

Manual 3MR Flight Diary

Contextproject

Groep 4

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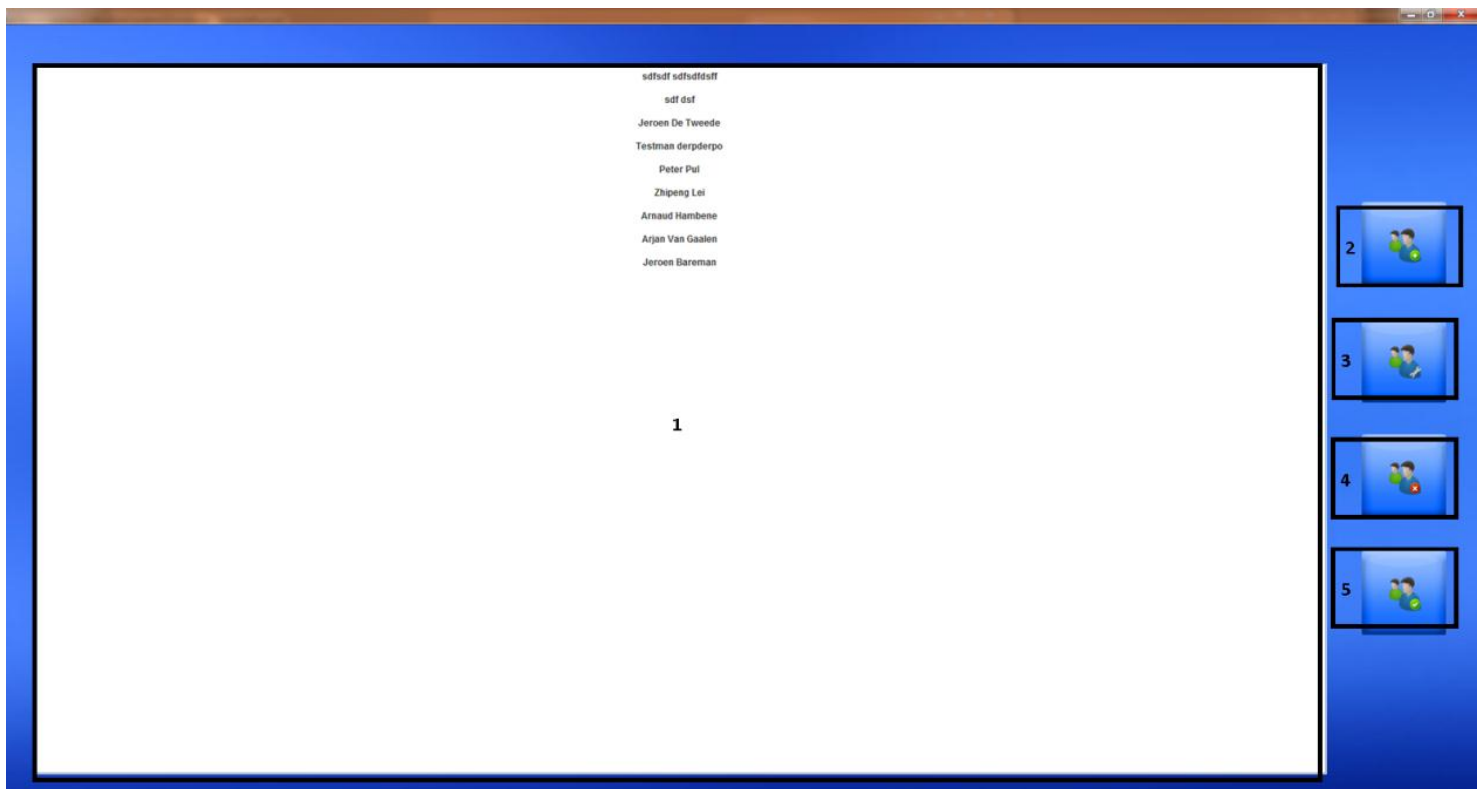
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Start-up Screen



