

Owner's manual 3D-Rocket Player

Start the player:

- Unpack the data from ZIP-archive. Please take care not to start the player directly out of the ZIP-format, this is not working!
- Please be aware that the unpacked EXE-file and the unpacked folder are in the same folder. Double click the 3D-Rocket-exe to start the player.
- A pop-up menu will be opened first offering adjustments for good performance of the viewer, like the screen resolution and the graphics quality. Both can have a deep impact on the performance. If you don't have a high performance computer a lower screen resolution and lower graphics quality is advised. More information can be read in "Requirements for the Hardware" down below.
- Please read the instructions for the controls of the player, especially the "Tips for the controls" are recommended. If you follow the instructions you should be able to move through the virtual scene easily.

Tips for the controls:

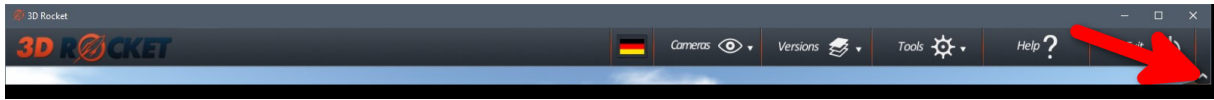
It's like in the real world: if you walk or fly through the virtual worlds of the 3D-Rocket player, you can move towards your desired direction, simply everywhere you want. You can turn your head and affect the direction of movement by doing this as well. For both movements, walking / flying in a certain direction, as well as turning the head, which conditionally is connected with the direction of walking / flying, two parallel controls are required: the mouse and the keyboard, both with different tasks.

The mouse controls the view, thus the turning of the head. Please position the mouse pointer somewhere in the center of the player-window, press the right mouse button and move it to turn your head. Please do it right away so you can get used to the turning of the head. You notice that you don't move in any direction, you stand still and just turn your head. Now concentrate on the keyboard which controls the walking / flying. If you want to move press W and hold it. As soon as you release W you stop your movement automatically. Please try this a couple of times as well so that you can get used to it.

Now combine the two controls. Walk with W while you turn your head with the mouse (pressed right mouse button). You will notice that the moving direction (initiated through pressing and holding W) will be changed by turning the head (initiated through holding the right mouse button) change. The walking direction is the direction you turn your head. This is the main thing about the controls: With your left hand you mostly press W. Concentrate more on using the mouse so that you can maneuver through the scene. If you walk against a wall release W and adjust the view with the mouse (pressed right mouse button) and then press W again. Use S to walk backwards, A and D to walk side wards. If this is too complicated than you can just use W since the most important is the usage of the mouse.

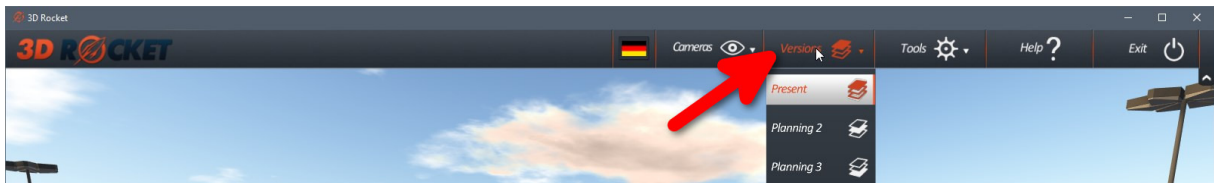
Open the menu

Please click the small arrow to open the menu:



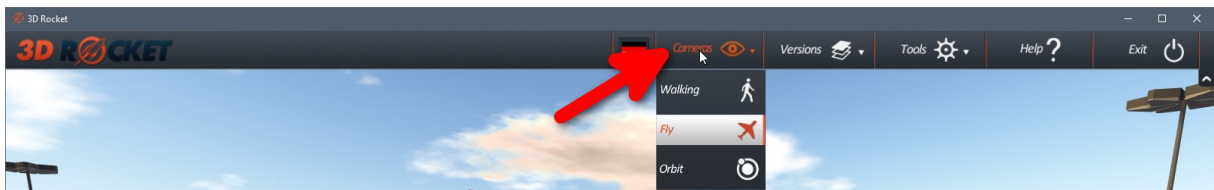
Change between present and planning

Please click on the button „Versions“:

