

3D Viewer Instructions

We at Goshen Timber Frames are determined to bring you up close and personal with your timber frame! That's why we now offer you this new, exciting feature to view your timber frame home before it is built in real life! By following the instructions below, you are now on your way to seeing your dreams become a reality.

1. First, double-click on "glview" a.k.a. the funny face.
2. You should be able to run the program off the cd without installing it.
3. Go to "File" in the upper left hand corner, or click the "open folder" icon, first icon on the left
4. Select "Read"
5. The "DVD-RW [D:]" drive should open automatically
6. Double-click on Your House!

Go ahead and print these directions so you can follow along easier. Now that you've opened the software and opened your house, I will now explain how you can navigate through your house as easily as possible. The icons on the toolbar contain all the commands you will need. However, after opening your house, the **First** thing you need to do is right-click anywhere on the screen. A menu will pop up. Choose "**Camera**". Another menu will pop up, then uncheck "**Collision**", second from the bottom. This will allow you to pass through the walls of your house. Go back to the same menu, uncheck "**Gravity**".

The second icon from the left "?" is irrelevant.

The next 4 icons, the white and green boxes, simply change the way you view your house. These should all ready be selected and not needed to be modified.

The set of icons that look like road signs are the most important. These are going to allow you to walk through your house and look around in any direction. To stop any command, release the left mouse button, because all functions require you to click and drag. Now, the farther you drag the cursor from where you started, the faster it moves, so drag slowly till you get use to it. This applies to all commands and might take a little practice.

The command that will "reset" the camera if you get lost is the box with the 4 directional arrows in it. It should be the last of the road sign icons. This is the "**Reset Camera**" button. It will help you out a lot when trying out each command. Simply click the icon and it brings you back to where you started.

The first one looks like a U-Turn. This is the “**Rotate Camera**” icon. You won’t use this one as much except to get a good look at your house from the top. After choosing the icon, place your cursor in the middle of the screen. Left-click and SLOWLY drag your cursor down. This will start rotating the house down to get the top view you desire. When you have the view you want, simply release the left mouse button. (Remember, hit the “**Reset**” icon to return to where you started.)

The next icon that looks like an airplane is the “**Zoom**” icon. To use this option, click somewhere in the center of the screen. Then SLOWLY drag the cursor left or right. Left zooms out, right zooms in. Although this will give you a close up view of your house, it is not the best command to view the inside of your house. However, once you’re inside the house, I found it beneficial to “zoom out” a bit to get a larger view of the rooms.

The icon that looks like a “crossroads” sign is the “**Move**” button. This simply moves your house up, down, left, and right. This function is really useful if you want to view an upstairs or downstairs, or if you find yourself a little too high or low when walking through doors. (Make sure you unchecked “gravity” or you will not be allowed to move through the floors.)

The icon next is the “Y” looking icon, called the “**Turn Camera**” function. Once you get in your house, into the room you want, use this function to look around just like turning your head. Click somewhere in the middle of the screen and drag your cursor up, down, left, or right. I find this function the best one for viewing the inside. Plus, you stay in the same spot, so it’s not easy to get lost. This would be the idea time to adjust your “**Zoom**” for maximum viewing.

This brings us to the last icon, the “**Walk**” function. This will be an important function to master. This allows you to walk through the house in any direction, and since you turned off “collision” in the beginning. To use this function, choose the “walk” function, then simply click in the center of your screen. Where you click becomes the axis point for your movement. Simply move the cursor up to walk forward, backwards to walk backward, left to turn left, and right to turn right. The further away you move the cursor from the axis point the faster you walk. Remember, if you begin to move too quickly, simply let go of the left mouse button. Between this function and the “Turn Camera” function, I believe you will be able to look at everything in your house with ease.

We hope you enjoy your frame! If you have any questions, call me @ 524-9380.

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