

CASTLEFORD TIGERS HERITAGE PROJECT

VIRTUAL MUSEUM

BETA 1

INTRODUCTION

The Castleford Tigers Virtual Museum is an interactive 3D environment containing a celebratory showcase of material gathered throughout the Castleford Tigers Heritage Project, a two-year Heritage Lottery funded project overseen by Castleford Tigers Heritage Trust, and devised and created by One to One Development Trust.

The Museum can be experienced using a keyboard and mouse, a gamepad (such as an X-box style controller) or through Virtual Reality (VR) using an Oculus Rift headset plugged into your PC.

For more information about the Castleford Tigers Heritage Project and to search the Memory Box archive – which contains thousands of items of photographs, scanned memorabilia, video and audio – please visit www.castigersheritage.com

MINIMUM REQUIREMENTS

The Virtual Museum requires a PC or laptop running Windows and with its own dedicated (not integrated) graphics card. Ideally, this should have a minimum of 2GB video RAM. Your PC should also have 8GB RAM or more. Headphones and/or speakers are highly recommended.

To run the work in VR you must have a PC capable of running the Oculus Rift and the necessary VR hardware. The Virtual Museum does not require any VR touch controllers or other equipment. **Note: a Mac version is coming soon.**

WHAT DOES “BETA 1” MEAN?

This is an early release of the Virtual Museum and you may come across technical issues running the work and/or bugs when you experience it. If you have any trouble with the Museum, find bugs/glitches, or would like to send us feedback, please contact Lead Developer Andy Campbell andy@onetooneddevelopment.org

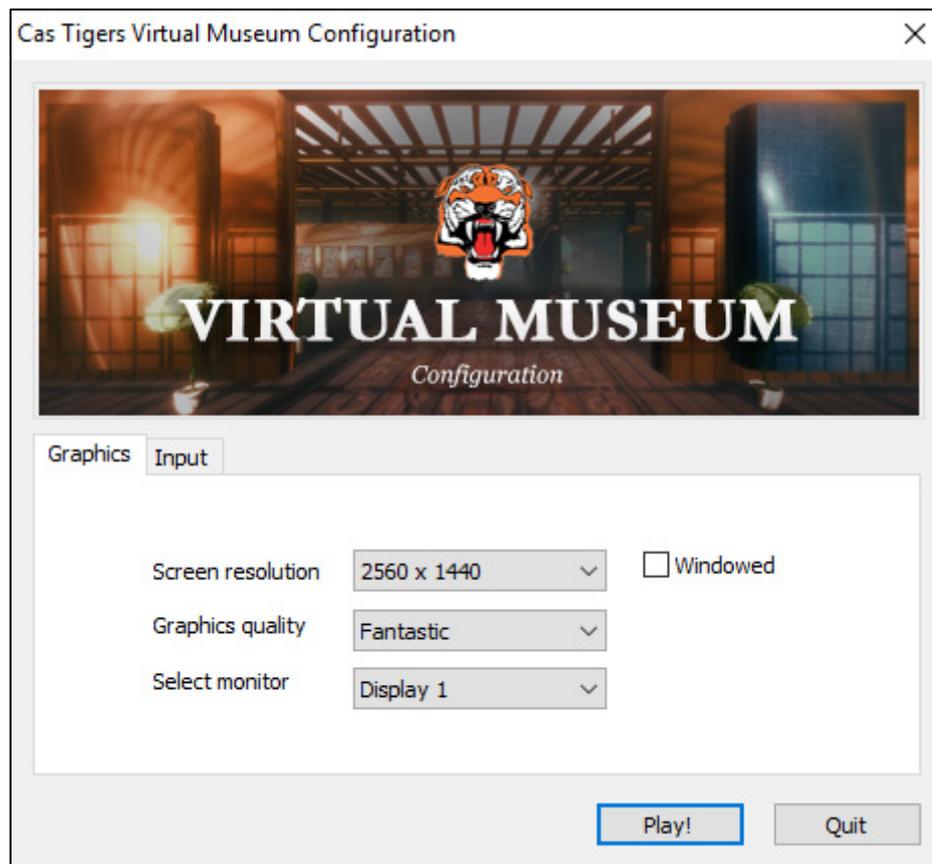
INSTALLATION

Download the Virtual Museum and then double click on the EXE to launch the installer wizard. The project requires around 1GB of free drive space to install successfully. You may be prompted to agree that ‘One to One Development Trust’ is a trusted software publisher. Please click yes!

LAUNCHING THE PROJECT

Depending on your hardware’s capabilities and/or whether you wish to run the Virtual Museum in VR, you may want to specify a different screen resolution/size and adjust the quality settings of the work so it runs smoothly on your PC.

After double clicking the EXE, you should see the following dialog box appear:



If you experience a slow frame-rate or the project does not launch at all, try adjusting these settings. Note that reducing the graphics quality settings below “good” may dramatically alter the intended look of the project.

