

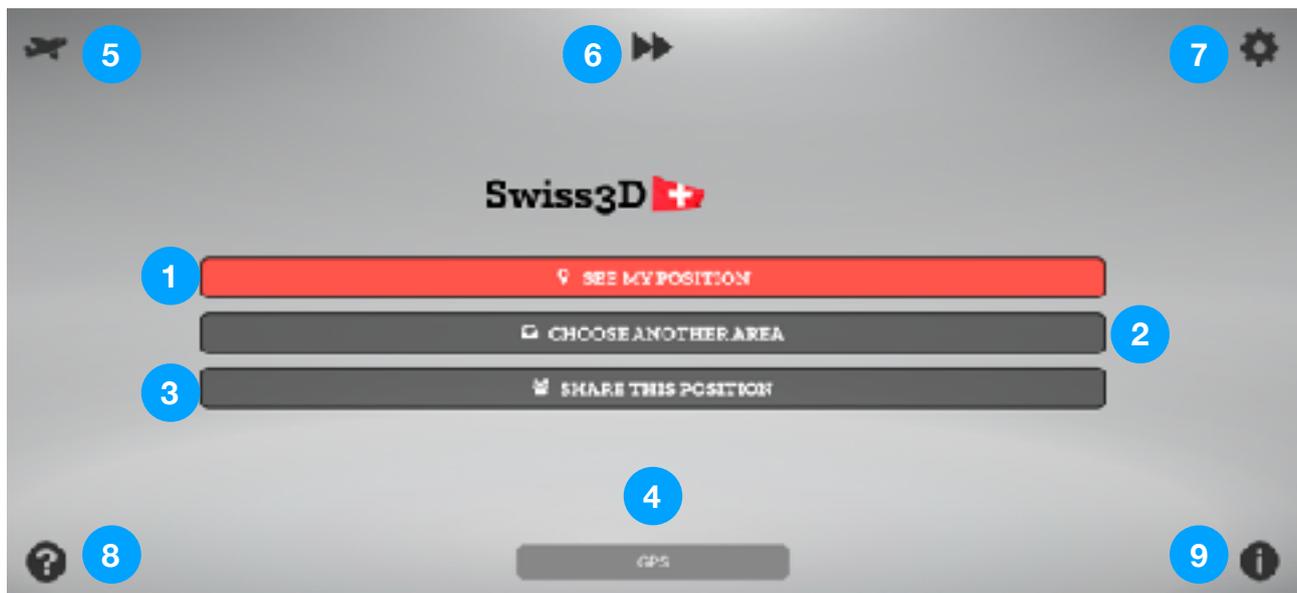


Swiss 3D manual

Thank you for purchasing Swiss3D!

Swiss3D is an exclusive iOS app that reconstructs every part of Switzerland accurately and allows you to discover this country easily. To help you, here is the app text manual...

Main menu



1. **See my position:** build my current region in 3d
2. **Choose another area:** build another area of my choice
3. **Share this position:** share a position to all Swiss3D users
4. **GPS status:** the precision of the GPS. Clic on it to reset the GPS localization
5. **Flight simulator game:** play a small aircraft game an learn geography
6. **Quick loading:** disable textures & lighting to speed up the 3d reconstruction loading
7. **Settings:** change graphical and others settings
8. **Informations:** credits & share/rate the app
9. **Help:** help for this app

