

Virtual Survey User Manual

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System requirement:

OS / browser: Microsoft Windows and Mac OSX with the following web browsers are supported.

Browser	Chrome	Safari	Firefox	Microsoft Edge	Opera	Internet Explorer
Support	V	V	V	V	V	X

Length of the game: 20-30 min approx.

User Control:

- 1) Game view is controlled by mouse and keyboard.

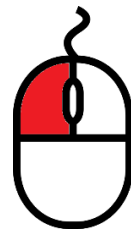
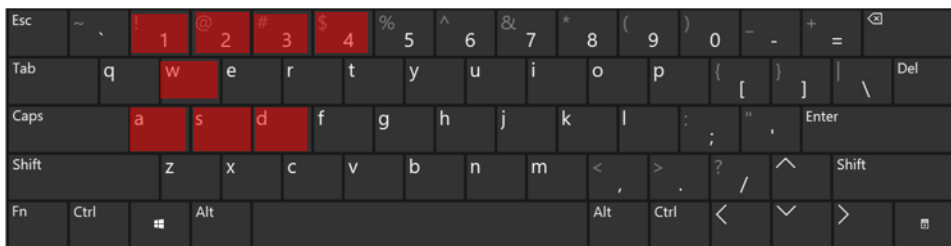
Press and hold left mouse button and move with your mouse to any side.

This will change the game camera view.

Moving in the game is done by pressing the keys as follows:

'W' to go forward, 'S' to go backward, 'A' to go leftward, 'D' to go rightward.

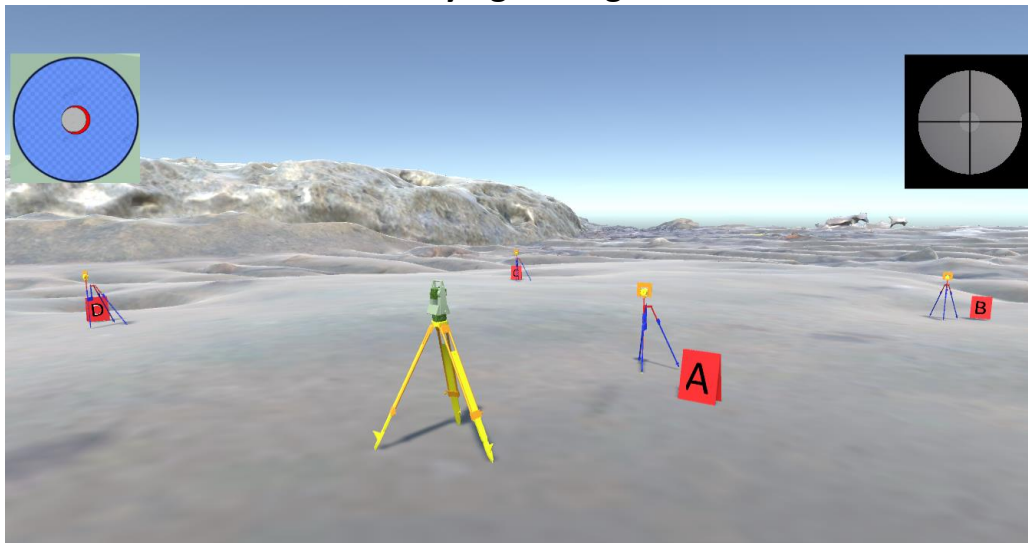
Press1 '1', '2', '3', '4' to show up/off the mirror corresponding to point A, B, C, D.



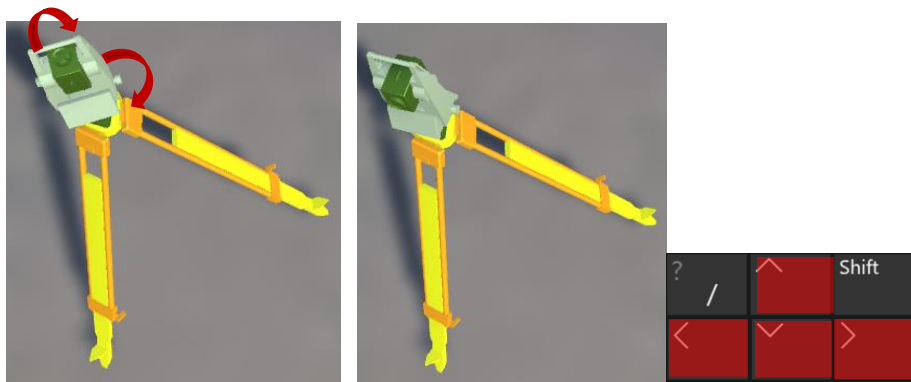
There are 4 points, 2 known A (-4, 5), B (-1.68, 17.14) points, 2 unknown C, D points in the scene.

