1 COMPUTER VERSION (UNITY® WEBGL™ AND WINDOWS®)

For the Unity® WebGL™ version, you just need to use a compatible browser (Internet Explorer is not supported, click here for more details).
To install the Windows® version you can download it and save it on your PC. Then, run the file HiLumi3D.exe.

1.1 Main menu

The following options are available:
- Language selection: English or French
- Surface buildings
- Tunnel

1.2 Surface buildings

In this mode you can navigate through some viewpoints around the buildings in Point 5-CMS (Cessy, France). You can select one of the 5 viewpoints or use the Fly camera. With the latter use the bottom slide bar to control the camera speed and direction.

1.3 Tunnel

There are two possible buttons: Back to main menu and a dropdown menu with the following options:

1.3.1 Outside Auto

In this mode, the camera will automatically move around the underground galleries. With the slide bar located at the bottom you can control the speed and the direction of the camera.

1.3.2 FPS Camera

The controls are similar to a FPS videogame. The movement is controlled with the following keys:

<table>
<thead>
<tr>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>↑ Arrow</td>
</tr>
<tr>
<td>S</td>
<td>↓ Arrow</td>
</tr>
<tr>
<td>A</td>
<td>← Arrow</td>
</tr>
<tr>
<td>D</td>
<td>→ Arrow</td>
</tr>
<tr>
<td>Left Shift</td>
<td>Sprint</td>
</tr>
</tbody>
</table>

To control the direction where the camera is facing, left click with the mouse and then move the cursor around while holding the button. The best option is to use the W-S-A-D keys with the left and the mouse with the right hand. This way you can both walk and move around at the same time.
You can also click on the Equipment information button to activate some tags which describe the different equipment. On the right side there is a map of the galleries.

1.3.3 Tunnel auto

This is similar to the FPS Camera mode, but the movement is automatic and you can only control the camera. There is a slide bar to control the camera speed, similar to the Outside auto mode.
2   APP (IOS® AND ANDROID™)

The app has two possible operating modes: **Virtual Reality** and **3D**. By default you will always start on the 3D mode. You can then change to Virtual Reality mode by clicking on “VR Mode”. If you are using **Android™**, it could happen that your smartphone is not compatible with a virtual reality device. In this case the “VR Mode” button will be hidden and you will only be able to use the app in the 3D mode.

2.1   Virtual Reality Mode

When this mode is selected you will navigate through the app by looking around with your VR headset. There will always be a circle in the middle of the screen. You just have to look at a button to interact with it. It will then change to a green ring that will start growing towards its centre. If you keep staring at the button more than 3 seconds the ring will be filled and the button will be activated.

2.1.1   Main menu

The following options are available:
- Surface
- Tunnel
- 3D mode: disables the VR mode and takes you back to the 3D mode.
- Exit

2.1.2   Surface

In this mode you can look around to explore the surface buildings in Point 5-CMS (Cessy, France). If you look towards your “real” feet you will see a menu with the following options:
- Next Camera: takes you to the next waypoint
- Show/Hide New Buildings
- Back to Menu
- Reset VR: takes your position in the “real” world as the reference for the VR

2.1.3   Tunnel

To move around you will have to interact with the blue arrows painted on the floor. This will make you jump to the next waypoint. If you look to your feet you will see a menu with the following options:
- Go to Entry Point: takes you back to the starting point
- Back to Menu
- Reset VR

If you look towards the left of the starting point you will see a map that allows you to directly move to the different parts of the service gallery

2.2   3D mode

It is similar to the **Windows** and **Web version**, please refer to on their respective section of this manual. The only difference is the controls on the **Tunnel mode**, which in this case are two tactile pads:
We hope you enjoy this preview of what our future installation could look like. We are working hard to bring them to reality. Visit our public page or our project page to learn more.