

The Virtual Kodak VR Simulation

The **KODAKPROJECT.MSI** and **KODAKDATAINSTALL.EXE** file contains a self installing 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

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 moving 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.

Mouse Only Navigation Instructions:

To start navigation, have the cursor located anywhere on the screen except within the icon navigation menu. To activate navigation, depress the middle mouse button.

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** (w/out depressing the middle button) 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.

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. (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:

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

SPECIAL KEYBOARD FUNCTIONS

HOT Key Definitions (*toggle on/off*)

- | | |
|---|--|
| a: Display Kodak Properties | 1: Embassy Suites (Lake Avenue) |
| d: Display former Kodak Buildings | 2: Activate Street Names |
| h: Toggle ON/OFF façade improvements on Kodak Office Building | 3: Lake Station Estates Demo |
| l: Toggles ON/OFF the global lighting | 4: Wind Farm Demo |
| r: Reset view to initial position | 5: Proposed Genessee Regional Bio-fuel Site |
| s: Display System Operations/Performance
(<i>HINT- select 3 times to return to normal view</i>) | 9: Current EBP Tenants |
| t: Toggle textures ON/OFF (<i>HINT- turn off the Global Light before using this feature</i>) | F1: Lake Station GIS census data |
| w: Wireframe mode (<i>HINT-select 3 times to returned to textured view</i>) | F2: Lake Station GIS zoning data |
| 0 (zero): Shows top down view | F3: Lake Station GIS parcels data |
| | F4: Lake Station GIS flood zone data |
| | F5: Lake Station GIS federal wetland data |
| | F6: Lake Station GIS centerline data |
| | Esc Exits the program |

MINIMUM SYSTEM REQUIREMENTS

Windows XP –simulation will NOT run on Windows XP64 or Windows Vista

2.0 Ghz Core 2 Duo Processor

2GB System Memory

512MB Texture memory on the Graphics Card (*Must be a NVIDIA graphics card*).

1 GB free hard drive space

Recommended Computer/Game Controllers

Logitech ThrustMaster (*no driver required*)

Microsoft Wired Xbox 360 Controller (*need to install driver from Microsoft.com*)