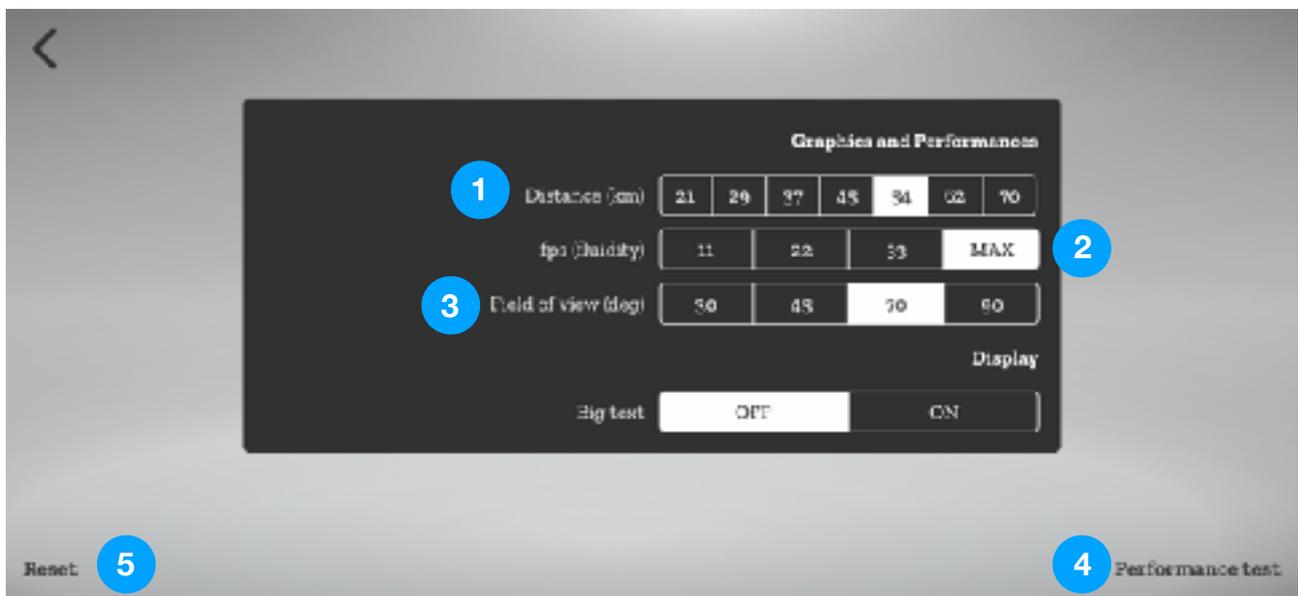
Position sharing

Swiss3D allows you to share a current point to all users.

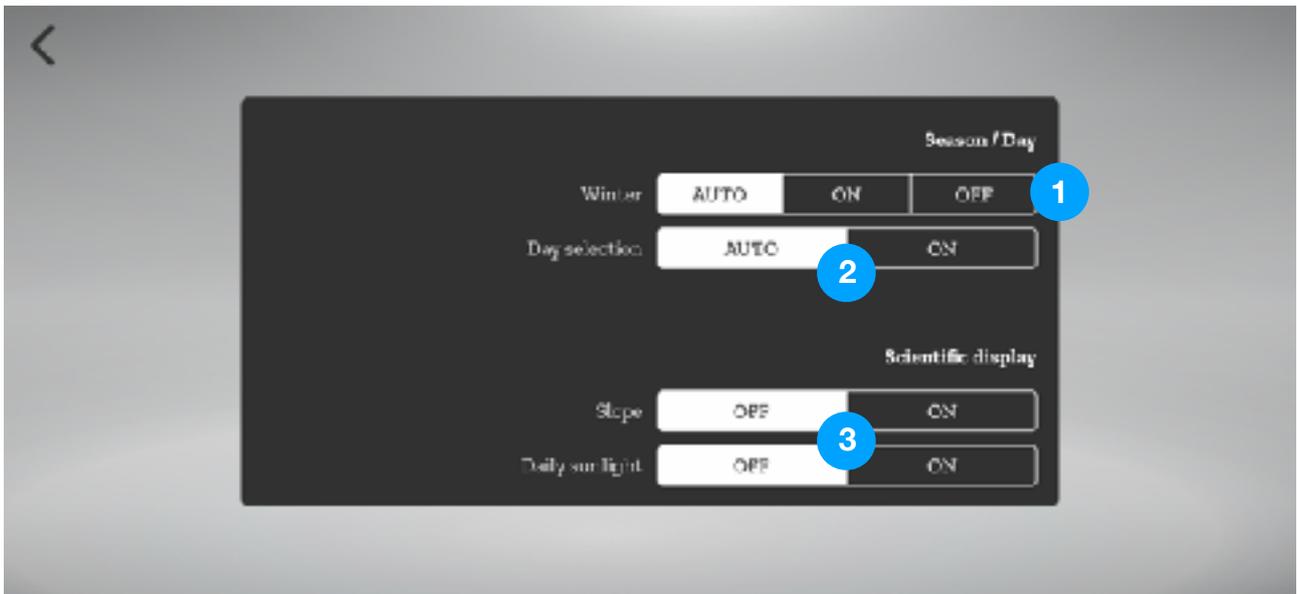


1. **Field entries:** name & description of your current point
2. **Validation:** save the changes and share this current position to Swiss3D users

