

CONTROL OF THE 3D ROCKET PLAYER

Starting the player

First, please unpack the ZIP file. It is not possible to launch the application without doing so first.

Make sure that both the ZIP file as well as the extracted EXE are in the same directory. This is a requirement so that the application can access its required data.

Now you may double click on the EXE file to start the player.

A pop-up menu will appear. Inside of this menu you can adjust several settings such as the screen resolution of the player as well as the graphical quality. Both settings have a significant influence on the performance of the player. If you do not have a high-performance PC, please set the "Screen resolution" and "Graphics quality" settings to the lowest possible options.

If you do not wish to run the application in full-screen mode, please check the "Windowed" checkbox.

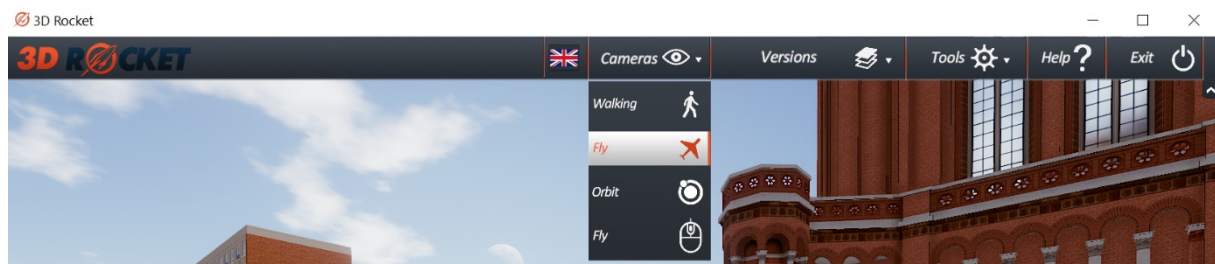
Finally, please read the instructions found below on the topic of controlling the player. Additionally, we recommend reading the text "Tips for controlling the player". By reading these you will quickly become able to move around the virtual scene.

Motion modes and camera types

You can either fly through the scene or navigate it from a pedestrian perspective (with gravity). There are three types of camera available.

- Flying - free movement in the scene, without gravity
- Running - View from a pedestrian's perspective, with gravity
- Orbit - View from space, without gravity

Please select your desired camera in the "Cameras" menu:



Viewing direction and movement with keyboard and mouse

It's just like real life: you can move in any direction in the 3D Rocket Player. But you can also stay on the spot and just turn your head. The keyboard controls your movement, the mouse controls your rotation.

For the viewing angle, position the mouse pointer approximately in the middle of the player, hold down the **right mouse button** and move the mouse. It is as if you are standing in place but turning your head.

Please release the mouse and concentrate on the keyboard. If you now want to move from this position, please press and hold the **W** key. You are now moving forward. As soon as you release the **W** key, you will automatically stop. Press the **S** key to move backwards again. Please try this a few times to get a feeling for this movement. The keyboard is responsible for all movement within the real-time scene.

Now we combine the two controls: Please start again by pressing the **W** key and keep the **right mouse button** pressed. You will notice that you now change the movement (initiated by the **W** key) in the direction of viewing (initiated by the **right mouse button** and the movement of the mouse). And that is the essence of this control: With your left hand you usually only hold down the **W** key. Concentrate more on the right hand to steer skilfully through the scene.

A tip: always position the mouse cursor approximately in the middle of the image. If it moves from the centre, release the mouse button, return to the centre and start again.

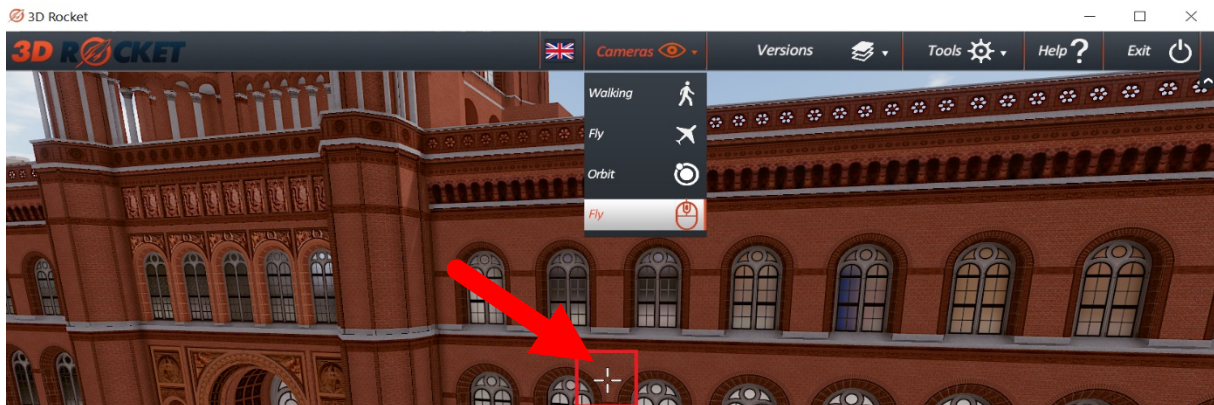
The key assignments are summarised below:

W or "Up" arrow:	move forward
S or "Down" arrow:	move backwards
A or "To the left" arrow:	move left
D or "Right" arrow:	move right
Space bar:	Jumping
E:	move upwards (like a helicopter)
Q:	move down (like a helicopter)
Shift key (hold):	move faster
Right mouse button:	Changing the direction of gaze and movement

"Mouse Camera" (not included in every player)

When the Mouse Camera is activated, direction and movement are controlled solely by the mouse. The keyboard is not required.

