

Halden Virtual Reality Centre  
HVRC CREATE

User Guide

# HVRC CREATE

# Overview

HVRC CREATE System



Layout Tool



Model Bank Tool



Verification Tool



Guideline Tool



CREATE Viewer



Project Management Tool



User Tool



HVRC CREATE

Release 3.3

March 2010

HVRC CREATE: HVRC CREATE Overview User Guide.

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# 1 Overview

HVRC CREATE 3 is the third generation of the CREATE tool suite, and builds on the technical platform and functionality established during the implementation of CREATE 1 and 2, as well as valuable feedback gained from usability evaluations.

The CREATE control room design tools combine advanced interactive 3D technology with Web-based file management, providing an integrated package that supports and traces the various stages of a human-centred design process.

The software has been designed to support a flexible, iterative, design methodology, where a control room design is refined and tested many times before a final design is reached. This contrasts with traditional control room design methods where the design process only goes through one or two iterations, and where it is necessary to build a costly physical control room mock-up. Design iterations are tracked by the system.

When these virtual reality tools are used, it is not necessary to build a rigid physical mock-up, so greater emphasis can be placed on finding an optimal design solution for safe and efficient control room operation. Users with a variety of technical skills can operate the software, so control room operators, designers, human factors specialists, engineers and managers can all participate to some degree in the design process.

CREATE provides features designed to support and enhance communication between the various interest groups involved in a design project. Support for communication between the layout designers and reviewers is integrated into the system, while it is possible to extract electronic documents such as models, designs and reports for distribution to other interested parties.

The CREATE tools support the management of a reusable database of 3D objects, the interactive construction of control room layouts, and the validation of control room layouts against guidelines.

The CREATE tools are based on cross-platform Internet and Java technology and open standards such as ISO VRML, XML, and HTML.

## 2 Definition of Terms Used in the Documentation

Administrator	The user responsible for the management of a HVRC CREATE server. The Administrator always has access to the User Tool, Guideline Tool, and Model Bank Tool.
Administration rights	Access rights that can be assigned by the Administrator to other users to allow them to use the administration tools (User Tool, Guideline Tool, and Model Bank Tool). Administration rights are assigned on a per-tool basis.
CREATE	Control Room Engineering Advanced Toolkit Environment.
Designer	A user that designs a room layout using the Layout Tool.
HTML	Hypertext Mark-up Language.
Java	A general purpose cross-platform programming language.
Java 3D	An extension to the Java platform that is used to implement advanced 3D applications such as HVRC CREATE.
JPEG	An image format with lossy compression.
Layout	A 3D scene with associated data such as annotations that comprise a revision of a layout design.
Loader	A software library that enables 3D objects stored in files to be imported into an application.
Manikin	A virtual human. A 3D model of a human used to evaluate ergonomics.
Model	A pre-built 3D object stored in a Model Bank that can added to a layout.
Model Bank	A hierarchically organised database of pre-built 3D models.
PNG	An image format that supports efficient lossless compression.
Parametric Object	An object that can be added to a layout that is defined by a set of user-modifiable parameters as opposed to a static pre-defined Model Bank object.
Project Manager	User that is, or can be, responsible for the management of a project configuration.
Project Owner	The project manager that is responsible for a specific project.
Reviewer	A user that uses the Verification Tool to review designs.
Revision	A saved modification to a version. A revision is created when a layout version is modified and saved without specifically saving it as a new version.
Scene	The view of a layout displayed in a 3D view, comprising of a hierarchy of models and parametric objects
Server	A central database containing the CREATE system and project data.
Tool	A CREATE client application (e.g. User Tool, Guideline Tool, Model Bank Tool, Project Management Tool, Layout Tool, and Verification) used to manipulate data on a CREATE Server.
User	The primary user of whichever piece of software is being described.
Version	A layout with a unique name in the scope of a project. A version may comprise of several revisions.
VRML	Virtual Reality Modeling Language. VRML 97 is an ISO standard 3D file format.
XML	Extensible Mark-up Language. A meta-language used to define a valid data hierarchy for structured data that can be used to encode data.

## 3 Getting Started

### 3.1 System Requirements

The HVRC CREATE Tools are based on cross-platform Java technology.