Settings



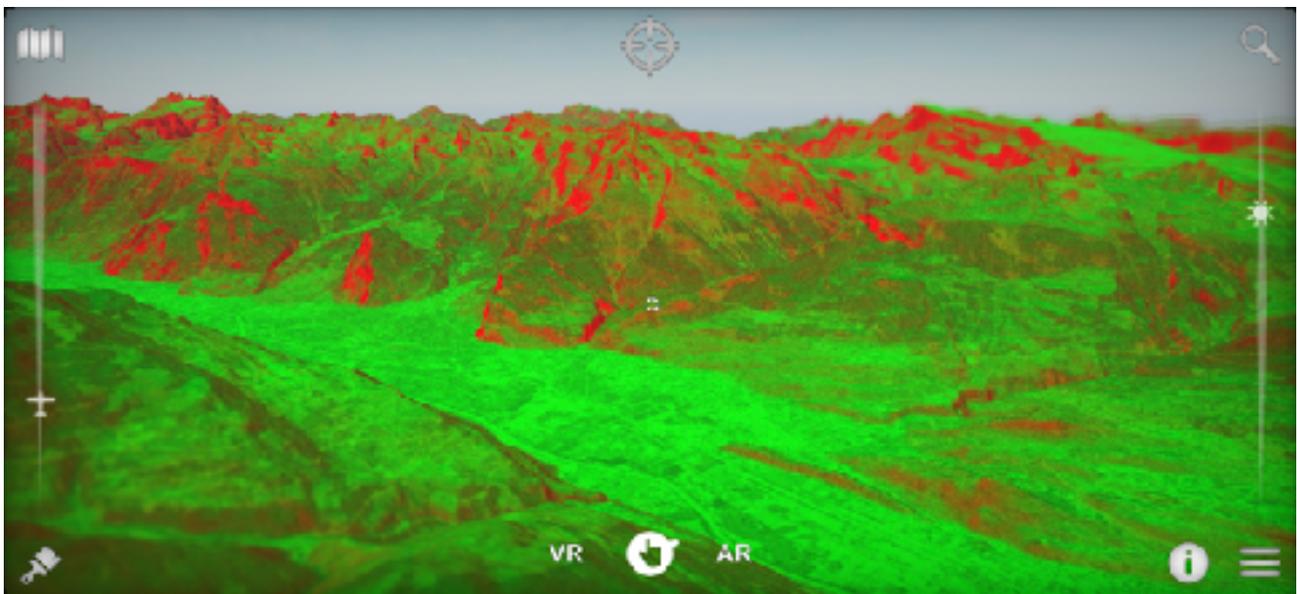
1. **Distance:** visibility drawing distance of the 3d reconstruction. It uses a lot of RAM memory and takes times to load.
2. **Fluidity:** refreshing rate of the gyroscope
3. **FOV:** field of view angle
4. **Performance test:** test your device with the current settings
5. **Reset:** set the settings to the default



1. **Winter:** put snow on the satellite textures
2. **Day selection:** choose manually a day
3. **Scientific display:** show slope or daily sun instead of satellite textures

Scientific display (slope)

During the loading, the slope (or the daily illumination of an area of 10km) around you is computed and is represent graphically.



3D View

Once the loading is finished, here is the result of the 3d reconstruction of an area



1. **Target selection:** choose your target (mountain, town, star, constellation, lake, user shared point, ...)
2. **Visor:** the auto-focus of the camera. If you double clic on it to move to this point.
3. **VR mode:** move the 3d camera with your device
4. **Manual mode:** move the 3d camera with your finger
5. **AR mode:** superposition of the 3d view on top of the camera of your device
6. **Elevation:** increase the altitude of your position dynamically
7. **Map:** open the map to see all targets in 2d
8. **Search:** search a target in the database
9. **Timelapse/fog:** change the hour of the day or change the fog level if enabled (with 10.)
10. **Menu:** additional menu settings
11. **Information:** information of your current position in the 3d scene
12. **Rendering:** change the 3d rendering: satellite textures or elevation colors
13. **Target label:** the target name, clic on it to have more informations

Calibration

The compass of your device must be calibrated to display correctly the scene. Normally it is working fine and you just have to press the 'OK' button. If not, you can move the view manually to adjust the 3d view with the reality.



