



TownViewer 0.99 beta

Quick Guide

TownViewer is a free viewer created to visualize TownGen's databases. TownViewer uses a reduced version of the real-time generation module (TownGen) to generate and render the databases.

TownGen's databases are composed of the original GIS dataset (imagery, elevation and vector data) plus metadata (information on how to use the original dataset to construct the 3D database).

TownViewer has 2 different modes: 2D and 3D. While most of the time you will be working in 3D mode, 2D mode allows to visualize the original dataset used to create the database. 2D mode is not optimized. It's just there for reference purposes.

Most of the commands used are simple keystrokes. TownViewer doesn't have a full featured user interface.

Installation

Just uncompress the zip file and copy **TownViewer.exe** to any directory or the Desktop. Since TownViewer works by drag & drop, the desktop will probably be the best place to have it.

TownViewer requires Windows XP or later and DirectX 9 or later.

Launch

TownViewer starts by dragging TownGen database index file (.txt) and dropping it on **TownViewer.exe**.

TownViewer can work in window or full screen mode. In window mode resolution will be fixed to 1024x768. Full screen mode will automatically select your desktop resolution and refresh rate.

TownViewer starts in 2D mode.

To switch from 2D mode to 3D mode and vice versa just press 'M'.

2D Mode

In 2D mode (map mode) you can view and navigate through the original dataset.

Mouse commands.

- **Drag with Right Mouse Button hold** : Pan.
- **Mouse wheel**: Zoom in and out.
-



TownViewer 2D view (map view)

3D Mode

This mode will activate the real time generation engine. Continuous LOD will be automatically activated.

Mouse commands.

- **Drag with Left Mouse Button Down** : Turn observer's head.
- **Drag with Right Mouse Button Down** : Pan.
- **Mouse wheel**: Change observer elevation (up & down).

Keyboard commands.

- **Direction Arrows** : Navigate forwards (up arrow), backwards (down arrow), left or right.
- **‘V’**: Activate or deactivate WireFrame mode. Terrain will still be rendered solid, as it would be difficult to identify any models over the terrain wireframe mesh.
- **‘F8’**: Walk mode.
- **‘F7’**: Fly mode.
- **‘F6’**: Activate or deactivate ‘Constant Polygon’ mode.
- **‘+’**: Increase LOD distance (or number of polygons in ‘Constant Polygon’ mode).
- **‘-’**: Decrease LOD distance (or number of polygons in ‘Constan Polygon’ mode).
- **‘Z’**: Decrease field of view.
- **‘X’**: Increase field of view

FOV settings don’t affect LOD.



TownViewer 3D view

HUD information:

The information displayed about the current 3D view is always displayed at the top of the screen:



- **UTM coordinates** (WGS 84 ellipsoid assumed)
- **Height** over the terrain (in both meters and feet)
- **LodD**: Switch in distance for LOD1 in meters (can be changed with '+' and '-' in constant quality mode.)
- **TotP**: Total number of polygons for the current view (can be changed with '+' and '-' in constant polygon mode).
- **Fps**: Frames per seconds. It should be the same as your current desktop refresh rate, unless you have a very old PC or poor graphics card.

Navigation Modes:

- **Walk Mode**: Press 'F8'
- **Fly Mode**: Press 'F7'

Disclaimer

TownViewer 0.99 beta is not intended to be a final product. It is just provided for user convenience. This software is provided as-is. Sistimata will accept no responsibility for any damages or loses incurred by the use of this software. Run at your own risk.