WalkViewer

Description:

The paradigm for this viewer is a walkthrough of an architectural model. Its primary behavior is forward, backward, and left/right turning motion while maintaining a constant "eye level". It is also possible to stop and look around at the scene. The eye level plane can be disabled, allowing the viewer to proceed in the "look at" direction, as if on an escalator. The eye level plane can also be translated—similar to an elevator.

Cursors/Feedback:

Walk cursor and feedback

Tilt cursor and feedback

Panning cursor

"Seek" cursor

"Up" direction cursor

Thumbwheels:
Up/Down translate ("Elevator")

Up/Down rotation Constrained to +−90

Left/Right rotation

Walk Viewer

Tilt Pan

Dolly

Left Mouse:
Move up and down for forwards and backwards motion. Right and left for turning. Speed increases exponentially with distance from mouse−down origin.

Mid Mouse:
Ctrl + Left Mouse:
Translate up,down,left,right

Ctrl + Mid Mouse:
Tilts the camera up/down and sideway to look around.

<s> + Click:
Alternative to "Seek" button. Press (do not hold down) <s> key, then click on target object.

<u> + Click:
Press (do not hold down) <u> key, then click on target object to set "up" direction to surface normal.

Right Mouse:

Pop−Up menus

Other Keys:

<u>:
Sets "up" direction. Default is +y. Press (do not hold down) <u> key and click on an object with the Left Mouse to set up direction to be the surface normal.
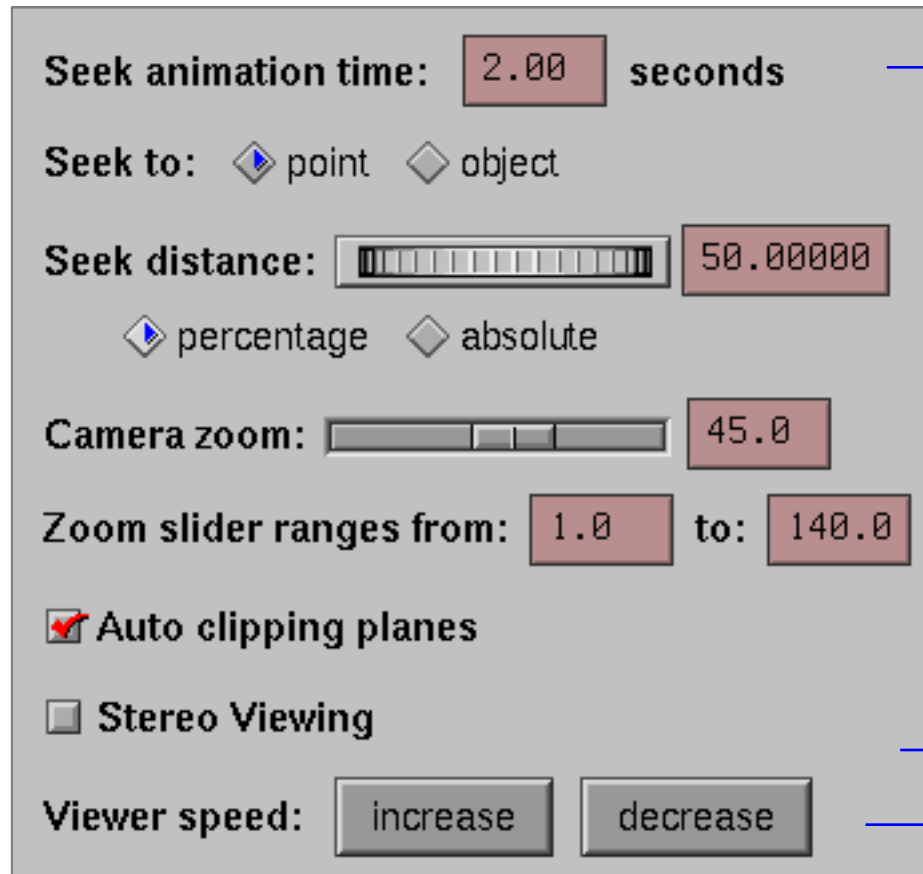
Thumbwheel:
Dolly (in and out of screen)

Menu
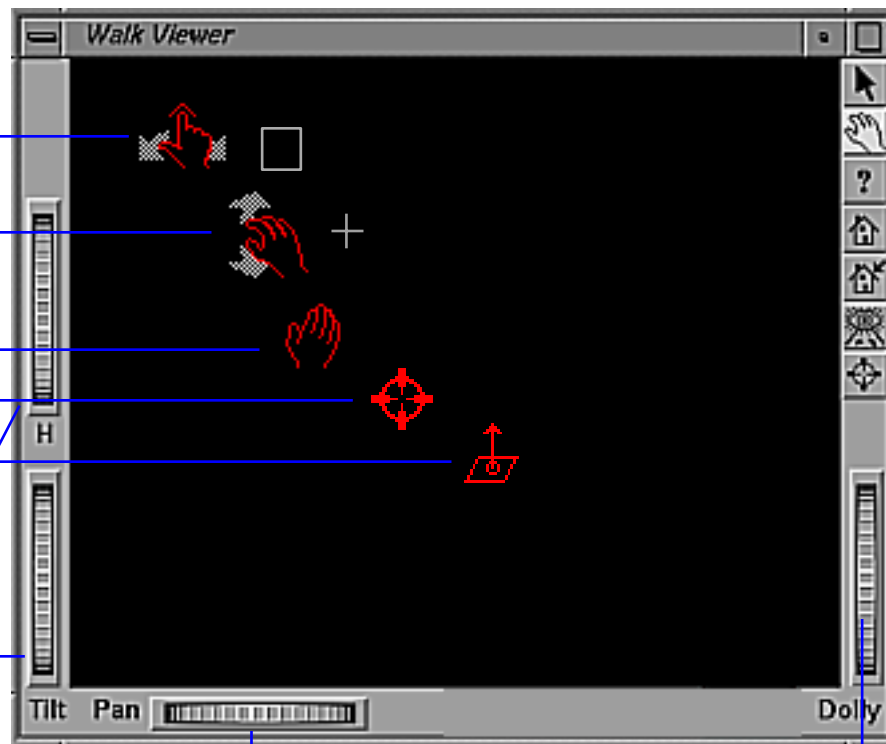
WalkViewer Preference Sheet

Description:
In addition to the Base Class Viewer preferences, there are two buttons for controlling the initial walking speed.

Seek animation time: `2.00` seconds

Seek to: ● point ◇ object

Seek distance: `50.00000`

● percentage ◇ absolute

Camera zoom: `45.0`

Zoom slider ranges from: `1.0` to: `140.0`

☑ Auto clipping planes

☐ Stereo Viewing

Viewer speed: [increase] [decrease]

Seek, **zoom**, **clipping planes** and **Stereo viewing** are described in the Base Class Viewer Preference Sheet (Menu icon).

The initial walking (which is based on the scene size) speed may be increased or decreased

Menu