If you are using Microsoft Windows or Linux x86 then the installer will offer to install an appropriate Java environment for you. The software can be installed on other operating systems that supports the minimum required Java 5 and Java 3D software versions listed below.

If you are using Apple Mac OS X then Java is preinstalled. If you are using version 10.4 Tiger then Java 3D 1.3.1 is also preinstalled. We recommend that you upgrade to at least Java 3D 1.5.1 for Mac OS X using the supplied installer.

If you are not using Microsoft Windows, Apple Mac OS X, or Linux x86, ensure that Java and Java 3D are installed before installing the software. The latest versions of Java and Java 3D can be located on Sun Microsystems' Java Web site at <http://java.sun.com/>.

The minimum *recommended* requirements for the system is:

- 1 GHz Pentium 4 or 1GHz G4 PowerPC Personal Computer
- 512Mb RAM
- Microsoft Windows XP/2003, Apple Mac OS X 10.4, or Linux x86
- Java 5 JRE/JDK 1.5.0\_09
- Java 3D 1.5.1
- 3D Graphics accelerator card (>32MB display memory recommended)
- A three-button mouse (or a two-button mouse with scroll-wheel "button")

The software can be used on a less powerful hardware configuration with a two-button mouse, however system performance will not be optimal.

Use the alt-key on your keyboard in combination with the left mouse button to simulate the middle mouse button if you do not have a three-button mouse.

For single-button mice, the control key is typically used in conjunction with a mouse click to simulate a right-button click.

For the CREATE Server, the first three requirements above should be met, but the Java requirements and graphics requirements are not relevant as the server is not based on Java technology and does not require 3D graphics capabilities. However, machines used as servers should not have dynamic Internet addresses. Installing servers on laptops is similarly not recommended however it is possible, with some usage restrictions. Contact Support (see section 3.4) for information.

### 3.2 Installation

**Important:** See System Requirements above before installing.

The installer called "CREATE Tools Installer" installs the full set of tools.

Double-click on the installer and follow the instructions.

The installer called "CREATE Server Installer" installs and (for Microsoft Windows only) configures the server.

*Always install the software onto the server with the server in the network state that it will be used in.*

Networked servers must be connected to the network when the software is installed and offline servers (typically single-user servers on laptop computers) must be installed with the server off the network in the state in which it will normally be used. You are advised to restart the computer before installing if you switch the network state prior to installing, to ensure that the system is in the correct state.

Double-click on the installer and follow the instructions carefully.

See the example data in Data directory on the CD (or as a separate download if distributed electronically) for data that you can install on your server to get started using CREATE. It contains example guideline sets and templates for making new guideline sets.

Instructions for installation of your license key file will be distributed with the license key file. If you have not received a license key file then contact Support (see section 3.4) for assistance after installing the server with the license key request data that is reported by the installer program.

The server usually starts automatically once it has been installed. It is restarted automatically each time the sever computer is restarted. The rest of this user guide refers to the tools only, and not the server. Once installed, the server should not need any intervention except when installing upgrades.

### 3.3 Starting the Tools

To run one of the tools, open the CREATE directory, which was created when you installed the tools and/or server, and double-click on the icon for the tool you wish to use.

Depending on what options you selected when running the installer, you may also be able to start the tool by double clicking on an icon on the Microsoft Windows desktop or by selecting it from the Start menu (in the "HVRC CREATE 3.0" group).

**Important:** The first time you run a CREATE tool, a wizard will appear that guides you through configuring your connection to a CREATE Server. After the wizard has completed, you can change your settings via the Preferences Window (see [The Preferences Window](#) - section 7.1). Ask your system administrator or project manager for assistance if you do not know what server address to enter.

*The information above assumes that you are running on a Microsoft Windows platform. On other platforms, the installer attempts to follow the conventions of that platform to provide easy access to the installed software.*

### 3.4 Support

Please send questions, bug reports, or requests for new features to [create-support@hrp.no](mailto:create-support@hrp.no)

When submitting bug reports, please include the following information:

- A description of the result and how it differed from what you expected
- The conditions or circumstances under which the problem occurred
- Any other information that could be useful to isolate the problem, including the version of CREATE you are using, the version of the operating system of your computer, and the type of graphics card you are using. An overview of useful technical information is displayed in the tool's About dialog, located in the Help menu, and can be copied into an email or saved to disk in a text file.

