

The Proposed Wal-Mart Dewey Avenue VR Simulation

The **WALMARTPROJECT.MSI** file contains a self installing simulation of the *Proposed Buffalo Outer Harbor Project* located in Buffalo, New York. To install the simulation, double click on the **WalmartProject.msi** file included on the CD or within the FTP server. 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. Disable dual screen mode if you use two monitors.
4. 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 *Proposed Wal-Mart Dewey Avenue Project*.

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*)
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

HOT Key Definitions (*toggle on/off*)

- e:** Toggles ON/OFF the Reserve Project Site
- r:** Reset view to initial position
- t:** Toggle textures ON/OFF (*HINT- turn off the Global Light (l-key) before using this feature*)
- 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

