Contents

Virtus Player

The following Help Topics are available:

Navigation
Menus

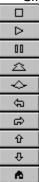Message Bar
Memory Indicator

Other Virtus Products

For Help on Help, Press F1.

Navigation

Click on a Button to display its function:

[Advanced Navigation](#)

[Back to Contents](#)

For Help on Help, Press F1

Menus

[File Menu](#)

[Walk Menu](#)

Advanced Navigation

By using various combinations of the Shift and Control keys, as well as the mouse, advanced navigation is possible.

Press Shift and To place cursor	Press Crtl and place cursor	To
Rise Up Above the cross hair	Above cross hair	Tilt your view up
Sink Down Below the cross hair	Below cross hair	Tilt your view down
Slide Right Right of cross hair	Right of cross hair	Roll your view right
Slide Left Left of cross hair	Right of cross hair	Roll your view left

Back to Contents

File Menu

Click on a Command to display its function:

File

Open...	Ctrl+O
Close	Ctrl+W
Credits...	
Exit	Alt+F4

Back to Contents

Walk Menu

Click on a Command to display its function:

Walk

Level Observer Ctrl+L
Wide Angle √ Standard Telephoto
√ Normal Speed Fast Faster Fastest
Stop Play
Full Screen

Back to Contents

Message Bar

The Message Bar is the strip that runs across the bottom of the Player screen (next to the Memory Indicator) and looks like this:

This displays information about an item or area pointed to by the cursor.

When you move you pointer over certain areas of the Player screen, the Message Bar displays useful information pertaining to those areas.

Back to Contents

Memory Indicator

The Memory Indicator sits next to the <u>Message Bar</u> at the bottom of the screen and looks like this:

The Memory Indicator displays the amount of memory available to Player. If the bar turns red, there is less than 25% available memory left.

<u>Back to Contents</u>

Stop Path

Stops a recorded path.

Play Path

Plays a recorded path.

Pause Path

Pauses a path that is playing.

Move Forward

Moves you forward.

Move Backward

Moves you backward.

Rotate Left

Rotates your view left.

Rotate Right

Rotates your view right.

Move Up

Raises your view up.

Move Down

Raises your view down.

Home

Resets to model center.

Open

Opens a model for viewing by Virtus Player.

Close

Closes the current model.

Exit

Closes the current model and Exits the Virtus Player.

Level Observer

Observer's angle of vision is leveled.

Wide Angle

Apparent focal length of a wide angle lens.

Standard

Apparent focal length of the human eye.

Telephoto

Apparent focal length of a telephoto lens.

Normal Speed

Displays objects with all attributes.

Fast

Displays objects with color fill. No textures or smooth shading.

Faster

Translucencies and transparencies not shown.

Fastest

All objects are displayed as wire frames.

Play

Plays a recorded path.

Stop

Stops playing and rewinds a path.

Full Screen

Displays a full screen without the menu bar.

Credits

Displays a Credit Screen for the currently open model.

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Other Virtus Products

[Virtus VR](#)

[Virtus WalkThrough Pro 2.0](#)

[Back to Contents](#)

Virtus VR

Virtus VR is a unique 3-D modeling program that features an intuitive drag-and-drop approach to world creation. This method of object-oriented drawing allows users to choose basic 3-D shapes, from galleries supplied with the program, to build more complex objects and structures. Retailing for just $99, this affordable program features one cubic mile of cyberspace, construction and navigation tools, galleries of 3-D objects that can be added to any Virtus VR environment and six pre-built scenes that illustrate the program's modeling, texture mapping and real-time "walkthrough capabilities". The program is also supplemented by an on-going series of add-on galleries that greatly cut down on modeling time by providing commonly used, pre-constructed 3-D objects that bring life to virtual worlds. Virtus VR is available for Macintosh, Power Macintosh and Windows users.

To Order Virtus VR, call 1-800-847-8871 (1-800-VIRTUS1) 9:00am - 6:00pm EST

PC/Windows System Requirements:

¥ 80386-based (or later) personal computer
¥ at least 4MB
¥ Microsoft Windows 3.1+
¥ VGA or SuperVGA display adapter

WalkThrough Pro 2.0

Back to Contents

Virtus WalkThrough Pro 2.0

Virtus WalkThrough Pro 2.0 for Macintosh, Power Macintosh and Windows computers is a powerful 3-D visualization program that offers real-time texture mapping, smooth shading for added realism and, in the Macintosh versions, the use of QuickTime movies as surface features. WalkThrough Pro provides a 2-D Design View where a model is constructed and a Walk View that instantly displays the model in 3-D. Also in the Walk View, users may select objects to edit and navigate around the model using the mouse. WalkThrough Pro ships with Virtus Player, a new utility enabling those without Virtus applications to view, but not edit, Virtus models.

To Order WalkThrough Pro 2.0, call 1-800-847-8871 (1-800-VIRTUS1) 9:00am - 6:00pm EST

PC/Windows System Requirements:

¥ 80386-based (or later) personal computer
¥ 8 MB RAM
¥ Microsoft Windows 3.1+
¥ VGA or SuperVGA display adapter
¥ 10 MB hard disk space
¥ HD Floppy Disk Drive

Recommended for optimum performance:
¥ 80486/DX50 or Pentium
¥ 16 MB RAM

Virtus VR

Back to Contents