### 3.5 User Identification

**System administrators using the tools for the first time should refer to the User Tool User Guide for instructions on managing users.**

Before you can use a tool to do any work, the server administrator or your project manager must have assigned a login name and password to you. If you do not have a login name and password then contact the server administrator or your project manager for assistance.

When the tool starts up and needs to retrieve data from the server, it will usually request that you enter your login name and password. If this does not occur then you should check that the CREATE server address has been correctly set (see [The Preferences Window](#) – section 7.1). If the server address is correct then you should verify with your system administrator or project manager that the host is currently operating and accessible on your network.

You will not be able to use the tool to do anything other than access items in the Help menu and specify the server address in the Preferences Window if you are not logged on to a CREATE server.

**Important:** If you enter an incorrect username and/or password then you may have to restart the tool in order to log onto the server. After a successful login, you can enable an auto-login feature via the Preferences Window so that you do not need to enter your username and password each time.

### 3.6 Changing Your Password

All of the tools, except the User Tool, enable you to change your password via the Edit > Set Password... menu item. For security reasons, you should change your password regularly and use a password that is difficult for other people to guess.

You must be logged on to a CREATE server in order to change your password.

#### To change your password:

1. Select Edit > Set Password...
2. The Change Password dialog will appear:



*The Change Password Dialog*

3. Enter a new password into the Password field
4. Enter the new password again in the Confirm Password field
5. Click on OK to commit the change or Cancel to abort
6. If you commit the change and the two passwords entered do not match, you will be asked to enter the passwords again

### 3.7 Using the Tools

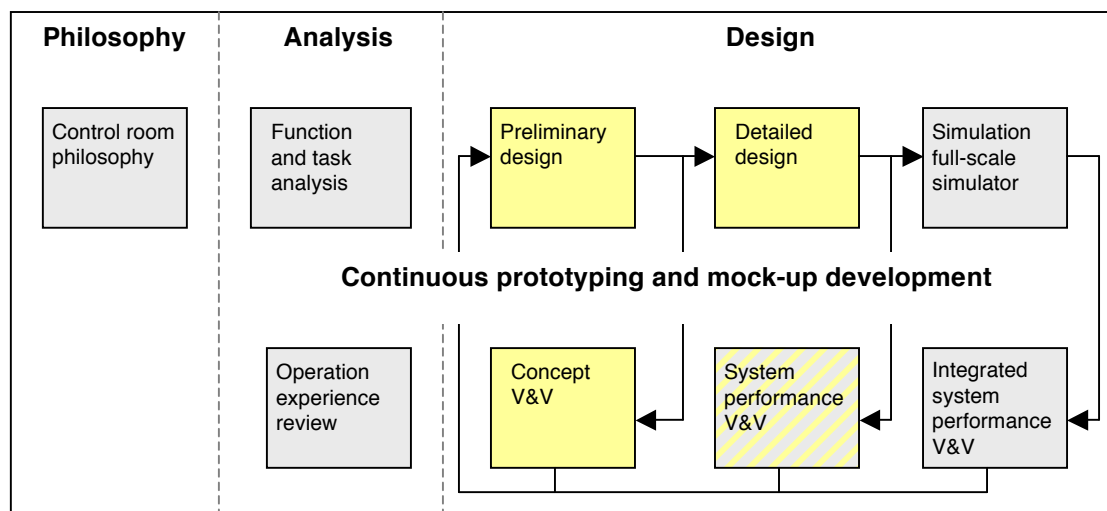
Please refer to the individual user guide for the tool you wish to use.

An overview of the tools and their usage is provided in section 5 of this document.

## 4 The Design Process

CREATE has been designed to support human-centred design processes, in particular to support complex control room design requirements. Using CREATE to work with virtual room layouts early in a design process benefits project continuity and enables the active participation of designers and reviewers that are not accustomed to traditional technical design tools. CREATE enables human factors and operational experience input to be included at an early stage in a design process, to ensure that end-user requirements are addressed and that the final design meets the expectations of all stakeholders.

