

# Instant Player

J. R. Minter

Started: 2020-08-02, Last modified: 2020-08-02

## Contents

<b>Introduction</b>	<b>1</b>
<b>Four menus</b>	<b>1</b>
File . . . . .	1
Navigation . . . . .	1
View Window > Menu . . . . .	2
? (Help Menu) > Pop up Help Menu . . . . .	2

[Back to Index](#)

## Introduction

Instant Reality Player is a software application that VMRL files such as those generated by MIST DTSA-II during Monte Carlo simulations. This application supports both Windows and macOS. One can get the software here:

Instant Reality Player

The latest daily build on mac is:

InstantPlayer-MacOS-10.10-x64-2.9.0.39931rc4

The latest daily build on Windows is:

InstantReality-Windows-vs2013-x64-2.11.0.45996.msi

## Four menus

### File

- Open File           Ctl-D
- Open Location       Ctl-L
- Reload               Ctl-R
- Close
- Recent Files >   a list of files
- > Clear Menu
- Exit

### Navigation

- Reset Camera Position - sets to default position

- Show All (move camera to show all)
- Straighten Up (moves trajectories off screen...)
- Cameras > DTSA Menu with:
  - Y-axis
  - Gun (Z)
  - X-axis
- Navigation
  - Mode > Menu
    - Examine
    - Walk - left-right arrows rotate
    - Fly
    - Free Fly
    - Look At
    - Pan
    - Slide
    - Game

## View Window > Menu

- Render Mode > Filled, Wireframe, or Point Filled is best
- Activate Full Screen (Alt-Enter)
- Statistic - Off (default), Applications, keyboard Mapping
- Deactivate Status Bar

## ? (Help Menu) > Pop up Help Menu

- Insta Player Help (a VERY limited help file, mostly license...)
- Insta Player Website (goes nowhere...)
- License The fine print....
- Acknowledgments. Does identify Pawel W. Olszta
- Web Interface Scene Graph > Gives your installation parameters
  - Key info: Avalon Web Interface
  - V2.8.0 build: R-36098 Jul 27 2016 Windows x86\_64
  - Lists loaded file name and Network Services
- Web Interface Device Manager (lists Root Namespace and installed Codecs)
- Info (a small about box)

Back to Index