The Indian Street Bridge VR Simulation

The ***IndianSteetBridge.msi*** file contains a self installing VR Simulation of the *Proposed Indian Street Bridge Project* located in Martin County, Florida. To install the simulation, double click on the ***IndianSteetBridge.msi*** file included on the CD or within the Bergmann Associates FTP server. Follow the on-screen prompts and the software will be installed onto your machine. This may take several minutes depending on the speed of your computer.

1) The installation includes two files; ***IndianSteetBridge.msi*** and a ***ISB_2009_README.pdf.*** Please open the README file first for instructions on PC specifications, installation and how to navigate through the simulation.
2) Please follow the questions within the installation wizard.
   a) The installation will require approximately 100MB of disk space.
   b) Once the installation is complete, the installation program will automatically create a shortcut icon on your desktop.
3) Double click on the **Run IndianStreetBridge** icon to activate the VR Simulation.
   a) NOTE: It takes approximately 30-seconds for the simulation to start-up

Here are the instructions for running the VR Simulation of the *Proposed Indian Street Bridge Project.*

Navigation Instructions:

1) **Mouse Buttons:**
   a) **Middle** mouse button activates movement *(HINT – It must be depressed simultaneously with other mouse buttons in order to navigate throughout the VR Simulation*)
   b) **Left** mouse button accelerates the user forward - Continue to depress the button until a sufficient speed has been obtained. Releasing the left button will maintain the current speed. *(HINT – The middle mouse button must be depressed during this action*)
   c) **Right** mouse button decelerates or moves backward. *(HINT – The middle mouse button must be depressed during this action*)

2) **Movement:**
   a) Moving the mouse forward causes the viewpoint to pan downward
   b) Moving the mouse backward causes the viewpoint to pan upward.
   c) Moving the mouse to the right causes the viewpoint to pan right.
   d) Moving the mouse to the left causes the viewpoint to pan left.

Special Functions:

HOT Key Definitions *(toggle on/off)*

1:	Existing & Proposed conditions
l:	Global Lighting
r:	Reset view to initial position
s:	System monitoring activity *(HINT - select 3 times to deactivate this command)*
t:	Textures *(HINT – turn off the Global Lighting (l-key) before using this feature)*
v:	Video compression mode *(currently not used)*
w:	Wireframe mode *(HINT - select 3 times to returned to textured view)*
0 (zero):	Disable simulation *(DO NOT USE THIS KEY)*
esc:	Terminates the simulation

Minimum System Requirements:

- Windows XP
- 2.0 Ghz Pentium 4 Processor
- 512MB – 1GB System Memory
- 512MB Texture memory on the Graphics Card *(Must be an NVDIA graphics card)*
- 500 MB free hard drive space