If you wish to run the work in VR, please ensure the screen resolution is set to 1024 x 768 and that ‘Windowed’ mode is ticked.

NAVIGATING THE SPACE

Unless you launch the work with a VR headset connected (see later in this document) you will be first taken to the Title Screen. Here you can choose how you navigate the work by pressing one of two blue buttons, as below:



EXPLORE FREE ROAM

This mode allows you wander around the Museum freely using a gamepad and/or the mouse and keyboard. It works very much like a traditional video game. In this mode, you can walk around without any restrictions on how close you get to the exhibits or where abouts you stand in the 3D space.

Use **W**, **A**, **S** and **D** or the **ARROW KEYS** to move.

The **MOUSE** will allow you to look/pan around.

LEFT CLICKING will activate buttons, etc, when they are highlighted.

HOLDING THE RIGHT MOUSE BUTTON DOWN

will allow you to look (zoom) more closely at the exhibits.

Press **SPACE** or **ESC** to open the Preferences menu (see below).

USING A GAMEPAD IN FREE ROAM MODE

You can navigate through the Virtual Museum using a gamepad. Controls are very simple and almost identical to playing a ‘normal’ first-person video game.

Please ensure the gamepad is connected before launching the work.

Use the main left and right sticks to control orientation and movement.



Use the green A button to select things, etc and the red B button to adjust preferences.

‘GUIDED TOUR’ MODE

In this mode, you do not have to use the keyboard at all, only the mouse.

Use the **MOUSE** to look/pan around. When you see exhibits or ‘movement points’ light up with a blue glow, central in your vision, **LEFT CLICKING** them will allow you move towards them through the space.

Alternatively, you do not even have to press the mouse button, simply wait for the **BLUE CIRCLE** to finish drawing in the centre of the screen, and you will be automatically moved through the space.

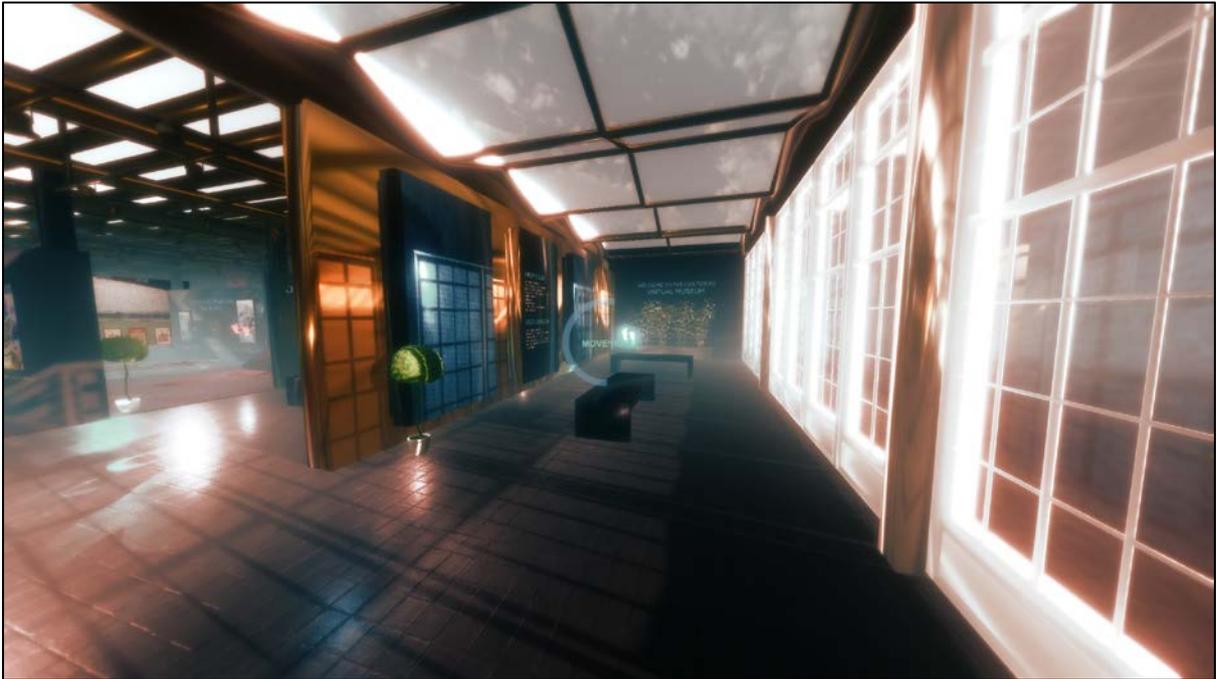
‘Look down at the floor’ to open the Preferences menu.

NAVIGATING THE MUSEUM IN VR

Launching the work with a VR headset connected will skip the title screen as it is assumed that you wish to navigate the museum in this way.