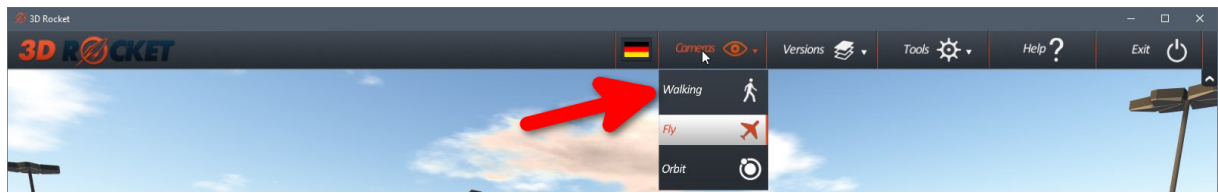


To navigate through the 3d-scene

You can virtually walk or fly through the 3d-model. Please make your choice in the menu „Cameras“:

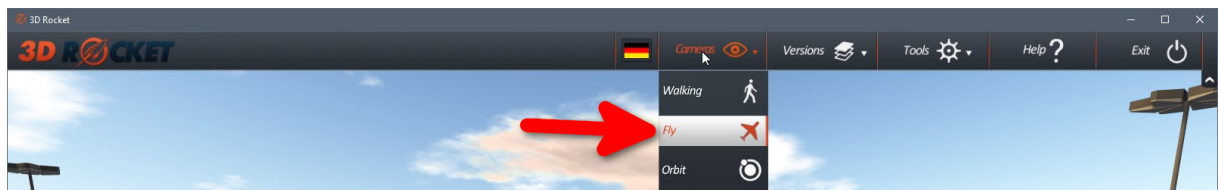


„Walk Mode“ camera (walking on the ground)



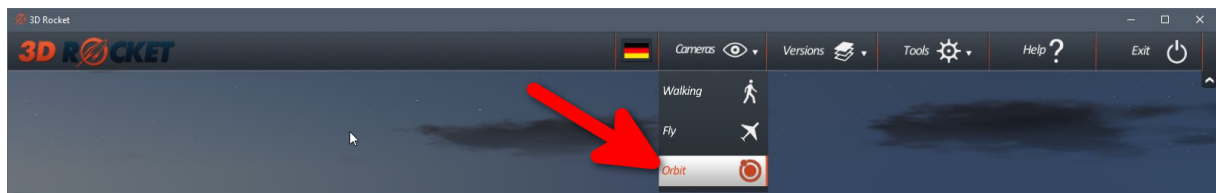
Mouse:	Move camera/rotate (hold right mouse key)
W or cursor up:	move forward
S or cursor down:	move backwards
A or cursor left:	move left
D or cursor right:	move right
Space:	jump
Shift (hold down):	walk faster

"Fly Mode" camera (flying)



Mouse:	Move camera/rotate (hold right mouse key)
W or cursor up:	move forward
S or cursor down:	move backwards
A or cursor left:	move left
D or cursor right:	move right
Space:	jump
Shift (hold down):	walk faster
E:	move upwards (like a helicopter)
Q:	move downwards (like a helicopter)

"Orbit Mode" camera (vertical view downwards)

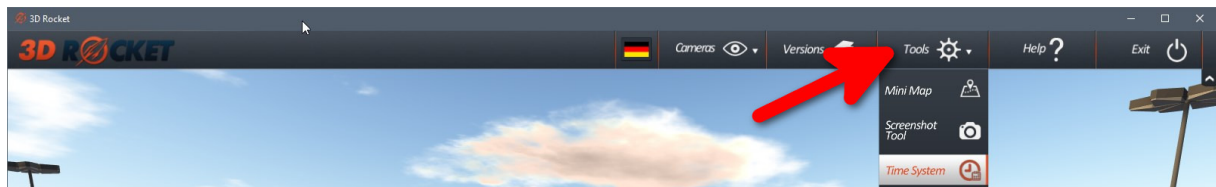


Mouse: Move camera/rotate (press and hold right mouse key)

