

## First Aid: Lightsource is located outside of the vehicle

When testing your light configuration within the simulation, the light source looks something like this:



The light source is located somewhere behind the dashboard.

Solution:

You have to set the attribute "Inside the vehicle?", so the order of the light source is right.



This setting is important when you define the light source for a turning signal. In this case the light source should not emit into the vehicle by deselecting this option.

*The pictures are taken from the R2.2b (R2D2) built by Team ViewApp.*