CitySim
USER GUIDE

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Owners and Creators of CitySim.

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I. INTRODUCTION.

1.1. About the Document.

The document you are reading is served as Guideline for the CitiSim version "0.0.1 alpha". The later versions of this product are not guaranteed to be appeared or conducted as similar as the steps provided under this document.

Additionally, this document does not include information about how the program implements functions. Just the steps took to handle certain functions of the program.

If the problems you are facing relating to the implementation but somehow not listed under this document, feel free to contact the owner and developer of the product for more details and supports.

1.2. Contact Information.

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II. User Guidelines

A. Main Menu

Main Menu is the entrance of the CitySim Application, whether you want to work on it, or just want to have a peek, the first thing catch your eyes is the Main Menu.
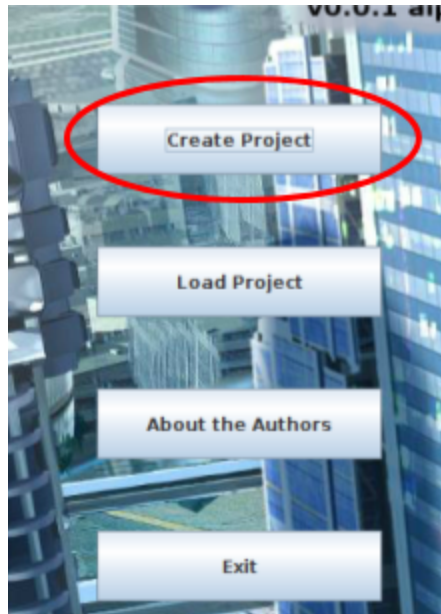
1. Open the Program.

- All you need to do is find the "x.jar" file locating on your computer.
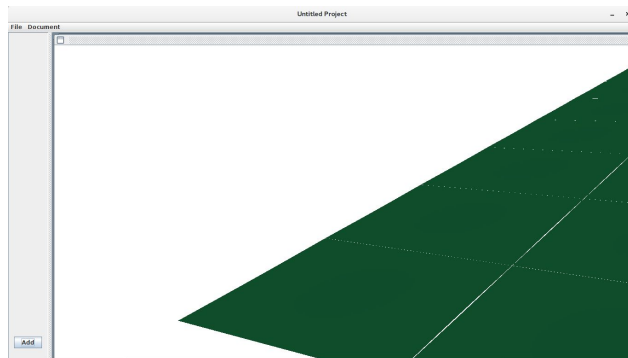- Click on that icon and the project shall appear as follow.

2. Create New Project (or Working Environment)

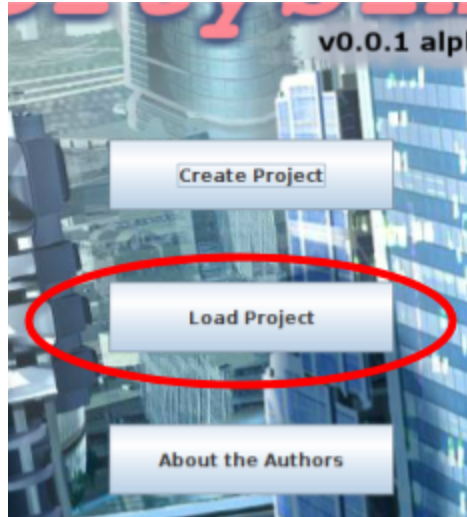- Click on the Button **Create Project**.

- The system shall bring you to the Working Environment as follow

- From then , let try to create some imagine cities. (Instructions for Working Environment can be found at Section C of the Guideline).

3. Load the existing project.

- Make sure your project already exist. (You might forget deleting it).
- Click on the **Load project** button.

- Choose the desired project, and wait.
- Please note that the bigger the project, the longer it take to load the project.
- The project shall appear after a while.