Individual projects vary widely in nature. However, inter-disciplinary design teams are commonly needed to adequately address the complex requirements of projects. For a control room design project, the design team typically includes engineers, process experts, operational staff, managers, vendors, and human factors specialists. Each discipline brings to the design its view of the goal, and a virtual control room can therefore serve as an effective common focal point for discussion. By presenting a design in a visual manner that is easy to comprehend, CREATE can thus help multi-disciplinary design teams to communicate and assess design ideas effectively.



*Outline of a typical human-centred design process with the tasks that the CREATE tools support highlighted.*

The diagram above shows a typical control room design process, with the tasks that are best supported by CREATE highlighted. The arrows indicate design iterations at each stage.

For additional information on this approach to control room design, see:

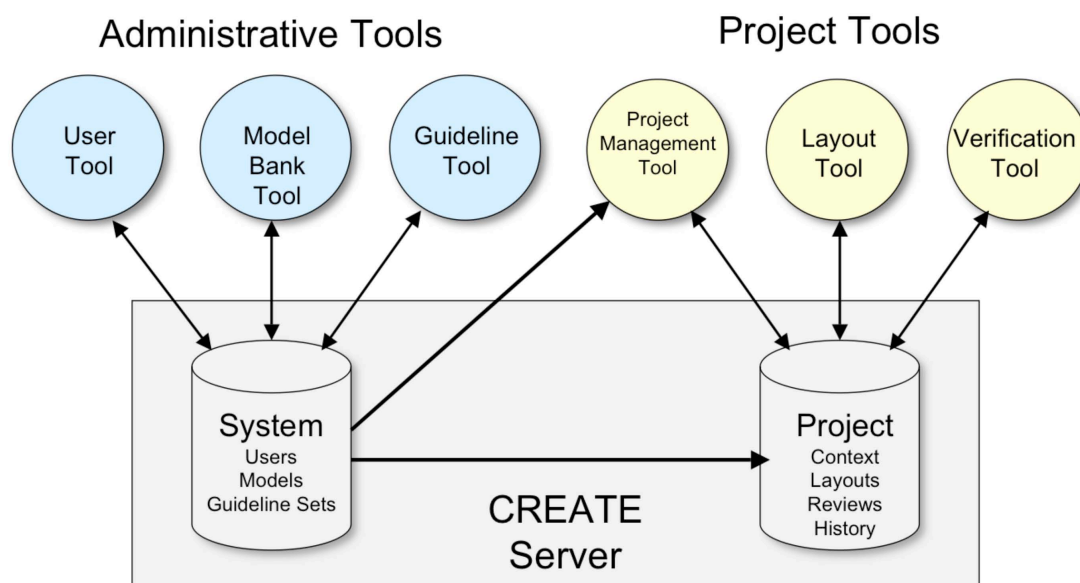
Drøivoldsmo, A. and Louka, M.N. (2002) Virtual Reality Tools for Testing Control Room Concepts. In B. Liptak (ed.) *Instrument Engineers' Handbook: Process Software and Digital Networks* (Volume 3, 3rd Edition). Florida, USA: CRC Press LLC.

Louka, M. N., Gustavsen, M. A., Edvardsen, S. T. (2006) Using Virtual Reality to Support Multi-participant Human-Centered Design Processes for Control Room Design. In *Proceedings of 5th International Topical Meeting on Nuclear Plant Instrumentation, Controls, and Human Machine Interface Technology (NPIC&HMIT 2006)* at the American Nuclear Society 2006 Meeting, November 12-16, 2006, Albuquerque, NM, USA: American Nuclear Society.

## 5 Toolkit Overview

The CREATE toolkit is client-server based, to enable users to share data “transparently”. Through storing all data on a centralised password-protected server, users are identifiable and always have access to the latest versions or revisions of data. There is also reduced risk of data loss as the central databases can be backed up conveniently at regular intervals.

An overview of the system is shown in the diagram below:



*Overview of the CREATE system.*

The *administrative tools* are used to manage system data, including user access to the system in general and libraries of guideline sets and models that are shared by projects. Access to these tools is normally restricted to a small number of users. The *project tools* are used by the majority of users and are used to create and manipulate project data.