C (-16.053, 16.352); D (-16.053, 1.59)

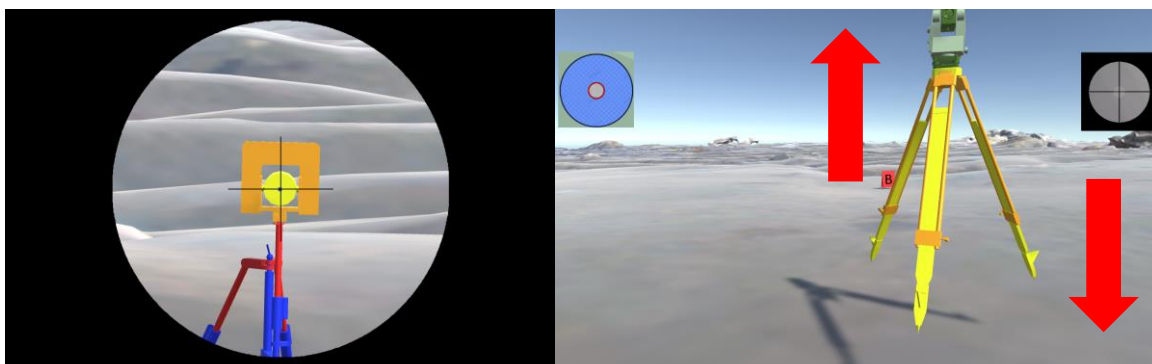
Overview of the traversal surveying setting



- 2) Level view control is done by pressing '<-(left)', '->(right)', '^ (up)', 'v (down)' level turns right or left.

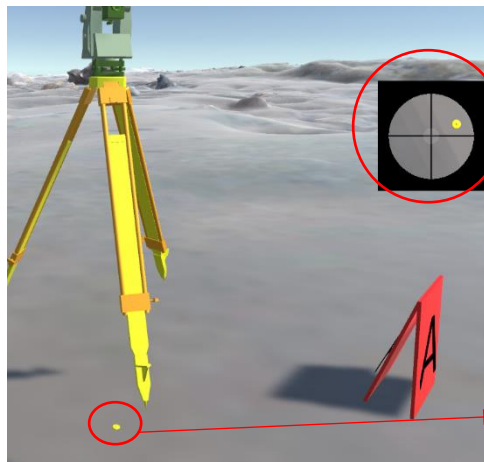


- 3) Pressing the 'C' key switch the camera to the total station's telescope.
- 4) Lifting up the instrument and putting it down by pressing 'T' key.



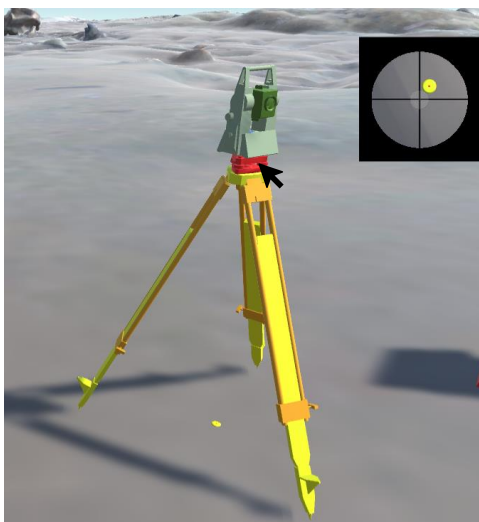
5) Centering:

Take the instrument, and make sure the point is in the centering window.



The centering window

The pin

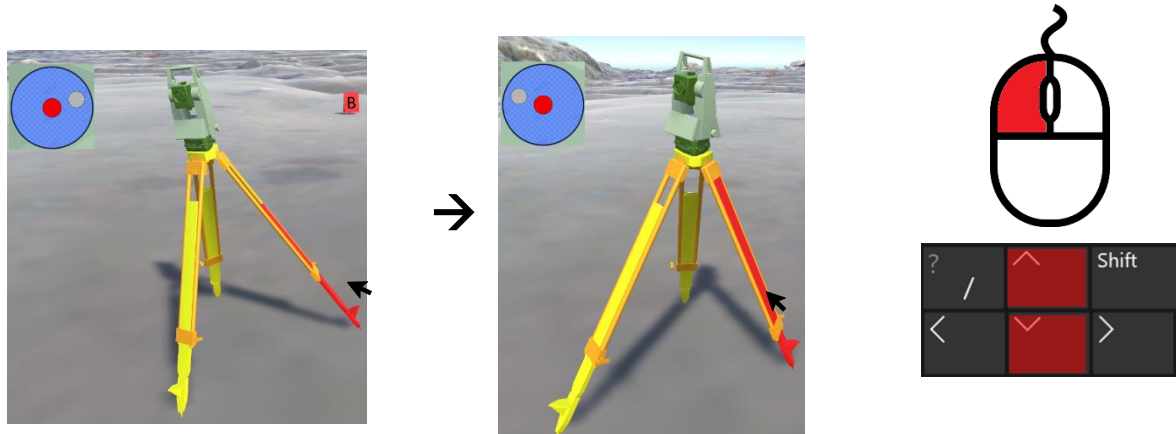


Click on the plate part of the total station and press the **'left', 'right', 'up' and 'down'** to do detailed moving for centering.

