

Cow-3D

User Manual

1. Introduction

This document is the user's manual for the product Cow-3D. The document focuses mainly on the user interface and its proper usage from the perspective of any type of user.

In what follows, the functionalities of the product and the product itself are explained with the help of screenshots and comments.

2. Product

The released product for PC is an executable generated for a specific operating system and architecture.

The released product for a web browser is an application and browsers can run the application with Unity Web Player plugged in.

The user interface and the functionalities do not vary between platforms or architectures.

Throughout the document, it is assumed that the product is launched either as a standalone executable on PC or as an application on a web browser. In either case, the product is referred to as *application*.

3. Interface

Once the application started, the user is immediately able to explore the model. The user interface panel is displayed on the up-left side of the window. *Figure 1* shows the screen displayed initially. On default, the application starts at the entrance of A building.

Button – A Building Entrance - This button transports the user to the entrance of A building. The current position of the user is not taken into account.

Button – B Building Entrance – Similarly, this button transports the user to the entrance of B Building. The current position is not important.

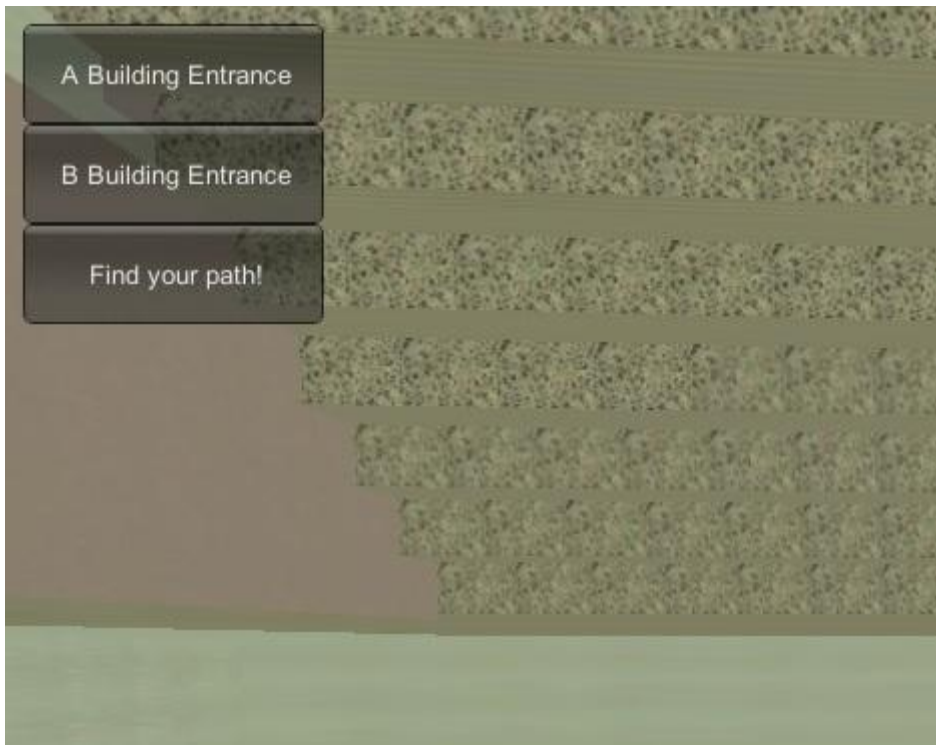


Figure 1 – The initial screen

Button – Find your path – This button can be used to designate start and end points for the application to find the shortest path between them. Once the user presses this button, a panel is displayed asking for the start and end points to be selected. *Figure 2* shows the displayed panel.

Button - Select Start Point – This button is used to set the start point. If pressed, the application first asks from which building the user wants to select the point.

Button - Select Destination Point – This button is used to set the end point. If pressed, the application first asks from which building the user wants to select the point.

Button – Close – Closes the find path menu and aborts the operation.

Button – Find Path – It is prerequisite for this button that valid start and destination points are selected, otherwise the button does not respond. If valid points are selected, this button computes the shortest path between the designated points and shows the path as a line.



Figure 2 – Find path panel

Button – Clear – Once a path is generated by *Find Path* button, the Clear button appears on the up-left side of the window. To generate another path or terminate the current path, this button should be pressed. *Figure 3* shows a generated path, displayed as a colored line, and the clear button.

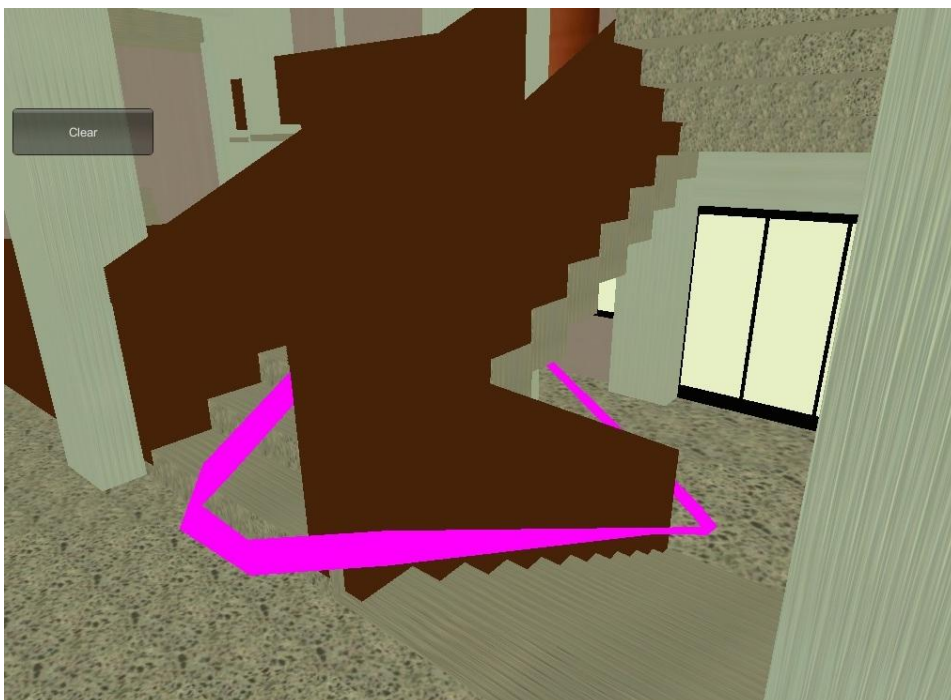


Figure 3 – The generated path and the clear button.