

The Virtual Kodak VR Simulation

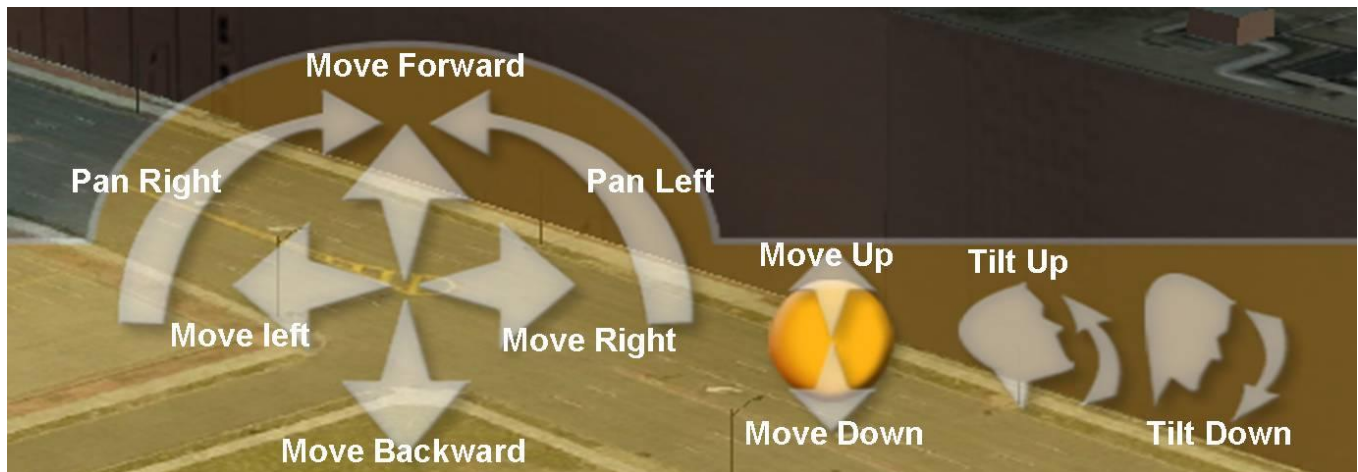
The **KODAKPROJECT.MSI** and **KODAKDATAINSTALL.EXE** files contain a self installing VR Simulation of the *Virtual Kodak Campus* model located in Rochester, New York. To install the simulation, please follow these instructions;

- 1) Install the **KodakProject.msi** (*must be installed first*)
- 2) Install the **KodakDataInstall.exe**
 - a) 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.
- 3) Once installation has completed, look for a shortcut icon called **RunKodak** on your desktop
- 4) Double click on the **RunKodak** icon to activate the VR Simulation.

NAVIGATION INSTRUCTIONS FOR THE VIRTUAL KODAK PROJECT:

There are multiple methodologies to navigating throughout the *Virtual Kodak* VR Simulation. The operator can utilize a standard computer mouse, game control pad, touch-screen navigation (*where applicable*) or by using the on-screen navigation icons.

On-Screen Navigation Icon Instructions:



- 1) Select the navigation icon that you would like to use by move the cursor over that icon.
- 2) To activate the icon, depress the left-button on the mouse.
- 3) Release the mouse button to stop navigation.

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Mouse Only Navigation Instructions:

- 1) To start navigation, have the cursor located anywhere on the screen except within the icon navigation menu. To active navigation, depress the middle mouse button.
 - a) Mouse Buttons:
 - i) **Middle** mouse button activates movement (*HINT – It must be depressed simultaneously with other mouse buttons in order to navigate throughout the VR Simulation*).
 - ii) **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*).
 - iii) **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.

Computer/Game Controller Navigation Instructions:

- 1) Before starting-up the Virtual Kodak VR Simulation, plug the computer/game controller into the USB port located on your PC workstation
 - a) (*Additional software may be required for the controller installation, see requirements below*).
- 2) Use the left joystick controller for pitch and yaw
- 3) Use the right joystick controller for movement
- 4) Use the left and right shoulder buttons for elevation up and down

Touch Screen Navigation Instructions:

- 1) Navigation is the same as if using the mouse for on screen navigation. Touch the buttons as described above.

SPECIAL KEYBOARD FUNCTIONS:

Depressing a specific key activates a function. To discontinue the function, depress the key again (toggle on/off options). All keys are case sensitive.

- | | |
|------------------|--|
| 0: (zero) | Overhead viewpoint |
| a: | Display Kodak Properties |
| d: | Display former Kodak Buildings |
| f: | Compress the display to quarter screen size |
| h: | Toggle ON/OFF façade improvements on Kodak Office |
| l: | Toggles on/off the global lighting |
| r: | Reset view to initial position |
| s: | Display System Operations/Performance |
| t: | Toggle textures on and off |
| w: | Wireframe mode (<i>HINT - select 3 times to returned to textured view</i>) |

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MINIMUM SYSTEM REQUIREMENTS:

- 1) Windows XP
 - a) Note: Simulation will **NOT** run on Windows XP64 or Windows Vista
- 2) 2.0 GHz Core 2 Duo Processor
- 3) 2 GB System Memory
- 4) 512MB Texture memory on the Graphics Card (*Must be a NVIDIA graphics card*).
- 5) 1 GB free hard drive space
- 6) Recommended Computer/Game Controllers
 - a) Logitech ThrustMaster (*No driver required*) .
 - b) Microsoft Wired Xbox 360 Controller (*Need to install driver from Microsoft.com*) .

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