



The University at Buffalo, North Campus VR Simulation

The **NORTHCAMPUS.MSI** file contains a self installing simulation of the *University at Buffalo, North Campus located in Amherst, New York*. To install the simulation, double click on the **NORTHCAMPUS.MSI** file included on the CD or within the FTP download. 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 tow files; **NORTHCAMPUS.MSI** and a **UB CAMPUS_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 90MB 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 NorthCampus icon to activate the VR Simulation.

Here are the instructions for running the VR Simulation of the *University at Buffalo, North Campus*

Navigation Instructions:

- 1) **Middle** mouse button activates movement (*HINT – It must be depressed simultaneously with other mouse buttons in order to navigate throughout the VR Simulation*)
- 2) **Mouse 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.
- 3) **Mouse Buttons:**
 - a) **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*)
 - b) **Right** mouse button decelerates or moves backward. (*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.

Special Functions:

HOT Key Definitions (*toggle on/off*)

- f:** Releases the user from inside the car
o: disable simulation (DO NOT USE THIS KEY)
r: Reset view to initial position
t: Toggle textures on and off
v: video compression mode (currently not used)
w: wireframe mode (select 3 times to returned to textured view)
0 (zero): Shows top down view

Minimum System Requirements:

- Windows XP
- 2.0 Ghz Pentium 4 Processor
- 512MB – 1GB System Memory
- 256-512MB Texture memory on the Graphics Card
- 500 MB free hard drive space

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