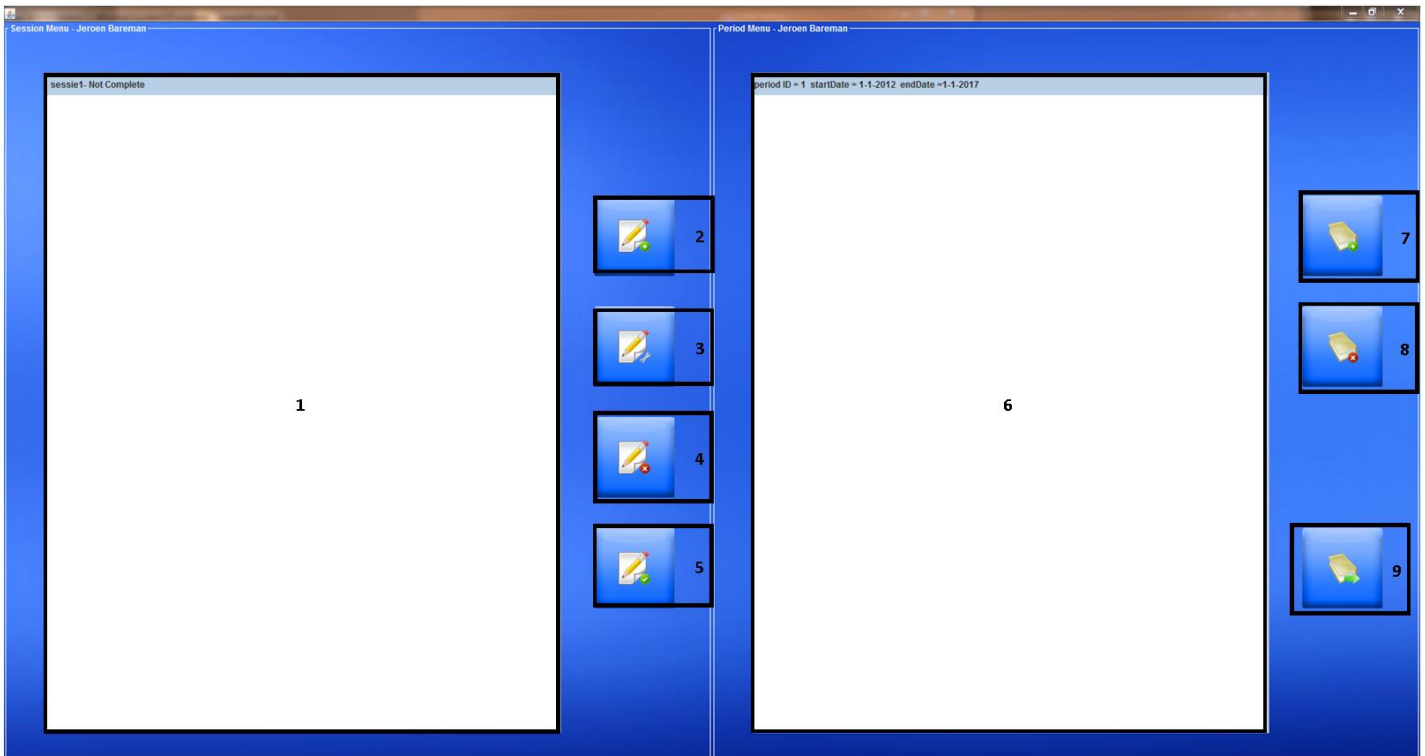
1. **Choose Language** – Use the scroll down list to select the language of your choice. It is possible to add new languages.
2. **Go to Patient Screen** – Press the button start application to continue to the patient screen.