4. Viewing the Credits or Information of the Authors

- From the Main Menu, click on the **About the Author** button.
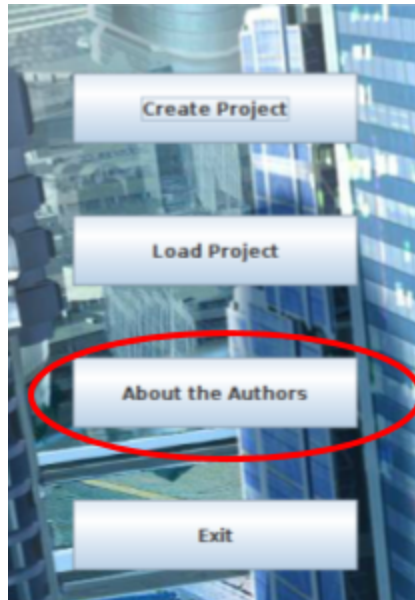
- The system shall transfer to the Credits part as follow.

5. Exit the Program from Main Menu.

- Simply Click on the Button **Exit** to Terminate the Program.

B. Credit Page

This section of the application served nothing more than a place where the authors want to show up their work and responsibilities in the projects (with pictures).
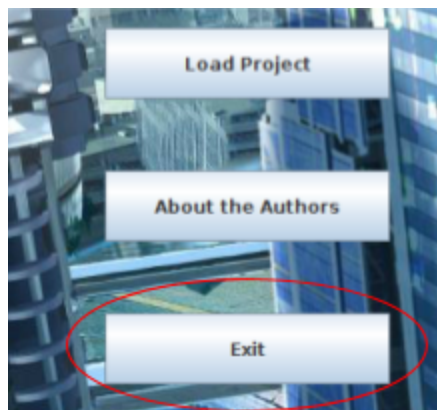
Unless you are fond of what the contribution of the authors in this project, forget this part inside the project by turning to the Main Menu by:

- Click on the **Return to Main Menu** Button
- The system shall transfer you to the Main Menu.

C. Working Environment

This section is the heart of the application. This is the place where you generate and create your own imaginary city with your very own imaginary construction and imaginary image.

To get access to the Working Environment, please visit the Section A. Main Menu to get the instruction of how to create project.

From here, we will instruct you through different functions that you can implement within Working Environment.

C.1. From Menu Bar.

The Menu Bar locates on the top of your Working Environment. There are a lot of thing, mostly associate with the project and application that you can do by using Menu Bar.
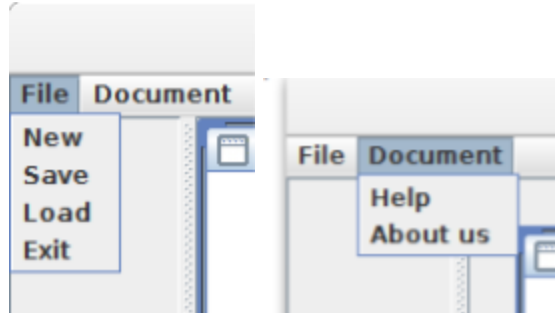
1. Create New Project.

- In order to create new project from another project (unsaved actions at current project might be removed, please review the save function before creating new project).
- From the menu bar, choose **File/New**
- The System shall generate new Working Environment.

2. Save Current Project.

- In order to save current project, choose **File/Save.**
- The Save Project Box will appear.
- Choose your Directory and Filename.
- Press **Save** after you choose.
- In case no saved file with similar name exist, the system shall generate new file with the location and as you choose.

3. Load Existing Project.

- Please note that similar with the New Function, any attempts to load existing project may result in losing all the unsaved actions of the current project.
- In order to load existing project, choose **File/Load.**
- The Load Project Box will appear.
- Choose the File's Directory and Name to open.
- Click the **Open** Button
- The Working Environment shall generate your loaded project after a while.

4. Exit Application from Working Environment.

- Please note that exit the application without saving the working project may result in losing all the unsaved actions of the current project.
- In order to exit application in Working Environment, choose **File/Exit.**
- The system shall terminate the application.

