Manuals+

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Contents [hide]

JACKAL Application

INTRODUCTION

- This is your guide to the JACKAL application. Please keep this document safe and consult it should you require more information.
- This application can be used to navigate through multiple dimensions in spacetime.
- The primary methods of which are '2 Dimensional' and '3 Dimensional' spaces rendered in the visual spectrum.
- In these spaces, you will have the ability to interact and influence certain key details using your compatible Human Interface Device (HID).
- **PLEASE NOTE:** An environment can contain independent ENTITIES. While some of them may exert more control over continuity than others, it is virtually impossible that this control could extend beyond the rendering surface.
- **IMPORTANT:** All progress must be SAVED MANUALLY. This can be done easily through the MAIN MENU.

JACKAL uses two distinct modes to render environments:

- **EXPLORE (EXP.3D)** – Used for navigating '3 Dimensional' space. Typically utilised by large 'hub' areas that connect many smaller areas.
- **DISCOVER (DISC.2D)** – Used for navigating '2 Dimensional' space. Generally utilised by smaller areas. Allows a slightly higher resolution and deeper points of interaction.
- The rest of this document will explain how movement and interactions work in these modes.

MOVEMENT EXP 3D

EXPLORE (EXP.3D):

- Navigation in this mode is grid-based.
- This allows for incremental movement along the cardinal directions.
- This can be achieved by using the onscreen interface (NAVI) or inputting the movement key on your HID. By default, this will be mapped to the standard 'WASD' layout.

Additional movement functions and their default key associations:

1. Basic interaction with the current location is done via the cursor on the rendering

surface. Some locations may respond to the 'E' and 'Q' keys.

2. Hold a directional key/button to move continuously in that direction.
3. Hold SHIFT to enable SPRINT (movement at double speed). This can also be toggled by pressing the centre of the NAVI interface.
4. Strafing is bound to the 'Z' and 'X' keys.
5. Vertical tilting is bound to the 'R' and 'F' keys.

MOVEMENT DISC.2D

DISCOVER (DISC.3D):

- Navigation in this mode is via a series of flat images.
- The loss of the 3rd dimension allows for more complex interactions with the environment.
- The movement system consists of a combination of key presses on your HID and interaction from your cursor in the environment. Some limited movement is possible via the onscreen interface.
- By default, this will be mapped to the standard 'WASD' layout.

Additional movement functions and their default key associations:

- LEFT CLICK – This will give basic observations of a highlighted object.
- RIGHT CLICK – Brings up an INTERACTION menu for a highlighted object.

TOOLS

- In-application tools are available to you depending on the specific build of JACKAL used.
- All versions of JACKAL come with the TEXT, NOTES, and INVENTORY tools included.

TEXT:

- A tool in the form of a text box that displays a record of events and actions inside the environment. It is also used to display SYSTEM messages and events.

FEATURES:

1. Integrated into the onscreen interface.
2. Can be expanded and scrolled through using the onscreen buttons.
3. Displays text from different sources in their own colours.
   - **NOTES:** A tool for recording and organising information gathered during your activity.
   - **FEATURES:**
4. A variety of colour-coded tabs can be used to categorise different types of information for ease of access.
5. Can be opened via the onscreen button, or by the default HID key of 'J'.
6. Pages can be turned via onscreen buttons, or the 'A' and 'D' HID keys by default.

INVENTORY:

- A tool that acts as a repository for objects found during your activity. It works by rerouting the object's destination address to a space in the INVENTORY tool.

FEATURES:

1. The tool can be opened and closed by the onscreen buttons, or by pressing the 'I' key on your HID.
2. (WHILE OPEN) LEFT CLICK – Simulates the object being held by your manipulator. It can then be used and applied to the currently rendered environment.
3. (WHILE OPEN) RIGHT CLICK – Opens the INTERACTION menu for the highlighted object.
4. Other officially supported optional tools are available. The most common of these, which are included in the JACKAL build,s are as follows:

MAP:

- A frequently used tool to enable fast traveling around an already mapped environment. Typically used for (EXP.3D) mode.

FEATURES:

1. Offers a visual map of an area.
2. If enabled, allows instant travel to a discovered area by selection with the cursor.
3. If enabled, it can be opened by an onscreen button or the HID 'M' key.

MISC:

- The onscreen interface, by default, comes with three unassigned buttons. These appear below the TEXT tool display on the onscreen interface. Most architects choose to assign one of these to the MAIN MENU function, denoted by the '…' pattern.

FEATURES:

1. Unless permission is granted by an OPERATOR or ADMIN, the functionality of these buttons cannot be changed by a USER.
2. A way for permission holders to shortcut custom features that may be of specific use to a JACKAL build.

MAIN MENU

- An important feature of any JACKAL build is the MAIN MENU.
- This can be accessed at almost any time via the 'ESC' key on the HID.
- The MAIN MENU will grant access to a range of important functions included in the build. The standard functions are as follows:

LOAD:

- A function that can restore your running instance of JACKAL to a state recorded in an existing SAVE file. This state can exist in the relative past or future to the current state.
- Additional actions and features can be integrated into this function.

SAVE:

- A function that can record an environment and your parameters in their current states to a SAVE file.
- By default, this function is set to record all available data.
- Additional actions and features can be integrated into this function.

SOUND:

- A commonly included function to adjust the playback parameters of any audio source that the USER has permission to change.

OPTIONS:

- A frequently used function allowing the USER to adjust a variety of application parameters, typically to aid in USER comfort.

GRAPHICS:

- A function to let the USER adjust parameters related to the rendering of the visual spectrum on their chosen display.

EXIT:

- Safely ends the current JACKAL session. Any UNSAVED progress will be lost.

HELP:

- This function is often used to give additional support and information within the application itself.

Documents / Resources

JACKAL Application [pdf] User Manual
Application

References

- User Manual

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