



3-D walkthrough instructions and system requirements

Download the executable file onto your desktop [from this link](#). (Note: File size is 135 megabytes and will not run on a Surface Pro.)

Hardware specs: NVIDIA or AMD graphics chip (OpenGL 4.2 compatible) with a minimum of 2GB memory. This includes:

- ◆ NVIDIA GeForce GTX 460/Quadro 2000 and newer
- ◆ AMD Radeon HD 6800 series/FirePro W5000 and newer

Navigation:

(Note: This list of controls for keyboard navigation also can be seen onscreen by hitting the "H" key.)

- ◆ **W** or the **UP arrow** = forward
- ◆ **S** or the **DOWN arrow** = backward
- ◆ **D** or the **RIGHT arrow** = side stepping right
- ◆ **A** or the **LEFT arrow** = side stepping left
- ◆ **Spacebar** = Walk mode, **Spacebar again** = Fly mode
 - Walk mode – Acts like walking in a video game. You can walk through doors, but everything else acts as a solid object.
 - Fly mode – Allows
- ◆ While in fly mode
 - **Q** = Fly straight down
 - **E** = Fly straight up
- ◆ **H** = Toggles on/off the on-screen controls.
- ◆ **M** = Toggles on/off a mini map of the model.
- ◆ **U** = Reverse day lighting time lapse
- ◆ **I** = Forward day lighting time lapse
- ◆ **NumPad 5** = Top View
- ◆ **NumPad 2** = Front View (set direction of view to project north)
- ◆ **NumPad 8** = Back View (set direction of view to project south)
- ◆ **NumPad 4** = Left View (set direction of view to project east)
- ◆ **NumPad 6** = Right View (set direction of view to project west)
- ◆ **NumPad 0** = Jump to view's initial position

Need help? Contact IMEG Revit Coordinator [Andy McCombs](#).