Patient Screen



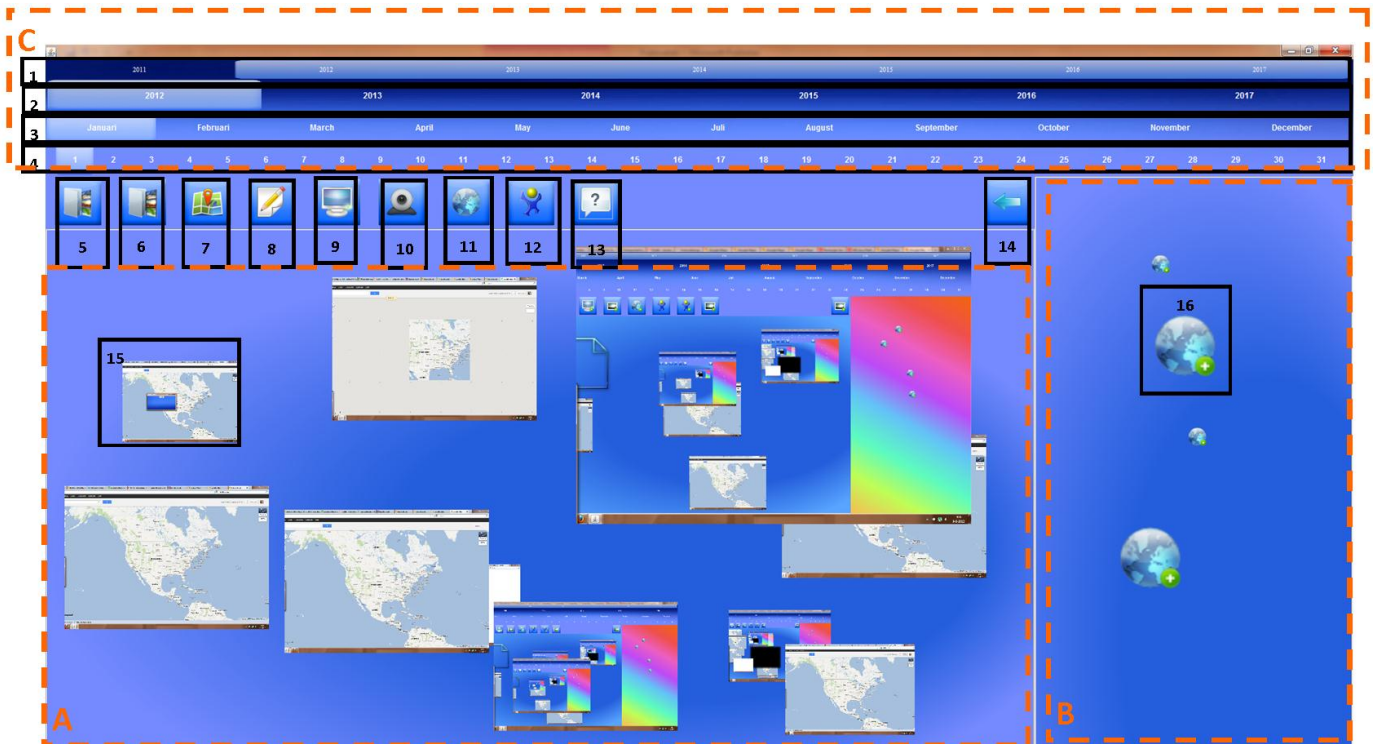
1. **Review patients in application** – This list is filled with all patients in the application
2. **Add patient** – Press button(2) to show a screen where you can enter the new patients name, day of birth and add this patient to the program.
3. **Edit patient** – Select a patient from list(1) and press button(3) to edit a patients name.
4. **Delete patient** – Select a patient from the list(1) and press button(4) to remove a patient from the application.
5. **Go to period & session screen** – Select a patient from the list(1) and press button(5) to edit a patients name.