The mouse camera can be used either by selecting it in the menu bar Cameras → Fly Mouse or by pressing the middle mouse wheel. When the mouse camera is activated, a crosshair is visible in the centre of the window as shown in the picture below with the red rectangle. To end the mouse camera press the middle mouse wheel again.



The viewing and movement direction is changed by simply moving the mouse without pressing a key. By pressing the right mouse button a forward movement starts.

By turning the mouse wheel forwards or backwards, the speed of the mouse movement can be increased or reduced.

To increase the speed of this movement, you can also hold down the Shift-key on the keyboard.

The key assignments are summarised below:

Mouse movement without buttons:	Change direction of view and movement
Right mouse button:	Move forward (keep right mouse button pressed)
Mouse wheel forward:	faster
Mouse wheel to the back:	slower
Shift key (hold):	even faster forward movement

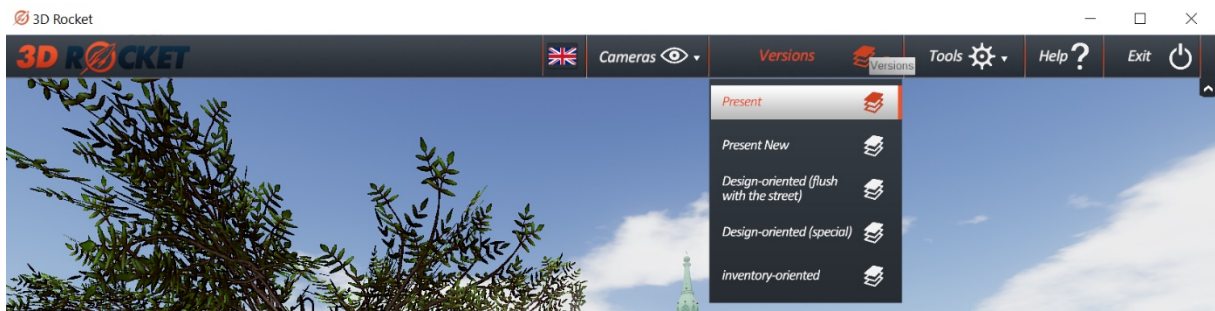
Further player functionalities (optional)

Open and close the menu by pressing this small arrow key:



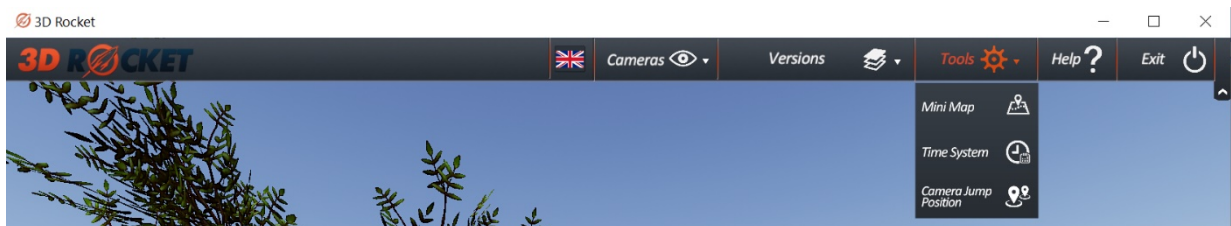
Switching stock / planning / variants (if available)

Please select the menu "Versions". Click on "Versions" again to close the window.



Tools

Depending on the configuration, different functionalities are available. These can be found under Tools.



Please do not hesitate to contact us if you need help or have any questions:

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Hardware requirements

The hardware on which the 3D Rocket Player is to run must meet the following requirements:

For simple quality:

- Processor: Intel Core i3/Core i5/Core i7 or equivalent
- Working memory (RAM): at least 4 Gigabyte
- Graphics card: onBoard graphics card (at least Intel HD Graphics)
- Monitor : 1280x1024 (32bit)
- Operating system: Windows Vista, Windows 7 including the latest service packs, Windows 8 and Windows 10, 32-bit or 64-bit operating system

For good quality:

- Processor: Intel Core i5/Core i7 or equivalent
- Working memory (RAM): at least 4 Gigabyte
- Graphics card : OnBoard graphics card of the latest generation (e.g. Intel HD Graphics 4000 and upwards) or dedicated graphics card from Nvidia Geforce GT 610 and upwards
- Monitor : 1280x1024 (32bit)
- operating system: Windows Vista, Windows 7 including the latest service packs, Windows 8 and Windows 10, 32-bit or 64-bit operating system

For maximum quality:

- Processor: Intel Core i5/Core i7 or equivalent
- Working memory (RAM): at least 8 Gigabyte
- Graphics card : Dedicated graphics card from Nvidia Geforce GTX 660 and upwards
- Monitor : 1280x1024 (32bit)
- operating system: Windows Vista, Windows 7 including the latest service packs, Windows 8 or Windows 10, 64-bit operating system