AR View

Swiss3D uses ARKit to display the 3d rendering on top of your camera. Because of the gyroscope drift and other imprecision, it should be adjusted manually to fit the reality. Move the 3d overlay with your finger to match the reality.



Target selection



1. **Dynamic:** display the distance and altitude of the visor (camera center)
2. **Shared:** display the positions shared by Swiss3D users
3. **AR game:** play a game in AR to learn geography

Dynamic target

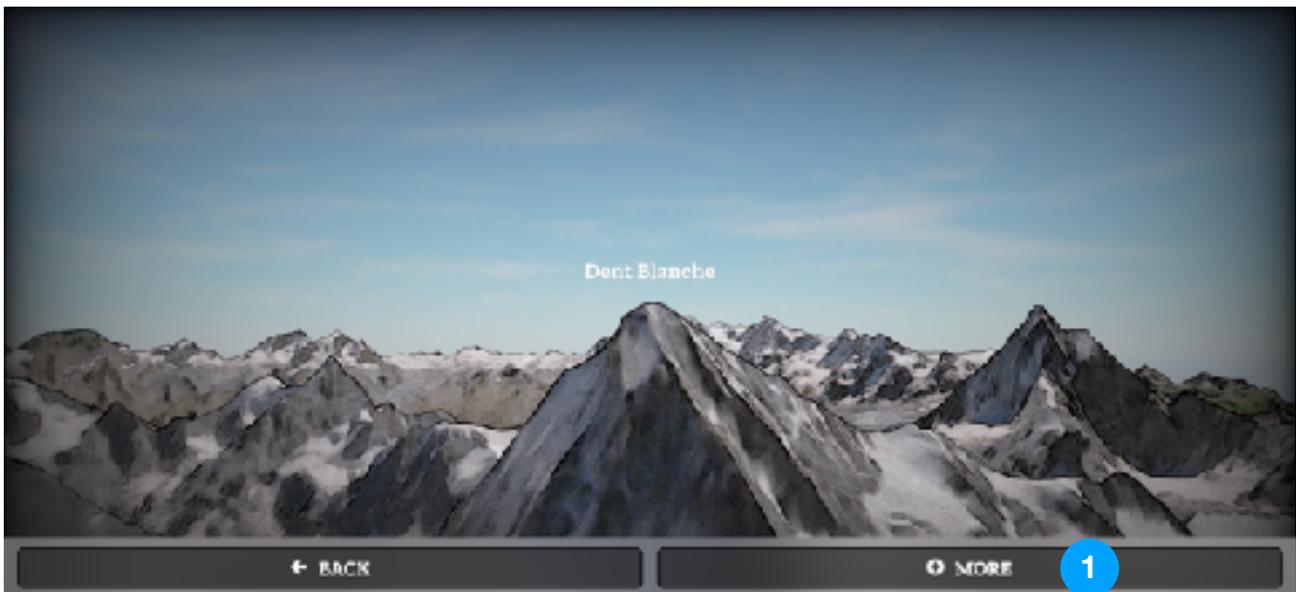
This target type shows the distance and altitude of the visor. It can be very useful to have this information everywhere we look at.



