

1. Getting Started

- System requirements
 - OS: Windows 7, Linux
 - Processor: 2 GHz 32-bit (Recommended Dual core)
 - Memory: 1 GB
 - Video: Opengl 2.0-capable video card
- Installation Instructions
 - Install Java(<http://www.java.com/en/download/manual.jsp>)
- Running Instruction
 - Execute Binary\EvacPlan.jar

2. Editor

- Generate random Floor
 - Select Generate random map on file menu; generates random map with about 50 people and simple building layout. People are colored in blue, stairs are red, exits are green.
- Generate random Building
 - Select Generate random map on file menu; generates random map with four floors each with about 50 people, simple building layout, exits and stairs.
- Create your own / Edit Map
 - New Map
 - Open File-menu, click on new Map and select the vertical and horizontal sizes.
 - Add obstacles
 - Rectangle Tool
 - Select the Rectangle tool and draw by dragging mouse over canvas.
 - Polygon Tool
 - Select the Polygon tool and draw by clicking points to canvas, click mouse2 to close the obstacle.
 - Add people
 - Select the Human icon, and draw it to the canvas.
 - Add exits
 - Select the Exit icon, and draw it to the canvas.
 - Add stairs
 - Select stairs icon in bottom toolbar, draw it to the specified location on current level. Click on level indicator (right corner) to select destination level. The level is opened, draw end point for the stairs.
 - Remove Exits/People/Stairs
 - Click on the icon and click on the object to be removed in the canvas.
 - Remove Obstacles
 - Click on remove icon and the obstacle to be removed.
 - Move Obstacles
 - Click on move icon and drag the obstacle to desired location.
- Save Map
 - Click on file menu and select Save map.
- Load Map
 - Click on file menu and select Load map.

3. Visualization

- Start Visualization
 - Start animation by clicking on Visualization in the menu, and selecting Start visualization. Progress bar will appear. When computation is finished animation is shown.
- View Visualization
 - Exits are colored in green, stairs are colored in red.
 - You can change the view of the camera by:
 - Move the camera
 - W: forward
 - S: backward
 - A: left
 - D: right
 - Tilting/Panning
 - Hold first mouse button and move the mouse
 - Interface commands:
 - O: Invisible levels
 - SHIFT: you can speed up the camera by pressing shift down while moving
- Statistics
 - Statistics information is shown in the Visualization. On the left corner are number of people and exits. Minimum and maximum path lengths. and finally number of people exiting.
 - Every exit has a counter for number of people exiting on top. Lines on the floor display the exits people use.

4. Specifications

- Formats
 - Map layout is saved in XML.
 - Models are OGREXML.

5. License agreement

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Other parts

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