

# Controller: Assigned View Operations

**[Right Analog Stick]:** To look up/down/left/right (Change the view direction)

**[Left Analog Stick]:** To move forward/backward/left/right (Change the viewpoint)

## **[Back] Button**

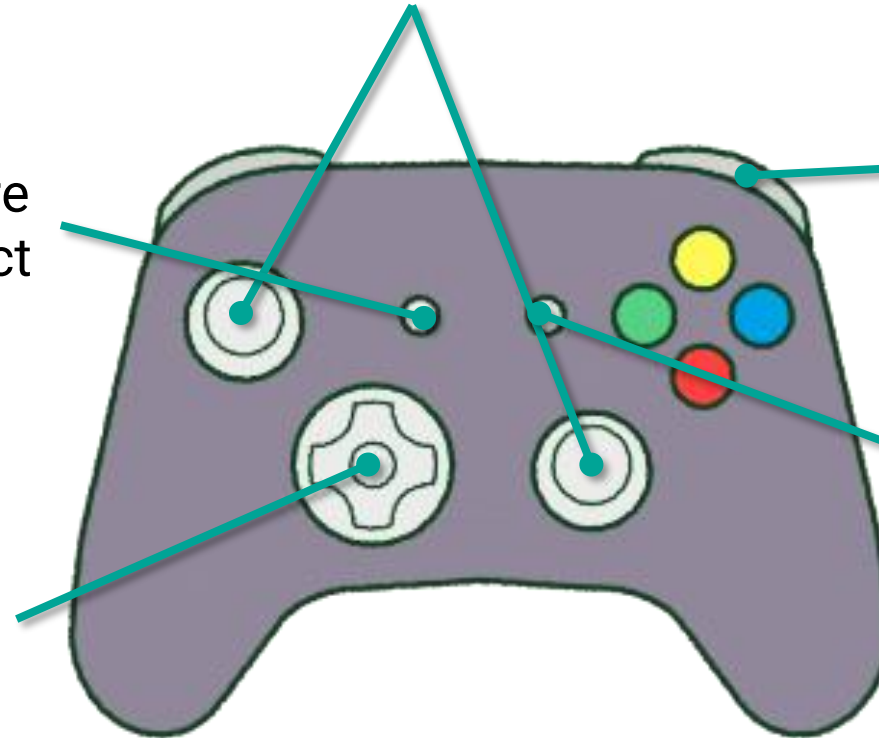
To move to the location where you can view the entire project (Change the viewpoint)

## **[D-pad: Left/Right]:**

To apply a Scene

## **[D-pad: Up/Down]:**

To change the display scale



## **[RB]/[RT]:**

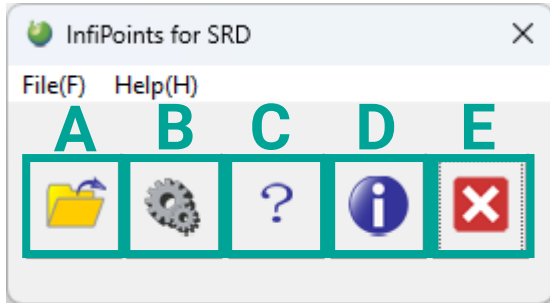
To move up/down (Change the viewpoint)

## **[Start] Button**

To move back to the initial location (Change the viewpoint)



# Launcher Dialog



**A. [Open Project]**

To open an InfiPoints project

**B. [Settings]**

To open the [Settings](#) dialog

*\* Please refer to the next page for the details about the Settings dialog.*

**C. [Open Help Document]**

To open the Help document of InfiPoints for SRD

**D. [About]**

To view the version information of InfiPoints for SRD

**E. [Close Application]**

To close InfiPoints for SRD



InfiPoints for SRD

Display Precision

Display density

1.30

(num/pixel)

Point size

1.0

☒

Adjust automatically according to distance from viewpoint

Placement of Project

Display scale

1

Depth for 3D volumetric display

200

mm

Movement Speed

Move forward/backward

4

km/h

Move up/down

4

km/h

Rotate

45

deg/s

Acceleration ratio

3

Braking ratio

3

NOTE) This section is to set a standard speed for fully-tilted analog sticks.

General

☒ Load all data at once when opening a project

OK

Cancel

Apply

Specify the depth for the 3D volumetric display.  
Set a greater value to increase the depth. Please note that it will be harder to view the objects near the viewpoint stereoscopically.



# Settings Dialog – 2

Infipoints for SRD

Display Precision

Display density

1.30

(num/pixel)

Point size

1.0

☒ Adjust automatically according to distance from viewpoint

Placement of Project

Display scale

1

Depth for 3D volumetric display

200

mm

Movement Speed

Move forward/backward

4

km/h

Move up/down

4

km/h

Rotate

45

deg/s

Acceleration ratio

3

Braking ratio

3

NOTE) This section is to set a standard speed for fully-tilted analog sticks.

General

☒ Load all data at once when opening a project

OK

Cancel

Apply

## Movement Speed

**[Move forward/backward]** \* *Left analog stick*

Specify the movement speed for forward/backward. Real number greater than 0.0

**[Move up/down]** \* *Right bumper / Right trigger*

Specify the movement speed for up/down. Real number greater than 0.0

**[Rotate]** \* *Right analog stick*

Specify the movement speed for rotation. Real number greater than 0.0

**[Acceleration ratio]** \* *[A] button*

Specify the acceleration ratio. Real number greater than 0.0

**[Braking ratio]** \* *[B] button*

Specify the braking ratio. Real number greater than 0.0

## General

**[Load all data at once when opening a project]**

Check this option to load the project data all at once when opening a project. When enabled, it will take a while to complete opening the project, but the drawing performance will be better. When disabled, it may take a while to complete drawing when viewing a new area.



# Shortcut Keys

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## Shortcut Keys

[X]

Apply the Scene which is the next one from the currently-applied Scene in the list (\*1)

[Z]

Apply the Scene which is the previous one from the currently-applied Scene in the list (\*1)

[0] to [9]

Apply the Nth Scene in the list (\*1)

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(\*1): Functions only when the applicable Scene exists.



# Inquiries on Spatial Reality Display

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Please contact Sony for inquiries on Spatial Reality Display.

<https://www.sony.com/electronics/support>