You will begin in the Museum foyer. Take a moment to look around and adjust yourself to the space.

Moving around in VR works very much like it does in ‘Guided Tour’ mode (described above) – you do not need to use a controller, the keyboard or the mouse, you only need to look at ‘movement points’ (red glowing icons that look like footprints) or exhibits themselves until they glow blue.



To do this, make sure the exhibit you want to examine or the movement point you wish to travel to is central in your vision (as see screenshot above).

Once this happens, stay focused and wait for the blue circle to complete in front of your eyes. Once this happens, you will be **moved** to that spot or exhibit.

‘Look down at the floor’ to open the Preferences menu.

AVOIDING ‘MOTION SICKNESS’ IN VR

If movement between exhibits in the Museum makes you feel sick, you can turn this off in the Preferences menu.

With **MOTION** set to **OFF**, instead of ‘floating’ between points in the space, your view will temporary fade out, then fade back in again in the new position, avoiding the experience of physical motion altogether.

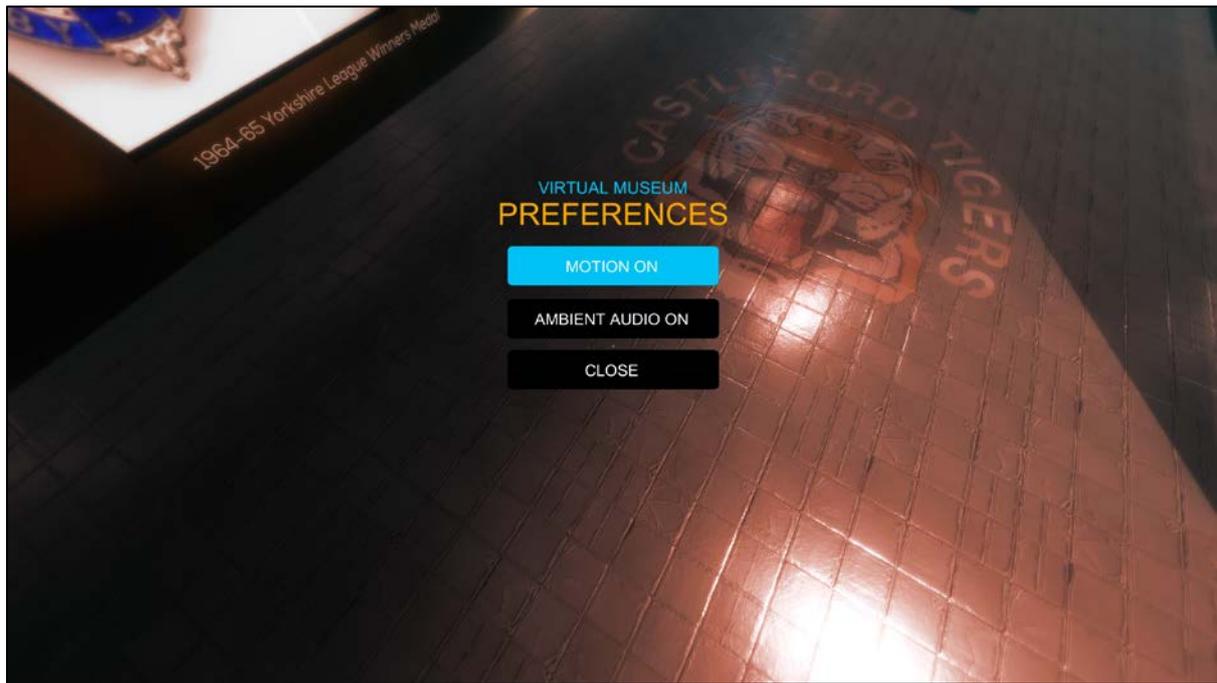
PREFERENCES MENU

To open the Preferences menu, do one of the following:

If you are in **FREE ROAM** mode, press ESC on the keyboard.

If you are in **GUIDED TOUR** mode, ‘look’ down at the floor with the mouse.

If you are in **VR**, ‘look’ down at the floor, literally.



In **FREE ROAM** mode, use your mouse pointer to toggle the various options.

If you are in **GUIDED TOUR** mode or **VR**, simply 'look' or 'point at' the buttons and let them 'fill up' with colour to toggle them on/off.

Toggle **MOTION ON/OFF** in **FREE ROAM** or in **VR** to stop physical movement between 'movement points' and exhibits. This can help avoid motion sickness in VR.

Toggle **AMBIENT AUDIO ON/OFF** in **ALL MODES** to turn off the background ambient soundtrack if you find this distracting.

Note that in **GUIDED TOUR** mode or **VR** you do not always have to close the Preferences menu – simply moving elsewhere in the Museum will make it vanish automatically.

QUITTING OR REBOOTING

Pressing **SHIFT + R** on the keyboard will reboot back to the title screen.

Pressing **ALT+F4** will quit and return you to Windows.

