



## The Proposed Wal-Mart Dewey Avenue VR Simulation

The [WalmartProject.msi](#) file contains a self installing simulation of the *proposed Wal-Mart Dewey Avenue project located in Rochester, New York*. To install the simulation, double click on the [WalmartProject.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) 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 17MB 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 Wal-Mart icon to activate the VR Simulation. Start up should take 30-seconds depending on your computer

Here are the instructions for running the VR Simulation of the *Wal-Mart Dewey Avenue project*

### **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*)

### **Special Functions:**

HOT Key Definitions (*toggle on/off*)

- e:** Existing conditions  
**r:** Reset view to initial position  
**t:** Toggle textures on/off  
**w:** Wireframe mode on/off  
**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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