

The Central Broward Transit Corridor VR Simulation

The **CENTRALBROWARDPROJECT.MSI** file contains a self installing 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 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; **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 as well as program information contained within your START → PROGRAMS pull-down menu.
3. Double click on the **RunCentralBroward** 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*)
 - 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. **Double clicking** the left key while the cursor is hovering over a vehicle will insert the driver into the vehicle to simulate driving mode.
 - d. **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:** Toggles ON/OFF the Reserve Project Site
- 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/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



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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