Period & Session Screen



1. **Review sessions of patient** – List(1) is an overview of all sessions of a patient. A session is intended to be an appointment between a patient and a psychotherapist. A session has a name and a editable description.
2. **Add session** – Press button(2) to add a session to the session list(1)
3. **Change session status/name** – Press button(3) to show a screen where you can set the session status to finished and change the session name.
4. **Delete session** – Press button(4) to delete a session from the session list(1)
5. **Add notes to a session** – Select a session from the list(1) and press button (5) to open a text window where you can add remarks or other text to this session.
6. **Review periods of patients** – List(6) is an overview of all periods of a patient. A period has a start and end date and contains all days in between of the patients diary. Periods can be used to manage the different periods of a patient's life. Periods can overlap the overlapping days will be identical in both periods. When you go to the diary of the patient it is impossible to go to a day outside the current selected period.
7. **Add period** – Use button(7) to show a screen where you can select an end- and start date of a period and add this period to the patients period list(1)
8. **Delete period** – Select a period from the period list(1) and press button (8) to delete
9. **Go to diary** – Select a period from the period list(1) and press button (9) to go to the patients diary bounded by the selected period.

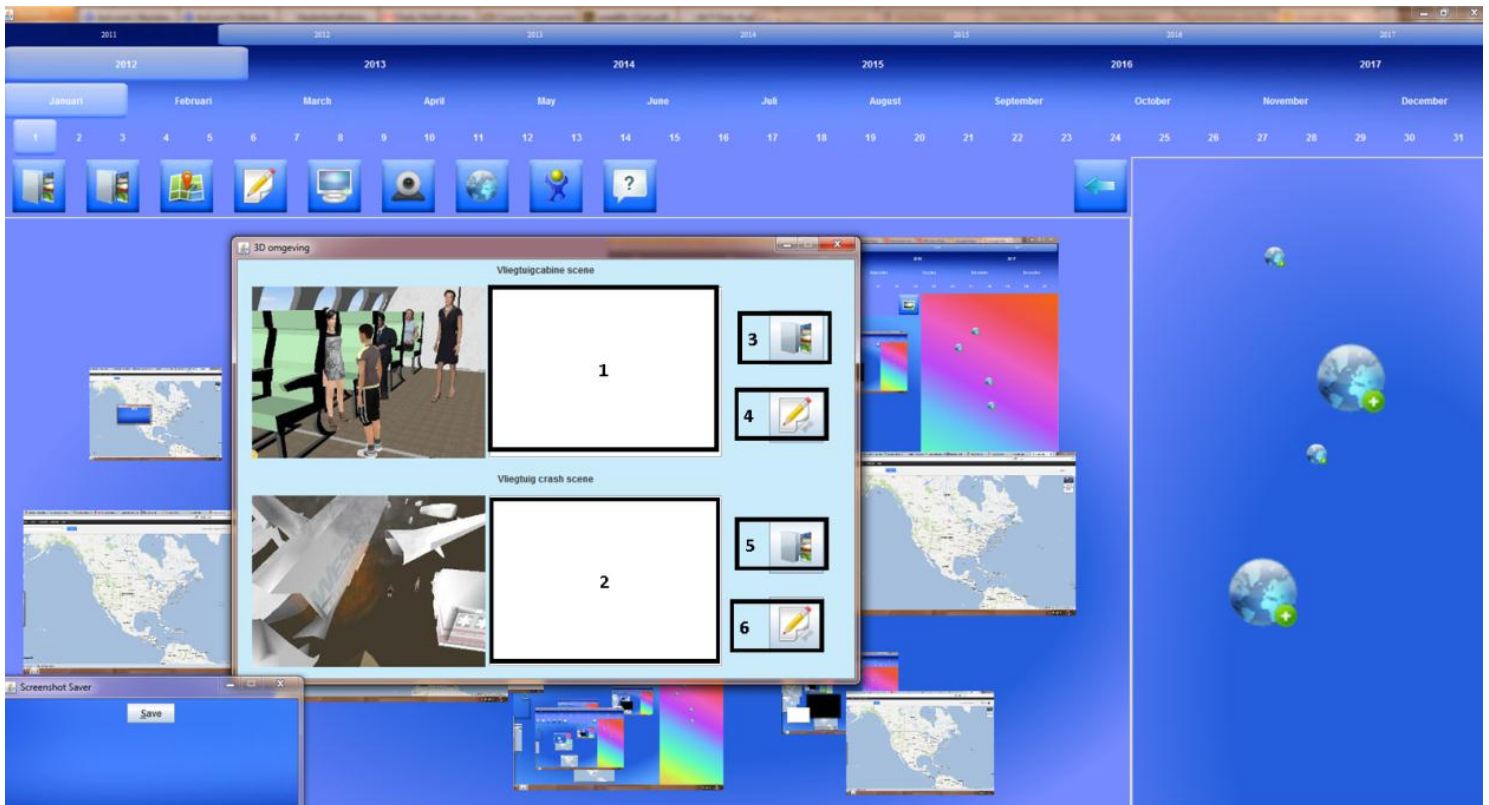
Diary Screen



- A. **View pin board** – Every day month and year has its own pin board. A pin board is used by the patient to reconstruct a day in its life with the help of items.
- B. **View clipboard** – Clipboard has the same functionality as the pin board. It can be used to move/copy items from day to day.
- C. **View calendar** – The calendar can be used to change the day of the current pin board.
 1. **View timeline** – The timeline shows all the years from the day of birth to the current day. It is intended to show the patients the traumatic experiences are only a small part of his life. Intense experiences can be marked on this timeline. (see point 21.)
 2. **Change year** – Press a year button on the year bar(1) to go to view the pin board of this year.
 3. **Change month** – Press a month button on the month bar(2) to go to view the pin board of this month within the selected year in bar(1).
 4. **Change day** – Press a day button on the day bar(3) to view the pin board of this date constructed from bar(1,2&3);
 5. **Add picture to pin board** – press button(5) to open a file browser. The picture selected in this file browser will be shown ass thumbnail on the pin board.
 6. **Add movie to pin board** – press button(6) to open a file browser. The movie selected in this file browser will be shown ass thumbnail on the pin board.
 7. **Show Google Earth screen** – press button(7) to open the Google earth screen.