A brief description of each of the tools is provided in the sub-sections below.

### 5.1 Server Administration Tools

#### User Tool

The User Tool is used to manage user login names and passwords for users that can be assigned to projects or have administration rights and to assign privileges to users.

#### Guideline Tool

The Guideline Tool is used to install and update sets of guidelines that can be used by any project.

#### Model Bank Tool

The Model Bank tool is used to install and update 3D models that can be used to construct control room layouts.

### 5.2 Project Tools

#### Project Management Tool

The Project Management Tool is used to specify which users, guidelines, and models in the global database can be used in a project context, and to assign roles to project participants.

#### Layout Tool

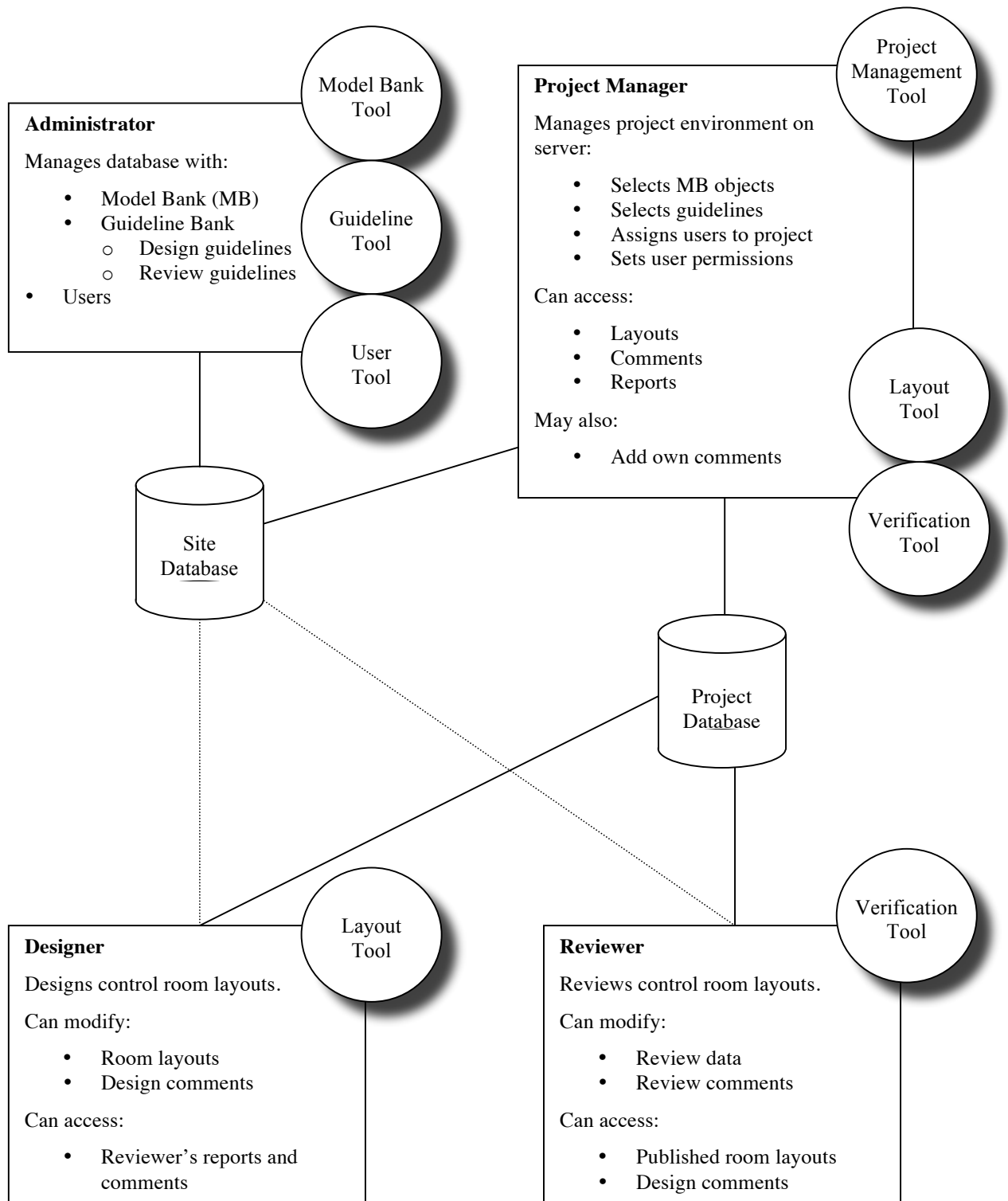
The Layout Tool is used to create and modify room layouts, with optional online design guidelines to provide assistance.

