert pictures, flashes, and videos from the local computer.

Select  and the currently edited courseware can be played.

Select  to store the courseware.

5. Application Notes

1. After the software is registered, a TXT file will be generated on the desktop, which contains the password for deleting Customized Courses. The administrator should keep this file properly.
2. Stylus is available for opening and editing my course, but unavailable for playing the courseware.