

2008 LEXUS GS Control



You never know what you'll find around the next curve, which is why we developed the highly advanced Vehicle Dynamics Integrated Management (VDIM)⁴ system in the GS. Using a series of electronic sensors that can anticipate a loss of traction, rather than merely detect a loss of traction once it occurs, the system can apply a combination of individual wheel braking, throttle reduction and steering assistance to help you maintain traction, balance and control. Using a separate set of sensors, the available adaptive cruise control⁵ can detect the speed of a vehicle traveling ahead and automatically decelerate to maintain a pre-set following distance. Fully anticipating that the GS driver will likely spend as much time as possible on curvy roads, the GS is available with an Adaptive Front Lighting System (AFS).^{*} To help illuminate more of the road around a curve,

the headlamps rotate into the turn. In a left turn, the left headlamp will pivot up to 15 degrees and in a right turn, the right headlamp will pivot up to five degrees. Even those who tend to keep their pedal firmly planted downward have to stop and reverse now and then. So, for those select few times, the GS is made available with a backup camera.⁶ Included with the available DVD Navigation System,⁷ the backup camera⁶ uses a tiny lens at the rear of the vehicle to transmit a clear, wide-angle color image to your NAV screen the instant the GS is placed in reverse. By enabling you to see objects you otherwise might have missed, the camera helps provide greater assurance than mirrors alone. Because while reversing may be the last thing you want to do in a car like the GS, it's the last thing we would ever ignore. For added assurance, the GS comes standard with side mirrors that automatically tilt down when the car is placed in reverse. A particularly useful feature when parallel parking or when there are low objects around you.

^{*}Standard on GS 460; available on GS 350.

^{4, 5, 6, 7}See page 18 for more information.