1. **Visor:** the center point of the camera (double-click to move)
2. **Target information:** clic on this information banner to open the target information view and have more precise informations (see below)

Target information view

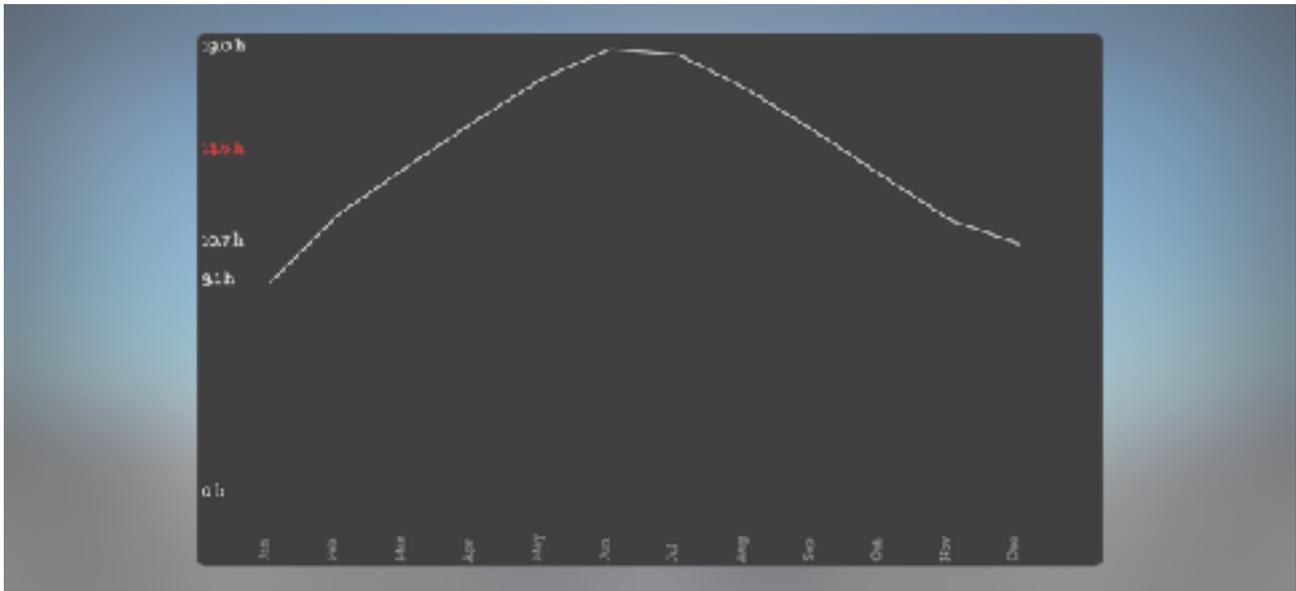
This view display the target point more precisely. You can move with your finger or the gyroscope depending on your current mode (VR, AR or manual).



1. **More informations:** display a lot of useful informations (walk time, annual sun time, elevation difference, ...)

More target information (year sun time)

In the target information view, you can see the annual sun time of a target. It is computed based on the mountains around this point. Thus it is more accurate if you select a point near the center of the 3d reconstructed area.



AR Game

Once the scene is calibrated by looking at a plane surface, this small game asks you few question and gives you points for quick and correct answers. The more targets points are in the category (mountains, towns, ...), the more points you will earn.



3D Menu

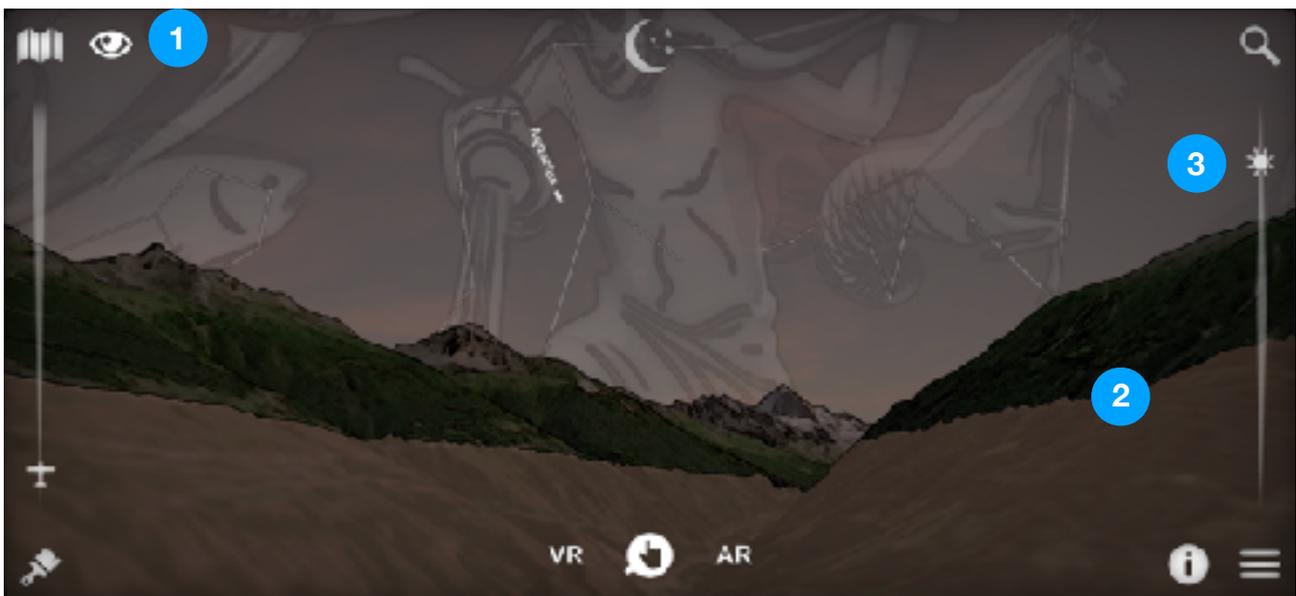
Additional settings for the 3d view.