5. Looking for Help.

- You are at the Help Function already, but in case you need to instruct someone else from afar.
- Choose **Document/Help**.
- This Document shall appear.

6. Have nothing to read but an About Us Section.

- <Under Construction>

C.2. Project Environment.

The Environment is the Universe of your City, bordering everything from the Ground to the Sky. (In case you haven't created anything yet, it just the Ground - Green Ground). Every adjustment to the Environment will **NOT saved** along with the project file.
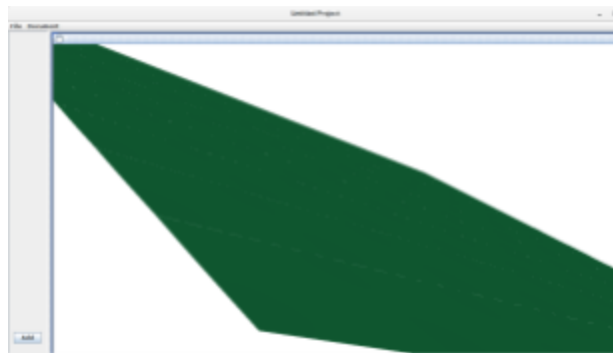
1. Move the Environment.

- In order to move your Working Environment around the Space
- **Right Click** on the ground and start drag to the desired position.
- **Release** the Click to place them when you find best position.

2. Rotate the Environment.

- In order to rotate your Working Environment for a better perspective (hopefully)
- **Left Click** on the ground and start swinging your mouse around until you find the best angle.
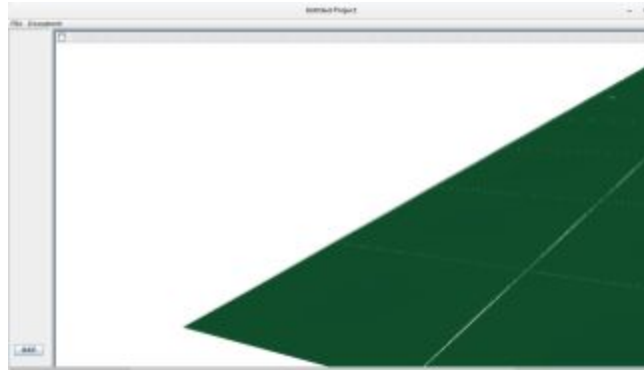
- **Release** the Click when you done.

3. Zoom In/Out the Environment.

- In order to zoom in/out for a detail/abstract view of your Working Environment.
- **Middle Click** on the mouse (make sure your Mouse has Middle Click), and move the mouse back and forth for the best perspective.
- **Release** the Click when you done.

C.3. Construction.

In this part, we will show you how to manipulate the objects on the ground to make your city become outstanding and eye-catching.
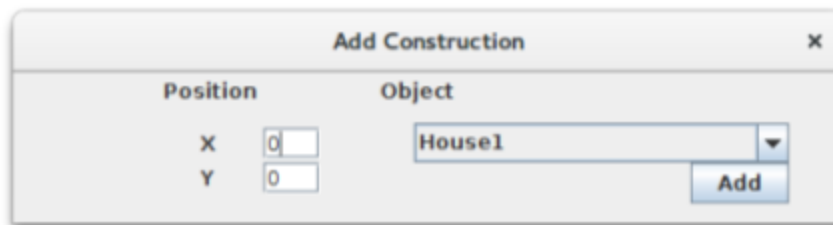
1. Add New Construction.

- In order to add new Construction to your Working Environment.

