

# Eye-C-U: User Manual

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## Building:

- To draw a floor plan, enter drawing mode via the button in the menu toolbar under the “Build” menu. Clicking on the empty screen will place the vertex, clicking on two vertices will draw a wall between the two. Repeat this process to build your floor plan!
  - Note: You can move any vertices by clicking and dragging while in the default mode. Also note that dragging with cameras available will automatically delete all cameras
- To place a camera, enter the appropriate mode by clicking on the “Place a Camera” button under the Camera menu and clicking on an edge. A dialogue box will appear and ask you for an FOV for your camera as well as a color for the camera’s FOV to be shown in

## Camera Toggling:

- To toggle cameras on and off, click the “Camera” menu button, and click the “Toggling Cameras” option. This will put you into toggling mode, and any cameras you click in this mode will be toggled on or off. You can click this button again to exit the toggling mode.

## Deleting:

- To delete elements from the field, click the appropriate deletion mode under the Delete menu. Each option correlates to which element you want to delete. You’ll be asked to confirm your decision, click “Yes” to confirm it. This will delete the element you’ve picked, as well as any other assets that involved that element (i.e. any vertices you delete will also delete any edges that used that vertex).
  - Note: All cameras are automatically toggled off after deleting any element.

## Switching the FOV Viewing Mode:

- To switch between viewing the camera’s bounds vs. the actual FOV of the camera, click the “Toggle FOV Viewing Mode” option in the Menu Toolbar. You will need to be in “Complete Vision” viewing to access Global Statistics.

## Using Global Statistics:

- Pressing the “Display Global Statistics” will, if the building is a polygon, present the statistics for the current building state, including the building’s area, the area covered by cameras, and the ratio of how much is covered by cameras in terms of a percentage.
  - Please note that this will not automatically update if you add/subtract cameras or change the plan’s layout. You will need to click the button again if you wish to view the updated statistics.

### Saving/Loading Floor Plans

- Under the “File” option, you can click ‘Save current plan’ to save all of the work you’ve done so far, including vertices, edges, and cameras
  - Please keep in mind that the resulting .txt file that is created will have very specific formatting, so keep in mind that you will need to remember where the new file is. This is especially important because the Saving and Loading dialogues will both start from the base C-Drive from your computer.
- Additionally, you can click “Load plan” to load a previously saved floor plan. As previously stated, you will need to keep in mind where your stored floor plans are, as the base dialogue will start at the beginning C Drive of your computer

### Starting Over

- Also under the file option, you can click “New” to automatically delete all vertices, edges, and cameras on the screen, and will also revert you back to the default dragging mode.

### Exiting a Mode/Returning to Default Status:

- There are several “exit mode” buttons that are available to the user, and each is found under its respective menu. These buttons are how you can get back to the default mode for dragging, by clicking on each respective button for the mode you wish to exit
  - To exit drawing mode, click the appropriate button under the “Build” menu
  - To exit camera placement, click the appropriate button under the “Camera” menu
  - To exit any deletion mode, click the appropriate button under the “Delete” menu