1. **Starting position:** return to your starting position
2. **Current time:** set the current device hour
3. **Slope:** restart with the scientific slope display
4. **Daily sun time:** restart with the daily 10km around your point sun time display
5. **Fog:** switch between the timelapse slider and fog slider. You should be able to increase or decrease the fog level. It can be useful to see a defined altitude level.

Various

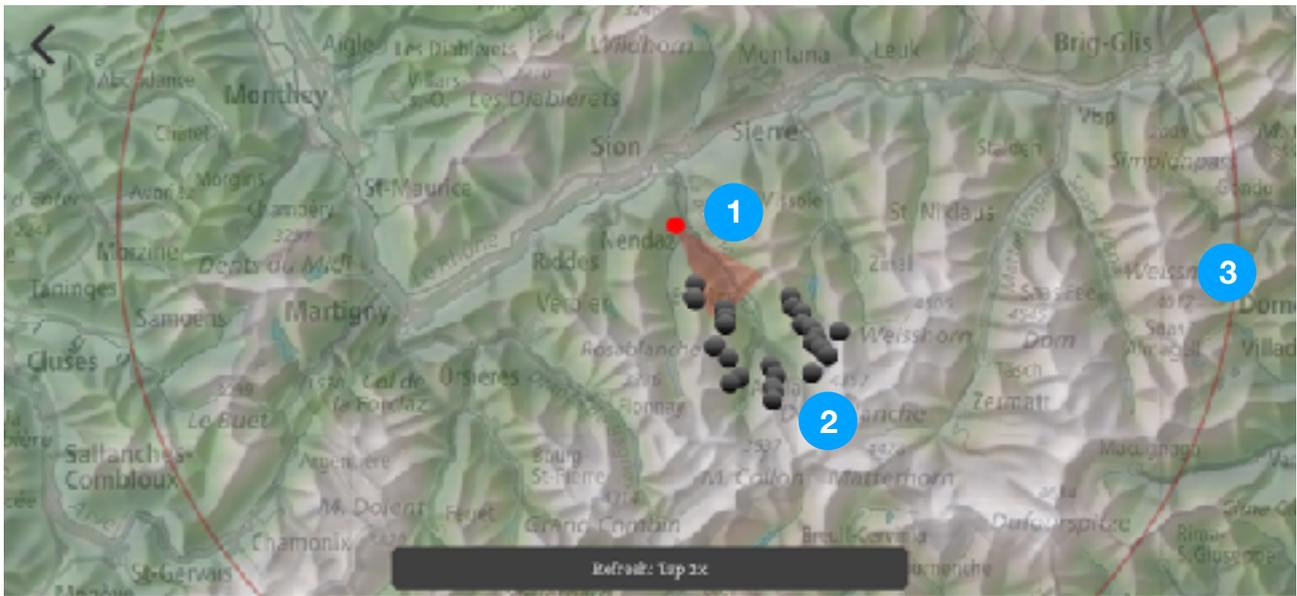
A target type selection can shows you constellations. You can mix this with fog.



