

The Indian Street Bridge VR Simulation

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

1. The installation file includes two files: **IndianStreetBridge.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. Disable dual screen mode if you use two monitors.
4. Double click on the **Run IndianStreetBridge** icon to activate the VR Simulation. Start up should take 30-seconds depending on your computer.

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:** Toggle textures ON/OFF (*HINT- turn off the Global Light (l-key) before using this feature*)
- v:** Video compression mode (currently not used)
- w:** wireframe mode (select 3 times to returned to textured view)
- 0 (zero):** Shows top down view
- Esc** Exits the program

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 NVIDIA graphics card*)



500 MB free hard drive space
Disable dual monitor mode

