

## Virtual Rochester

**Rochester\_Downtown.msi** file contains a self installing simulation of the *City of Rochester – Virtual Rochester* located in, you guessed it, Rochester, New York. To install the simulation, double click on the **Rochester\_Downtown.msi** file. 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. Please follow the questions within the installation wizard.
  - a. The installation will require approximately 540MB of disk space.
  - b. Once the installation is complete, the installation program will automatically create a shortcut icon on your desktop.
2. Disable dual screen mode if you use two monitors.
3. Double click on the **RunRochester** icon to activate the VR Simulation.

### 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. **Right** mouse button decelerates or moves backward. (*HINT – The middle mouse button must be depressed during this action*)
  - d. **Release** the middle mouse button to interact with the timeline slider
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

Hotkeys (*toggle on/off*)

- 1-3:** Toggles though the proposed Midtown states
- o:** disable simulation (DO NOT USE THIS KEY)
- r:** Reset view to initial position
- t:** Toggle textures on and off
- 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  
2.0 Ghz Pentium 4 Processor  
512MB – 1GB System Memory  
512MB Texture memory on the Graphics Card (*must be an NVIDIA graphics card*)  
500 MB free hard drive space  
Disable dual monitor mode