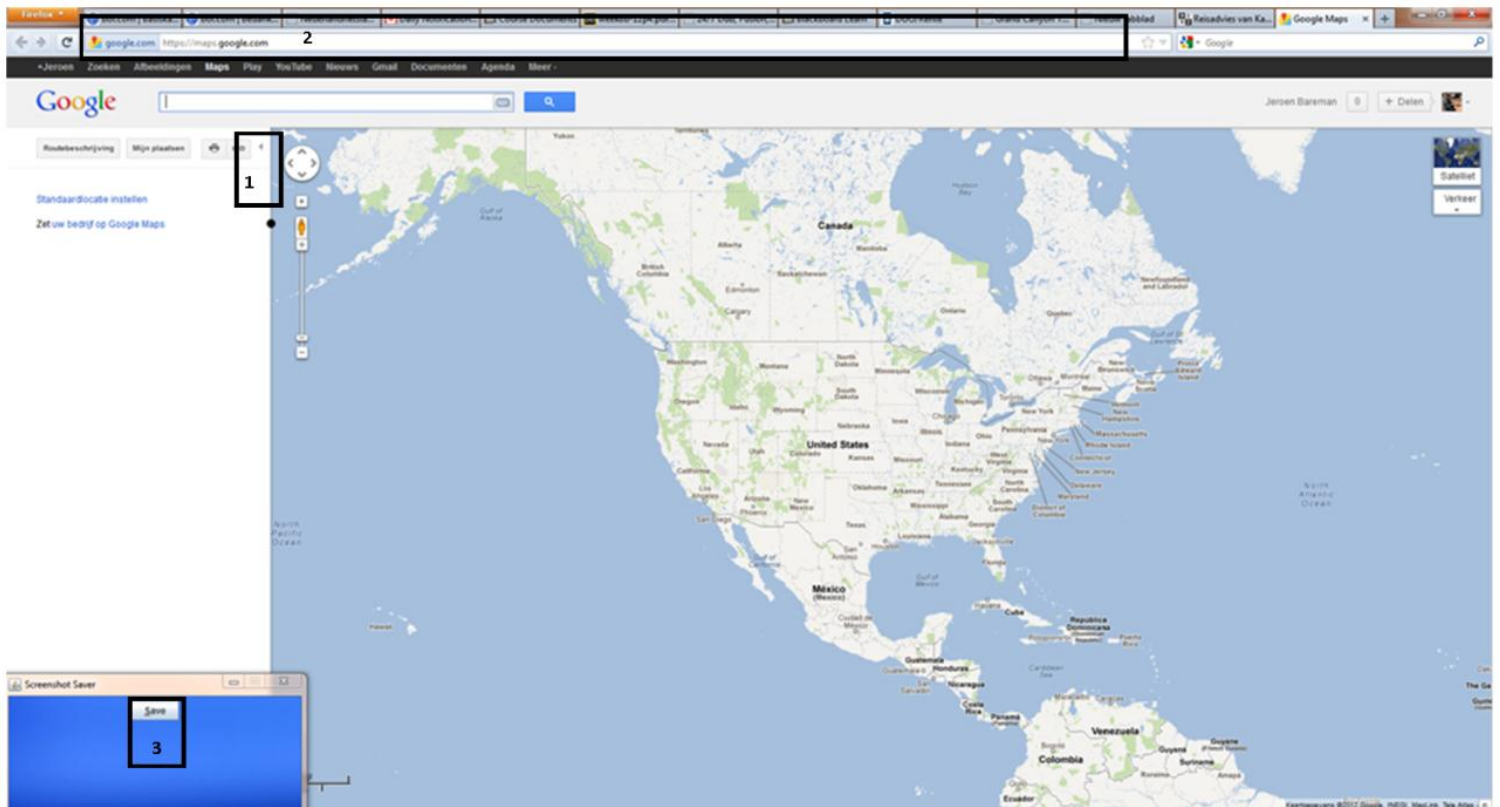
8. **Create & add text file to the pin board** – press button(5) to open a file browser. The picture selected in this file browser will be shown as thumbnail on the pin board.
9. **Add any file to the program** – press button(5) to open a file browser. The picture selected in this file browser will be shown as thumbnail on the pin board.
10. **Take a snapshot with your webcam and add this to the pin board** – Press button(10) to open a webcam screen where you can use your webcam to add webcam snapshots as thumbnails to the pin board.
11. **Browse internet inside this application** – Press button(11) to open a web browser in this application that can be used to quickly search some info. To remove this web browser select a day from the Calendar(C).
12. **Load the 3d environment screen**– Press button(12) to open the 3d environment screen.
13. **View copyright and credits of this program** – Press button(13) to open a screen with about information.
14. **Start item with default program** – Double click on any item in the program to start this item with the default program set on your computer.
15. **Resize item** – Hover your mouse over an item and use the scroll wheel to resize this item
16. **Move item around** – Left click on an item without releasing and move your mouse cursor to drag this item to a new position. Release the mouse button when you are satisfied with the new position or are tired of pressing the button.
17. **Delete item** – Right click on an item to open a context menu left click on delete item in this menu to delete the item.
18. **Copy item to clipboard/pin board** – Right click on an item to open a context menu left click on copy item to pin board in this menu to copy this item to the clipboard(this goes analogy for items on the clipboard)
19. **Move item to clipboard/pin board** – Right click on an item to open a context menu left click on move item to pin board in this menu to move this item to the clipboard(this goes analogue for items on the clipboard)
20. **(Un)hide item** – Right click on an item to open a context menu left click on (un)hide to (un)hide this item.
21. **Mark month as intense on the patients timeline** – Right click on a month in the month bar(2) to toggle this month as intense in the timeline(1).

