

SIMPLE CONTROL KEYS FOR BRICKEN'S VR DEMO

William Bricken

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- The display is through the eyes of the participant.
- Controls apply to a selected entity;
usually the participant for movement and point-of-view,
other entities blink when selected for editing.
- Modes are type of movement.
- Machine specific:
in /usr1/local/vrDemo
call vrDemo -v RS343 for full screen
exit /usr/sbin/shutdown -f now as root

»» Select an entity, then a mode, then a movement command. ««

ENTITIES

e	participant
1	rabbits
2	birds
3	fish
4	carrots

up-down arrows cycle through individuals
right-left arrows cycle over part hierarchy

MODES for movement and editing

t	translate mode
r	rotate mode
s	scale mode

DIRECTIONS of modes

x	negative x
y	negative y
z	negative z
X	positive x
Y	positive y
Z	positive z

Arrow keys

up	move forward
down	move back
left	rotate left
right	rotate right

Change display of world

g	toggle wire-frame of terrain
G	toggle visibility of terrain
w	toggle wireframe of selected entity
v	toggle visibility of selected entity

Transport participant

0	go to origin
l	go to lake

Other commands

E	move selected entity to participant
d	window bar display
m	toggle arrows for participants
f	toggle terrain following
o	orient with tracker
a	print all
A	print hierarchy
p	print relative
P	print absolute