- Choose **New Button** Besides to the Left your Working Environment. (Not to mistake it with File/New).
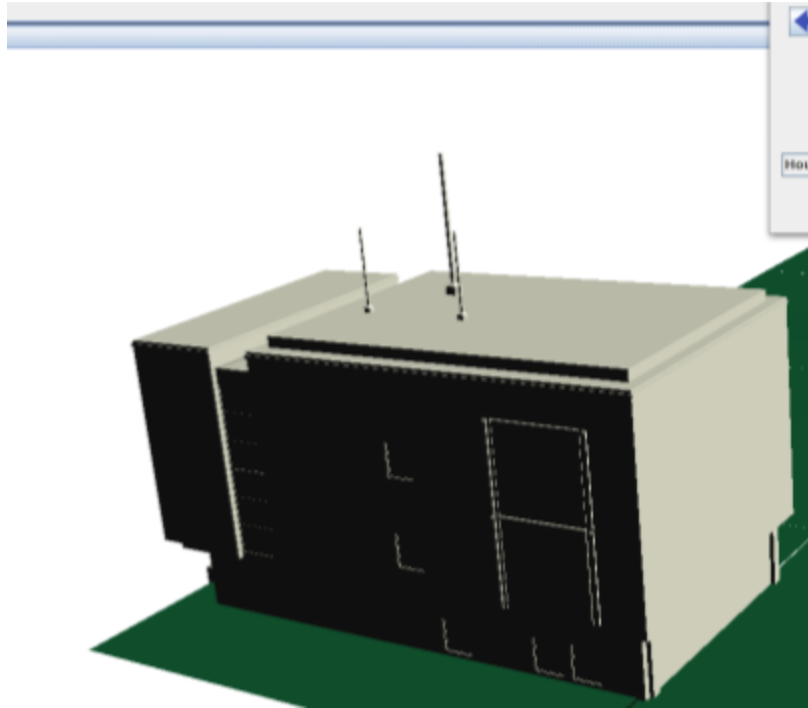

- Add Object Box will appear.

- Choose your Coordinate and Object Type.

- Click **Add** after you finish.

- Remember that if you **CANNOT** at **2 objects** at the **same coordinate**.

2. Open The Remote Control.

- To further manipulate your object in the way you want, you have to first open the remote control for your want-to-change object because it include the tool for making adjustment.
- Simply **Left Click** on the Object you want to change.
- The Remote Control for that Object shall appear.
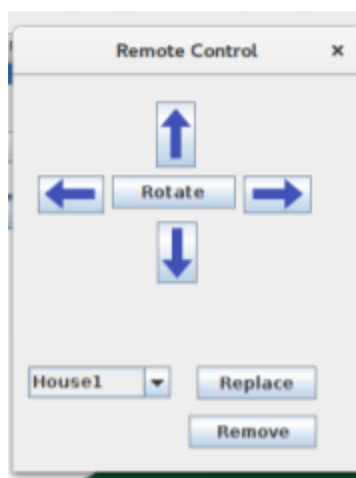
3. Move the Construction.

- Moving Construction is changing its coordinate from a spot to another.

- First Open The Object's **Remote Control.**
- Choose **4 Arrows Button** corresponding to the Direction of the Object that you want to make adjustment.

4. Rotate the Construction.

- Rotate Construction is changing the Construction's Face to different angle.
- The Application supports 8 rotation directions which you can find at the Remote Control.
- Open **Remote Control** and Press **Rotate** until the Object Face at the Direction of your choice.

5. Change the Construction.

- Change the Construction means replace the current Construction with another one at your choice.
- By doing so, simply open the Object's **Remote Control.**
- Choose the **Combo Box** (have the small down arrow), a list of Object shall appear.
- **Choose** your desired **Object.**
- Click **Replace.**
- New Object will Replace the Old one.

6. Remove the Construction.

- Remember, when you remove you can not undo (the Undo Is not Developed, The only way is load the old project out if you want to retrieve some old construction back).
- In order to Remove an Object, Open the Object's **Remote Control.**
- Choose **Remove.**

7. Add more Desired Constructions to the Construction list.

- In case you find our list too limited, and desire to expand them, simply do following steps
- Download your favorite object (it should be **.obj file**)
- Place it in the **folder** with **similar name** (of the file).
- Place the folder under directory ./**src/main_menu/resources/houses/**
- Reopen the project, you shall see the updated list.