

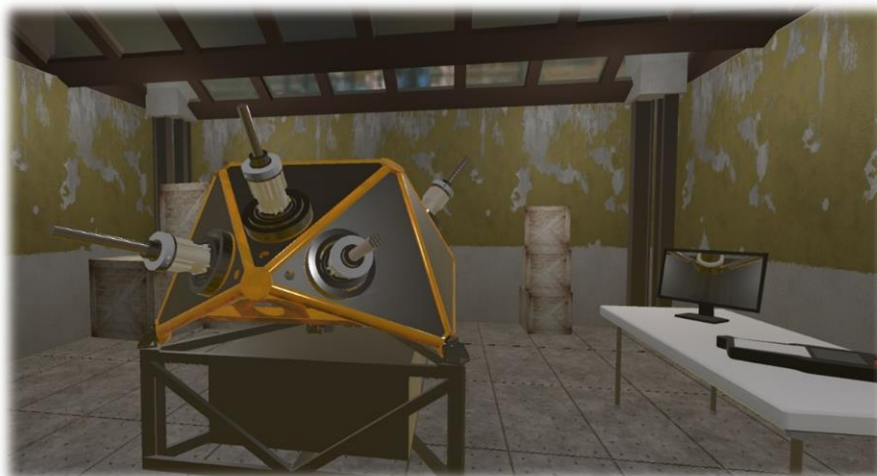
USER INSTRUCTIONS



Thank you for downloading the simulation of the METROM machine tool!

This short Manual will explain the basics of what you can in the scene.

Of course, there are further details which you may discover on your own.



Setup instruction

There are two versions of the application:

- A virtual reality version that allows you to be in full immersion into the scene. This version require to have a virtual reality headset and SteamVR installed on your computer (link to download it: <https://store.steampowered.com/app/250820/SteamVR/>).

- A “flat” version that allows to do the same things as the virtual reality version but only using your keyboard and mouse.

Download the resource file of the application. This is a “.zip” file so you need a software to decompress it (for example 7-zip : <https://www.7-zip.org/>).

Open the “.zip” file and drag the folder of the application you chose (VR or not) to another location (on your desktop for example...).

Now open the folder and run the application (the “.exe” file) named either METROM or METROM_VR.

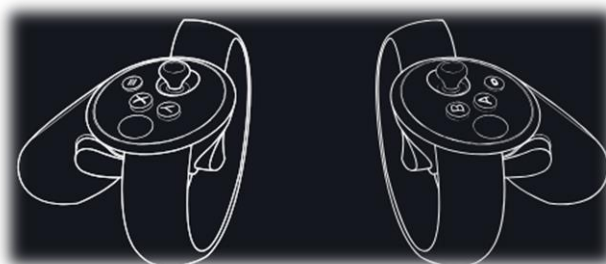
Command

In non VR mode :

- move the player with the arrows.
- move the camera by holding down the right mouse.
- interact by clicking on an object.
- (if you need help) show commentary by holding down the space bar.

In VR mode :

- Teleport by pushing the right joystick up and pointing somewhere.
- Interact with the objects by using the trigger of the left controller.
- (if you need help) show commentary by holding down the A button on the right controller.



Short description

The scene is composed of only one room.

The playable area is about 10*10m.

The character spawns in front of the machine and can move freely wherever he wants. His movements are limited by the different hit boxes in the scene.

View from the top of the scene



Captions:

- 1-Spawning point
- 2-Metrom tooling machine
- 3-Monitor
- 4-Teach pendant
- 5-Schelf
- 6-Neutral object
- 7-Exit Door
- 8-Glasses

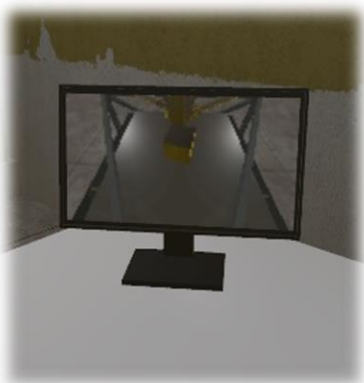
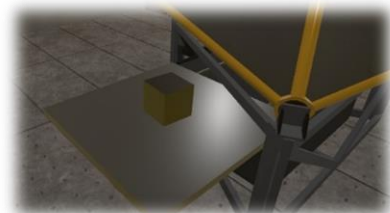
Possible interactions

The player can interact with numerous objects, for example he/she can:

- Pick the teach pendant and put it back on the table.
- Use the teach pendant in order to:
 - manually control the machine spindle speed and its position (the manual mode must be activated).
 - switch on/off the monitor (CAM button).
 - get the rack out to load the machine (RACK button).



- Pick a piece of steel and put it back on the shelf (the player can only have one object at the same time).
- Load the machine by placing a piece of steel on the machine's rack only if this one is currently out.



- Supervise the process by turning on the monitor. You can also use the glasses to see through the machine's hull.
- Use a door to exit the simulation.
- After installing a workpiece, the player can launch an automatic program (AUTO button on the teach pendant) and let the machine work by itself.

For any other information, do not hesitate to contact me at: florian.jullien@enise.fr