#### Verification Tool

The Verification Tool is used to test room layouts against design review guidelines.

## 6 Toolkit Users

### 6.1 User roles and associated tasks



The diagram above shows the user roles, associated tasks, tools, and communication routes within the context of a control room design project.

Users have *rights* that are assigned using the User Tool by a user with administration privileges and *roles* that are specified by a project manager within the scope of a specific project. A user can be given the rights to create new projects (i.e. the right to assume a *project manager* role), and can be given administration rights (i.e. permission to assume an administration role to a degree specified by an *administrator* user). A user's role in a project as either a *designer* or a *reviewer* (or as both) is specified by the project manager that owns the project using the Project Management Tool. Any user, except the built-in *admin* user can be assigned to projects using the Project Management Tool.

Users can therefore be viewed as belonging to groups that specify which rights and roles they can have within the context of a project or the administration of a HVRC CREATE system.

## **6.2 Workflow for each role**

For an explanation of the typical workflow, readers are referred to section five (V) of the paper:

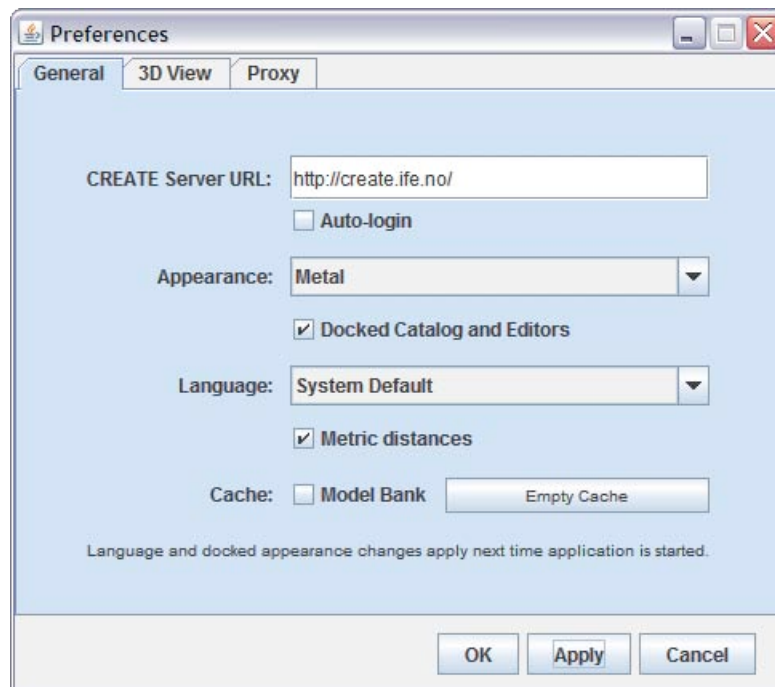
Louka, M. N., Gustavsen, M. A., Edvardsen, S. T. (2006) Using Virtual Reality to Support Multi-participant Human-Centered Design Processes for Control Room Design. In *Proceedings of 5th International Topical Meeting on Nuclear Plant Instrumentation, Controls, and Human Machine Interface Technology (NPIC&HMIT 2006)* at the American Nuclear Society 2006 Meeting, November 12-16, 2006, Albuquerque, NM, USA: American Nuclear Society.

A copy of which is distributed with the HVRC CREATE user documentation as:

`ife-hr-e-2006-017.pdf`

## 7 Configuration

### 7.1 The Preferences Window



*The Preferences Window*

The first time you use one of the CREATE tools you will normally be presented with a wizard that assists you in setting the configuration options that you need to get started using HVRC CREATE. Subsequently, you can adjust your personal configuration via the options in the Preferences Window.

