

The Buffalo Outer Harbor VR Simulation

The **OuterHarbor.MSI** file contains a self installing VR Simulation of the *Proposed Buffalo Outer Harbor Project* located in Buffalo, New York. To install the simulation, double click on the **OuterHarbor.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) Please completely review this 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 230MB of disk space.
 - b) Once the installation is complete, the installation program will automatically create a shortcut icon called **RunOuterHarbor** onto your desktop.
- 3) Double click on the **RunOuterHarbor** icon to activate the VR Simulation.

Here are the instructions for running the VR Simulation of the *Proposed Buffalo Outer Harbor 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*)
- a) **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*)
- b) **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:** Toggle on/off the two bridge alternatives and existing conditions (*HINT - depress it multiple times*)
- l:** Toggles on/off the global lighting
- r:** Reset view to initial position
- t:** Toggle textures on/off
- w:** Wireframe mode (*HINT - select 3 times to returned to textured view*)
- y:** Active/Deactivate the raising and lowering of the bascule lift bridge
- 0 (zero):** Top down view

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 an NVIDIA graphics card*)
- 500 MB free hard drive space

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