

OPLITE

PRESS RELEASE

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After the cockpit, the movement: OPLITE launches its DRX program

The French company moves into mechatronics and announces its future range of motion systems, compatible with cockpits already in use.

OPLITE, a manufacturer of sim racing cockpits (motorsport simulation), is adding embedded electronics and software to its core business from 2027. After seven years spent designing cockpits that have become benchmarks in Europe, the company moves from static to dynamic with its DRX program — “Dynamic Racing Xperience” — a range of 3DOF motion systems designed to take immersion to another level.

Seven years of cockpits, and customers who shaped the range

Founded in 2019, OPLITE designs chassis for virtual motor racing. Its method has not changed: listen to customer feedback, improve its products generation after generation, and stay competitive. Seven years of iteration have produced the S8 Infinity, the R8 Fury and the Nitrokart 2.

Vehicle dynamics, the blind spot of simulation

At a carmaker, vehicle dynamics is a discipline in its own right, alongside powertrain and aerodynamics. It determines what the driver feels, and therefore what the driver can extract from the car.

Sim racing has long treated the subject in isolation: the chassis on one side, the motion system on the other. This is precisely where OPLITE steps in. For a brand whose original craft is the chassis, the move is a natural one.

“We are not releasing actuators for the sake of releasing actuators,” says Éric Thibault, President and founder of OPLITE. “We design cockpits. We know what a chassis takes, where it flexes, how it works. A motion system that ignores those properties gives the driver no usable information.”

What DRX brings together

The DRX program combines, on one side, the structural properties of the chassis — rigidity, torsional stiffness, centre of gravity, mass balance, and right through to aesthetic integration — and on the other, latest-generation mechanical, electronic and software components.

The objective: a faithful reproduction of grip, consistent with the movements of the vehicle, to improve both immersion and driver performance. The suspension working against the road surface, the grain of the asphalt, potholes, bumps, kerbs: every effect reproduced accurately, in keeping with the type of car being driven.

OCC, from signal to movement

The hardware will be driven by OCC — “OPLITE Control Center” — software developed in house. OPLITE has made it as much of a priority as the hardware.

Setting up a motion system is traditionally a specialist matter, with dozens of parameters to adjust. OPLITE has focused on ease of use: an ergonomic interface and immediate handling.

Cockpits already in use will be compatible

This is a commitment from the brand to its customers: owners of a GTR S3, an S8 or an R8 Fury will have full access to the DRX experience. Dedicated adaptation solutions will ensure these cockpits are compatible with the motion systems in the range.

Nobody will have to replace their cockpit to move to motion.

Democratising motion, without compromising on performance

This is the guiding principle of the program. OPLITE will rely on an aggressive commercial strategy so that tighter budgets can equip themselves without giving up performance.

This shift rests on a hardware and software engineering team recruited specifically for it, at work for over a year on the brand's first system.

The timetable

The range will be presented at the end of October 2026, for commercial launch in spring 2027. OPLITE will communicate every month until launch.

About OPLITE

Founded in 2019, OPLITE is a French company specialising in the design and manufacture of cockpits for motor racing simulation. A European leader in its segment, the brand equips virtual drivers with the S8 Infinity, the R8 Fury and the Nitrokart 2, and is preparing its entry into mechatronics for 2027 with the DRX program and a new generation of aluminium profile chassis.

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