

## The Proposed Casselberry Interchange VR Simulation

This CD contains a self installing Virtual Reality (VR) Simulation of the *SR 15/600 (SR 17/92) Interchange at SR 436*. To install the VR Simulation, double click on the **Casselberry.msi** file included on the CD. 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. Once the software is installed, a shortcut will be placed on your desktop called: **Casselberry**. Double clicking on this icon will activate the VR Simulation. Start up should take 5-8 minutes depending on your computer. Mouse and keyboard functionality is described below.

### 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. **Left clicking** on a car puts the user inside the car. Typing an “f” releases the user from inside the car.
  - 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*)

- e:** Toggles ON/OFF the Existing Conditions
- o:** disable simulation (DO NOT USE THIS KEY)
- r:** Reset view to initial position
- f:** Releases the user from inside the car
- 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  
128-256MB Texture memory on the Graphics Card  
500 MB free hard drive space

