



## PRESS RELEASE

### **D-BOX EMPOWERS SIMULATION AND TRAINING COMMUNITY WITH A NEW GENERATION OF MOTION-CUEING SYSTEMS**

**Bringing unparalleled freedom and control over virtual training kinaesthetic cues**

**Longueuil (Québec, Canada), June 13, 2016** – D-BOX Technologies Inc. (TSX: DBO) is proud to introduce “D-BOX Gen II” (for 2<sup>nd</sup> generation) actuators for the training and simulation community. This latest evolution of its motion-cueing solutions gives adopters an unprecedented range of creativity and flexibility, yet stays true to the ease of deployment and cost efficiency the company is recognized for.

#### **More degrees of freedom to make the impossible possible**

D-BOX adopters will be able to unleash their creative potential and reproduce any type of motion with D-BOX actuators. Once integrated, the D-BOX Gen II actuators are able to generate motion cues both vertically and horizontally giving integrators the capability of building a great freedom of movement in three-dimensional space (6 DOF) platforms for absolute freedom and flexibility.

“D-BOX Gen II is bringing more freedom and evolution capabilities to simulation and training technical experts who understand the significance of feeling real world cues in a virtual training environment”, explains Claude Mc Master, President and Chief Executive Officer of D-BOX. “D-BOX Gen II is our way of responding to the needs of this community who has been asking for a solution like this for some time.”

#### **Scalability meets evolution**

In keeping with its long-standing commitment to give customers the ability to build on their investment, D-BOX designed the new Gen II to be retro compatible with all existing D-BOX Motion Code software. In addition, by making their motion-cueing solutions more flexible and expansive, D-BOX gives their clients the power to scale up on their existing software and bring the immersive simulation and training experience to a whole new level.

D-BOX Gen II will be officially available on September 15<sup>th</sup>, 2016, however early adopters can get advance access prior to the launch. If you have questions or need more information, please contact [simulation@d-box.com](mailto:simulation@d-box.com).



**About D-BOX Technologies Inc.**

D-BOX Technologies Inc. designs, manufactures and commercializes cutting-edge motion systems intended for the entertainment and industrial markets. This unique and patented technology uses motion effects specifically programmed for visual content, which are sent to a motion system integrated into a platform, seat or any other product. The resulting motion is perfectly synchronized with the on-screen action, thus creating an unparalleled realistic immersive experience.

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