

1. **Minimum system requirements**.....
2. **How to download, open and browse the virtual environments** .....

In this little manual instructions are provided about how to download, visualize and explore the virtual environments provided in the website.

### **1. Minimum system requirements**

- Desktop or laptop PC with Microsoft Windows 98, 98SE, ME, 2000, XP, or NT 4.0 (with Service Pack 6) and Pentium III or equivalent (recommended Pentium 4 or Athlon XP) with 128 MB of RAM (recommended 256/512 MB).
- Direct3D or OpenGL compatible 3D accelerator graphics card with at least 16 MB of VRAM (recommended 32 MB).

It is also necessary to install

- **Direct X 9.0:** you can download it from <http://download.microsoft.com/download/7/3/c/73cc71c0-13d9-4274-8d9c-33d8a528a396/dxwebsetup.exe>

To browse (and experience) the environments it is necessary to set up your monitor at a resolution of **1024x768**.

Please activate your headphones or speakers in order to listen to the audio files that automatically will start with the video component browsing the virtual environments.

### **2. How to download, open and browse the virtual environments**

The Virtual Environments (***SUPERMARKET, SQUARE, SUBWAY and ELEVATOR***) are stored in the zipped files (*SUPERMARKET.zip, SQUARE.zip, SUBWAY.zip and ELEVATOR.zip*) and can be downloaded .

1. Close all the other programs running on the PC (strongly recommended).
2. To download the zipped files, please move the mouse on "***SUPERMARKET***", "***SQUARE***", "***SUBWAY***" and "***ELEVATOR***", then click with the right key of the mouse and select with the left key the option "*save the object*": please save the zipped files on your PC.
3. Unzip the files (just downloaded) in a new folder for each virtual environment (***SUPERMARKET, SQUARE, SUBWAY and ELEVATOR***).
4. Open the folder (for example "***SQUARE***") and then select the file \*.exe (for example "***SQUARE.exe***"): to find easily the \*.exe file, you can view all the files of the folder by details and order them by type. The first (or last) file that will appear in the list is the \*.exe file.

5. Click on the \*.exe file. The 3D Game Studio player will start automatically opening the virtual environment) and a loading message will appear as indicated below (see the following screenshot).



6. Wait until the file is fully loaded by the 3D Game Studio player. Then the chosen virtual environment should appear as illustrated below (see the following screenshot for the *SQUARE*).



7. If you want to explore the environment using a mouse, please move it to select the direction and the view and click on the right key (keeping the pressure and moving the mouse) for the movement.

If you would like to use only the keyboard, please press  $\uparrow$  to go straight,  $\downarrow$  to come back,  $\rightarrow$  to go right and  $\leftarrow$  to go left as indicated below.



Starting point



Pressing  $\uparrow$



Pressing  $\downarrow$

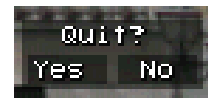
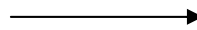


Pressing ←



Pressing →

8. To exit from this virtual environment in order to come back to Windows, please press “*esc*” and then select the option “*quit*” in the menu that will appear in the left part of the screen (see the following screenshot); so select “*yes*” pressing the “*enter*” key.



If you select “*esc*” and you would like to come back to the virtual environment, please select “*back*” in the menu.