

The Central Broward Transit Corridor VR Simulation

The **CENTRALBROWARDPROJECT.MSI** file contains a self installing VR Simulation of the *Proposed Central Broward Transit Corridor Project* located in Broward County, Florida. To install the simulation, double click on the **CentralBrowardProject.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; **CentralBrowardProject.msi** and a **CentralBroward_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 350MB 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 **RunCentalBroward** icon to activate the VR Simulation.

Here are the instructions for running the VR Simulation of the *Proposed Central Broward Transit Corridor 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*)
 - a) Double clicking the left key while the cursor is hovering over a vehicle will insert the driver into the vehicle to simulate driving mode.
 - 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*)

- | | |
|-----------|---|
| b: | Building textures on/off |
| e: | Existing versus proposed conditions |
| f: | Release the user from driving in a vehicle |
| l: | Toggle on/off the Global Lighting and increases the intensity of the CAD lines |
| r: | Reset view to initial position |
| t: | Toggle textures on and off (<i>HINT – turn off the Global Lighting (l-key) before using this feature</i>) |
| v: | Video compression mode (<i>currently not used</i>) |

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w: Wireframe mode (*HINT - select 3 times to returned to textured view*)
0 (zero): Disable simulation (*DO NOT USE THIS KEY*)

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

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