1. **Hide/Show:** display or not the constellations
2. **Fog altitude:** exemple of the fog to see a defined altitude level everywhere in the 3d scene
3. **Timelapse/Fog:** slider to change the hour of day or the fog level

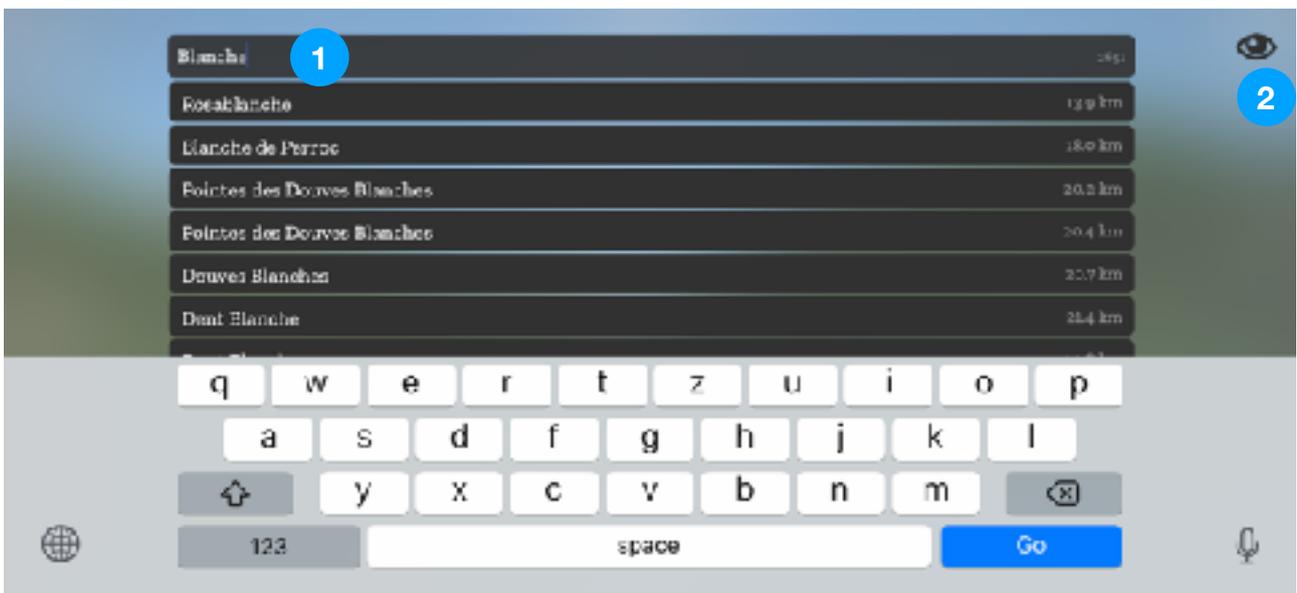
Map

A dynamic map is also embedded in Swiss3D. You can navigate from a traditional 2d map view to the 3d view. Clic twice in order to display the targets around your clic position.



1. **Position:** your current position on the map. The view angle rotate your device in VR/AR mode
2. **Targets:** clic on a target to reveal its name and on the small binocular icon to start searching this target in the 3d view.
3. **Distance limit:** the visibility distance of the 3d reconstruction

Search



1. **Entry:** enter your search here and all targets will be listed below, sorted by distance
2. **Visible targets:** hide or not all database targets. By default the search is done only within the view drawing distance

Flight simulator game

Small fun aircraft game that allows you to flight in your area. If you want to have boost, you will need to collect boost recharges that are randomly placed on targets in the region.



1. **Throttle:** increase or decrease the speed of your plane
2. **Target information:** where is localized the next boost refill
3. **Game target change:** change where boost refill are placed (mountains, towns, lakes, ...)
4. **Plane information:** speed, altitude, heading. The altitude is based on the elevation terrain
5. **Menu:** few additional settings (switch between joystick or gyroscope controls)
6. **Joystick:** if enable in the menu 5.
7. **Boost:** fill this with recharge placed everywhere on the map
8. **Camera:** switch between multiple camera point.

That's all for this text help. Have fun and enjoy real Switzerland! :)