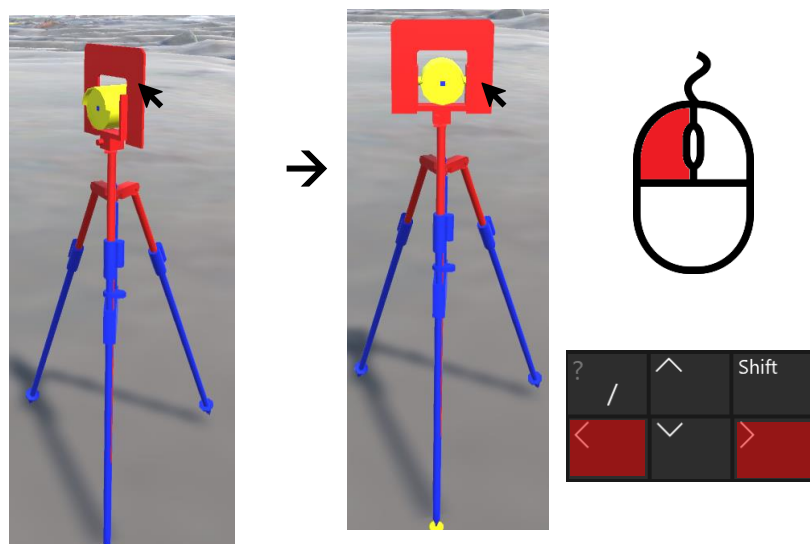
6) Tripod height and mirror rotation:

The selected object (tripod's leg or mirror1) turns red when you click on the it with left mouse button and hold it.

Click on the tripod's leg and press **'up'** and **'down'** keys to control the length of its leg and therefore change the height of the tripod.

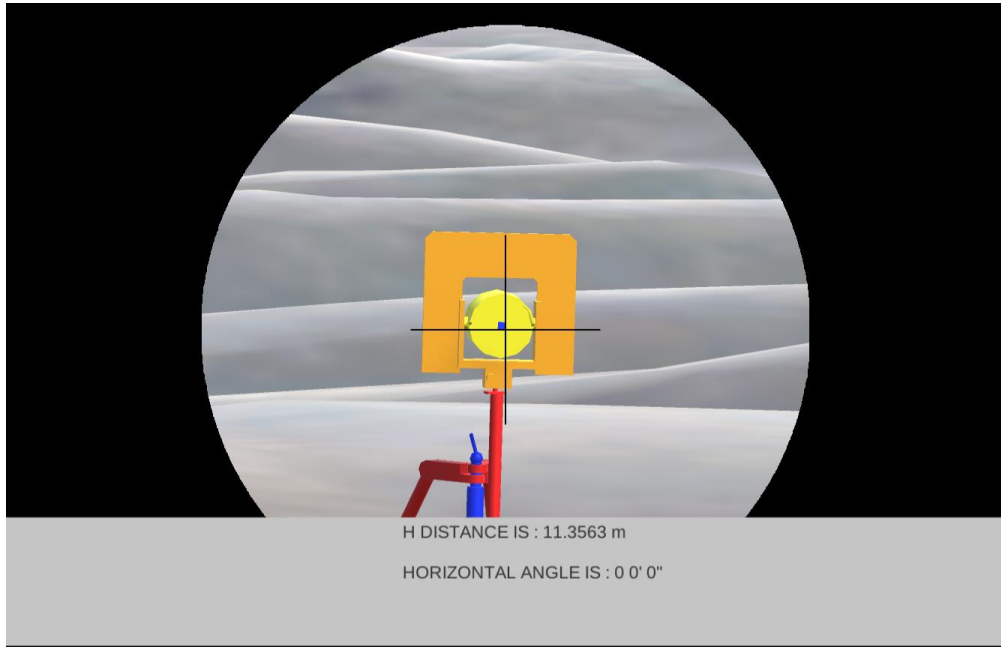


Click on the mirror and press the **'left'** and **'right'** to rotate the mirror.



7) Measure:

Press '**Space**' to measure the **horizontal distance**, as begin to measure, the horizontal angle has been calculated unless press '**z**' to set the angle to zero.



End of the game

When the whole surveying is finished, and the error was evaluated in the allowable range, **please check your screenshots** and quit the game by pressing the "**ESC**" key. The "Quit Window" will show up, click on the "Quit" button with mouse to end the game.

