

The Anthony Costello and Son VR Simulation

The **COSTELLOPROJECT.MSI** file contains a self installing simulation of the *Anthony Costello and Son VR Simulation Project* located in Rochester, New York. To install the simulation, double click on the **CostelloProject.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; **CostelloProject.msi** and a **Costello-Project_README.doc**. 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 300MB of disk space.
 - b. Once the installation is complete, the installation program will automatically create a shortcut icon on your desktop as well as program information contained within your START → PROGRAMS pull-down menu.
3. Double click on the **RunCostello** icon to activate the VR Simulation.

Here are the instructions for running the VR Simulation of the *Anthony Costello and Son VR Simulation 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*)

- e:** Toggles ON/OFF the Reserve Project Site
- o:** disable simulation (DO NOT USE THIS KEY)
- r:** Reset view to initial position
- t:** Toggle textures on and off
- 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
- 256-512MB Texture memory on the Graphics Card (*Must be either a NVIDIA or ATI graphics card*)
- 500 MB free hard drive space