Scroll mouse: Zoom closer or farther away from the 3D model

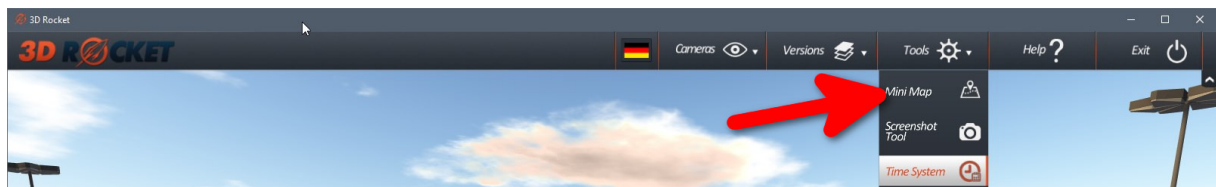
Tools

The3D-Rocket-Player gets more and more functionality. You can choose some tools by clicking on the button „Tools“:



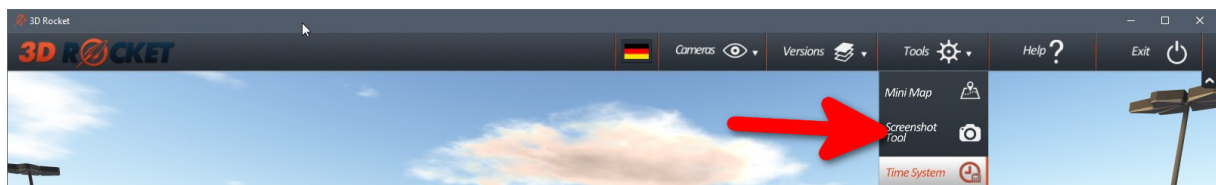
Mini Map

There is a mini-map of the 3d-model available. Please click on the appropriate button.



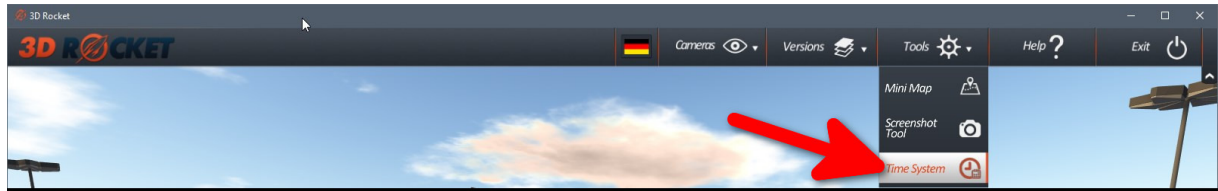
Screenshot-Tool

Make a screenshot by clicking on the appropriate button. A menu opens on the left side of the player's stage, then press "P". The screenshot will be shown as a thumbnail in the menu. The screenshot is stored in the Data-folder beneath the EXE-file in a folder called "ImageFolder".



Daylight-system

With the help of the daylight-system you can get each daytime at each day in a year. By starting the player, the time of your Windows operation system will be automatically be taken over by the player and the sun in the 3d scene moves to the right position. So please do not wonder if you start the player at night and the scene is dark! Just turn the clock to daytime.



After clicking the button, there will be a clock on the down right corner of the player's stage:



Time-Slider: Click it with the mouse, keep the button pressed and move it up and down

Or just take the clock hand

Please click on the small arrows here to change day, month and year.

Requirement for the hardware:

Normal quality:

- Processor: Intel Core i3/Core i5/Core i7 or a similar processor
- Main memory (RAM): At least 4 Gigabyte
- Graphics board: OnBoard graphic chip (at least Intel HD Graphics)
- Monitor: 1280x1024 (32bit)
- Operation system: Windows Vista, Windows 7 new service packs included, Windows 8, 32-Bit or 64-Bit operating system, Windows 10

Good quality:

- Processor: Core i5/Core i7 or a similar processor
- Main memory (RAM): At least 4 Gigabyte
- Graphics board: OnBoard graphic chip (at least Intel HD Graphics 4000 and more) or Graphics board (at least Nvidia GeForce GT 610)
- Monitor: 1280x1024 (32bit)
- Operation system: Windows Vista, Windows 7 new service packs included or Windows 8, 32-Bit or 64-Bit operating system, Windows 10

Maximum quality:

- Processor: Core i5/Core i7 or a similar processor
- Main memory (RAM): At least 8 Gigabyte
- Graphics board: Graphics board Nvidia GTX 660 and better
- Monitor: 1280x1024 (32bit)
- Operation system: Windows Vista, Windows 7 new service packs included or Windows 8, 32-Bit or 64-Bit operating system, Windows 10