

MiGAEL

MANUAL CHARGING-BLASTING

PC,
OCULUS QUEST

MOVING

IN 2D



Go near and far by scrolling the mouse.

Move by pressing and dragging the right mouse button.

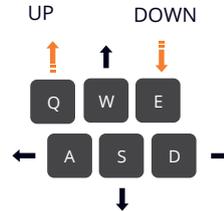
IN 3D



Adjust the speed of the camera by simultaneously pressing the right mouse button and scrolling.

Change the viewing angle by pressing and dragging the right mouse button.

Concentrate to selection:



PLACING A CHARGE TO THE ENVIROMENT

1. Go to the charging scene
2. Create a charge
3. Adjust charge settings with sliders and the settings options
4. Delete a charging by selecting it and pressing

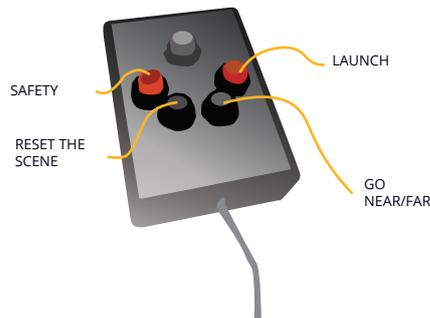


SELECT A LOAD: LEFT CLICK MOUSE

SELECT EVERY LOAD:

BLASTING

1. Go to the Blasting scene
2. Select the charging about to be blasted
3. Select a new charging by pushing "Load"
4. Press the safety button and wait for a sound signal (about 2 sec)
5. Keep the safety button pressed down and press the launch button until the loads blast



PREVIEW THE BLASTING

You can preview the blasting in both 2D and 3D. The speed of the blasting can be altered (Time scale).

Preview the blasting: "Blasting" -button

Reset the blasting: "Reset scene"



CHARGING

1. Go to the charging scene
2. Create charging by first selecting a load and then dragging it to the next load
3. Change charging by dragging the load to another load
4. Delete a charging by selecting the charging and dragging it away from the load

One load can have up to 5 chargings.

Blasting device is created and charged automatically. Charging works the same way with the blasting device as it does with the loads.