3d environment screen



1. **View airplane 3d scenes list** – This list(1) contains save 3d Vizard environments created within the airplane environment
2. **View crashed airplane 3d scenes list** – This list(1) contains save 3d Vizard environments created within the crashed airplane environment
3. **Creates airplane scene** – Press button(3) to create a 3d scene in the airplane environment.
4. **Edit airplane scene** – Press button(4) to load the previously created scene selected in the airplane 3d scenes list(1) in Vizard.
5. **Creates airplane crashed scene** – Press button(5) to create a 3d scene in the airplane environment.
6. **Edit airplane crashed scene** – Press button(6) to load the previously created scene selected in the airplane 3d scenes list(2) in Vizard.

Google Earth Screen



1. **Show larger map** – press the button in the top right corner of (1) to enlarge the map to the left.
2. **Use web browser to add any webpage to the pin board** – Use your normal web browser and press button(3) to add a thumbnail of a screenshot to the pin board.
3. **Add screenshot from the current screen**– Press button(3) to add a thumbnail of your current computer screen to the pin board. Note that this can be any screen for example Google Earth, a webpage with information, a screenshot of another program.

Control 3d Vizard Environment



1. **Object buttons** – click on any of these buttons to add the object to the 3d world.
2. **Selecting an object** – Left-click on an object to select the object. This object will be highlighted in teal.
3. **Toggle sound button** – Left click on one of these buttons to toggle sound on/off.
4. **Adjust light / speed sliders** – Use the mouse to drag the sliders left and right to adjust the speed of the objects movements or the lighting.

Navigation

“w” to move the camera forward.
 “s” to move the camera backward.
 “a” to move the camera to the left.
 “d” to move the camera to the right.
 “PAGE_DOWN” to move the camera down.
 “PAGE_UP” to move the camera up.
 “F2” to set the application to full screen.
 Drag the mouse over the screen to look around.

Moving objects

An object has to be selected before it can be moved.

To move an object use the arrow keys.

To scale an object use the mouse wheel.

“[” or “]” to rotate an object left or right.

“,” or “.” to rotate an object downwards or upwards.

“HOME” or “END” to move an object up or down.

Add new Vizard Model

To add new models to the editor you will have to edit the file `buttonSetupScenex.cfg` where x is the number of the scene. This file is located in the `Editor3mr\Buttons` folder.

The format is as follows:

1	2	3	4	5				
<Label name>	~	<object location>	~	<Position>	~	<Scale>	~	<Euler>

Each element is separated by a ~

- 1 The label name is what is displayed on the button as text.
- 2 Object location. The objects have to be located in the Models folder inside Editor3mr. This is also the root folder for the objects.
- 3 Position where the object will spawn in "[x,y,z]" in that exact order
- 4 Scale of the object in "[x,y,z]"
- 5 Set the orientation of the object in "[x,y,z]"

EXAMPLE BELOW

Seats ~ Interior_Airplane\\Seats-Couple.obj ~ [2,2.85,-3.8] ~ [1,1,1] ~ [0,0,0]

Adding new sounds

To add new sounds to the editor you have to edit the `soundButtonsScenex.cfg` in the same buttons folder.

The format is as follows:

1	2	
<Label name>	~	<Sound file>

- 1 The label is the name displayed on the button
- 2 The sound file has to be located in the Sounds folder inside the Editor3mr folder.

EXAMPLE BELOW

Toggle engine sound ~ PlaneNoise.mp3

Adding a new Language file

To add a new language to the program, you must first go to the folder named “Language” within the program’s folders. In this Language folder, you will find all languages that have already been added to the program. To create a new language, copy the “.txt” file from a language you do understand and want to translate from (for example English.txt). Copy the contents of English.txt and save it as a new file, named “name of the language” with a “.txt” extension.

Within this newly created file, you will find sentences and terms used throughout the program itself. Each line represents a new sentence or term. To translate the file, replace all the sentences or terms between quotes (“ ”) to the equivalent in the new language. Save the file in the Language folder and it will automatically appear in the language drop-down list in the program.