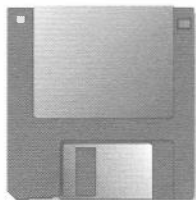




INSTALLATION



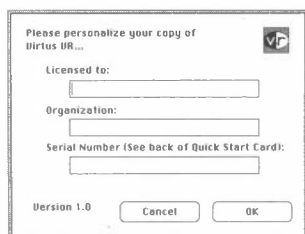
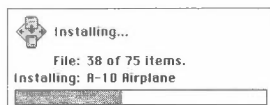
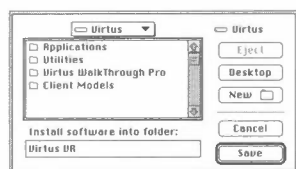
Macintosh® version 1



QUICK INSTALL

Virtus VR™ is compacted with a self-running installer. If you are familiar with basic Macintosh operating procedures, you are ready to install Virtus VR by following these steps:

1. Insert *Disk 1* into your disk drive. Double-click on the disk icon.
2. Double-click on the *Installer* icon.
3. Select the installation options in the dialog box. The default installation is the Virtus VR application, and all Galleries and Models (Scenes).
4. The *Put File* dialog box asks you to select a destination to which the Virtus VR application will be extracted. Select an area of your hard drive or Desktop.
5. The progress meter displays the progress of the installation and will prompt you to insert *Disk 2*, *Disk 3*, etc.
6. After the program has extracted, double-click on the Virtus VR icon. When the personalization panel appears, type in your name, organization and the exact serial number included with your product. The serial number is located on the back of *Disk 1* and on the registration card.



To begin using Virtus VR right away, read the *Program Basics* chapter and work through the *Tutorial* section in the *Virtus VR User's Guide*. Also, construct the Quick Reference Cube to use for handy reference, and use the *Index* to find information about your new world of interactive virtual reality.

Questions?

Call Virtus Corporation Technical Support at 919/467-9700
M-F, 9 a.m.-6 p.m. Eastern. Please have your serial or
service contract number ready to give to our technicians.



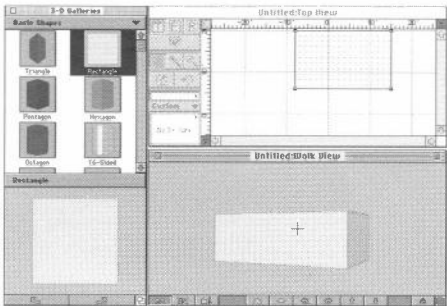
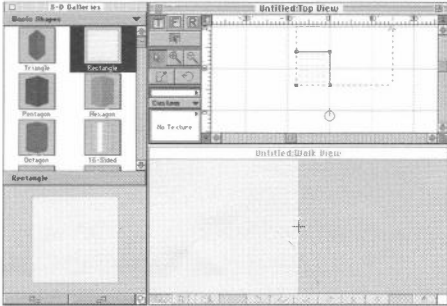
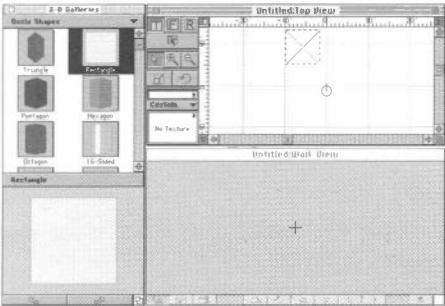
QUICK CREATE, MACINTOSH

- 1

Click on the 3-D Galleries window and select the rectangular object in the top right corner. Click and drag the object right to the Design View window. Notice that in the lower window (Walk View), an object has appeared.
- 2

Select the small black box on the top right corner of the object and drag it upward to the right to make the object larger. Notice that in the lower window (Walk View), the object has increased in size.
- 3

Click on the Walk View window to make it active. Position the cursor about 2" above or below the cross hair and press the mouse button. You will move forward or backward from the object. See your Quick Reference Cube for more screen navigation information.



Congratulations! You have just created a simple environment and walked through it. To take advantage of the powerful design and visualization features of Virtus VR, begin reading the *Virtus VR User's Guide* and work through the short tutorial.

GIVE YOUR MAC MORE MIND SPACE

Though your Macintosh can run Virtus VR with a minimum memory (RAM) of 4 MB (4,000 K), it is necessary to have more memory when creating or opening more complex models.

HOW TO CHANGE YOUR MEMORY PARTITION

After installing Virtus VR on your hard drive, click once on the Virtus VR application icon and select *Get Info* from the File Menu.

In the lower right corner, there are three boxes that give information about memory. *Suggested size* (System 7.0) or *Minimum size* (System 7.1+) is the minimum amount of RAM that an application needs in order to run. The *Current size* (System 7.0) or *Suggested size* (System 7.1+) is the amount of RAM that is currently allocated for your system. To change the this allocation, highlight the *Current* or *Preferred size* box and change the number. Use the chart below to determine the proper amount of RAM for your needs.



Virtual Memory

For System 7 users, Virtual Memory may be used with Virtus VR. Consult your *Macintosh System User Guide* for information about this feature.

RAM Available on your Mac:	Change Current or Preferred size to:
2 MB	No change
4 MB	3,000 K
5 MB	3,400 K
8 MB	5,000 K
12 MB +	8,000 K +