CityScope Riyadh Simulator Quick and Dirty Start-up Guide

1. Turn on the computer, screen(TV), and projector. If necessary, adjust settings so the computer has two separate displays(i.e. not mirrored), the screen and the projection. Make sure the resolution is 1920x1080 for both displays. The TV display should be on the left, and the projection to the right.
2. Open the “CityScope” folder. You will find “CitySim,” “Legotizer,” and “Colortizer”
3. Open the “Colortizer” folder and open “Colortizer\_v3\_9.”
4. Press “Run” (the play button)
5. Check if the colored squares are aligned to the grid. If not, follow the steps below:
   1. Enter “[“ (top left corner) “]”(top right corner) “;”(bottom left corner)

“ ‘ “ (bottom right corner) to select a part to move.

* 1. Use the arrow keys to move them until the grid is aligned again.
  2. If needed, the help screen for Colortizer can be accessed with the “o” key.

1. Go back to the “CityScope” folder and open the “Legotizer” folder.
2. Open “Legotizer\_v28” and from the dropdown menu at the top, choose “Sketch” > “Present.”
3. Click on “legotizer\_data” once and “Open.”
4. Enter “`” and then “l”. The projection should now roughly be on the lego pieces.
5. Check if the 2D projection is aligned to the pieces. The dark grid lines should be mostly invisible and be between the pieces. If not:
   1. Select the projection canvas with the cursor, and enter “c” This will put it in calibration mode and you will be able to align the 2D projection.
   2. Select a target corner(green circle) and then drag it to align the dark grid lines with the spaces between the pieces. *Only use the flat pieces for aligning, not the building pieces*. The 3D projection will not quite align yet – we’ll get to that in the next step. Press “s” to save the current projection. It’ll make it easier to set up the next time you start the process. Press “l” to return to the last saved position.
6. Check if the 3D projection is aligned. The red and yellow projection should be right on the top of the building pieces. If not:
   1. Select the screen canvas. Use “o” to toggle between simulations and put it in “Land Use” mode to make it easier to align.
   2. This time use the arrow keys to align the 3D projection to the buildings.
7. Press the windows key and once again go back to the “CityScope” folder.
8. Finally open “CitySim\_v9” and press “Run”
9. Click on “legotizer\_data” once and “Open.”
10. Congratulations! If it was correctly configured the last time it was shut down, it should be up and running. If not, check out the troubleshooting tips below.

Troubleshooting

* I can’t find the target points in the corner:

Put a piece of paper or your hand around where you think it should be. It will now be much easier to see the projection.

* The simulation stopped(but everything else is still working):  
  This is a bug that is being fixed. In the meantime, redo steps 12-14 above.
* A couple of pieces aren’t being read correctly:

This may be an issue with glare from the LED. Simply cover up the legs of the table/any other reflective objects around with a translucent or opaque material, being careful not to cover the webcam or LED light.