The Preferences Window can be accessed from the main menu bar's Edit > Preferences... menu item. The keyboard shortcut to open the Preferences Window is ctrl-comma (or command-comma).

Changes to preferences are global and therefore affect all CREATE tools that you use, however they are also personal and will not affect any other users of CREATE that share a computer as long as you are not sharing a computer user account.

There are three sets of preferences in the Preferences Window, the most important of which is the "General" set, which is used to enter the address of the CREATE server that will be used. The individual sets and the options they contain are described in the subsections below.

The Preferences Window has three buttons:

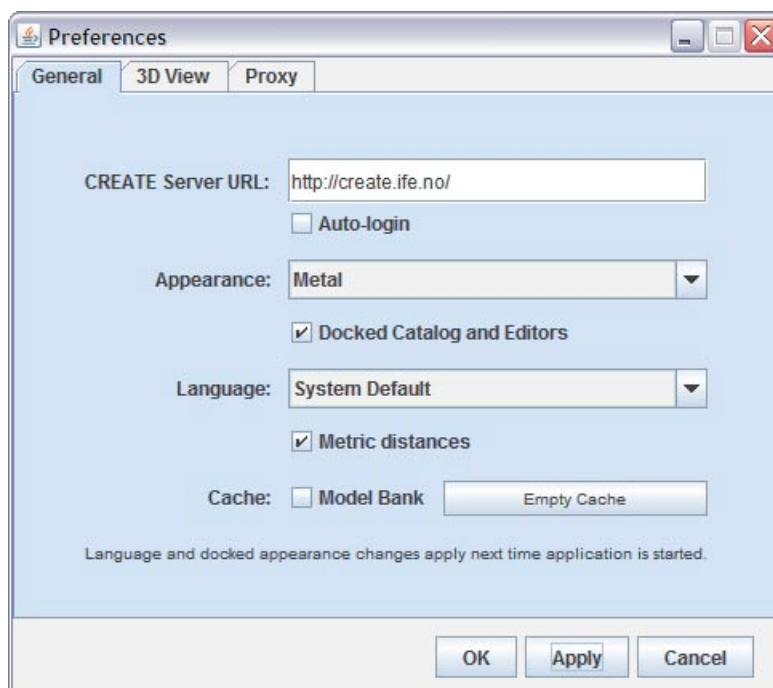
- OK is used to update the preferences and close the window
- Apply is used to set the update the preferences but not close the window
- Cancel is used to dismiss the window without making any changes

Clicking Apply followed by Cancel is equivalent to clicking OK.

A configuration file containing your preferences is created in your home directory, in a directory called ".create". The location of this directory depends on the operating system of the computer you are using. On Windows and Linux, it is located at the top level of your user area. Under Mac OS X, it is located in your user preferences directory, in a directory called "create".

Closing the window by clicking on the close box (top right of the window) is equivalent to clicking on the Cancel button. Hitting the escape key is also equivalent to clicking on the Cancel button.

## 7.1.1 General Preferences



*The General Preferences section of the Preferences Window with server create.ife.no set*

The General Preferences section of the Preference Window is used to set the CREATE server URL, to specify the appearance of the CREATE tools, and to toggle caching to local disk of 3D models in the Model Bank.

### **Important information about changing the server URL:**

- In general, it is recommended that you change the server URL setting either immediately after starting up a tool or immediately after saving any unfinished work to the current server, to avoid any risk of data loss before switching to a different server.
- If you are behind a firewall and are using a proxy server to access the internet then you should also refer to [Proxy Preferences](#) – section 7.1.3 if you need to access a CREATE server that is not on your local network (e.g. to access the demonstration server on create.ife.no).

**If some features of the tool are not working correctly and the software is reporting server access errors then the reason may be that the server is incorrectly configured, in which case you should report this to your CREATE server administrator.**

The General options are described below:

#### CREATE Server URL

The server URL is the Web address of the CREATE server where all CREATE system and project data is stored. It is shared by all of the tools. If you attempt to modify the server URL then you will be asked to confirm the change.

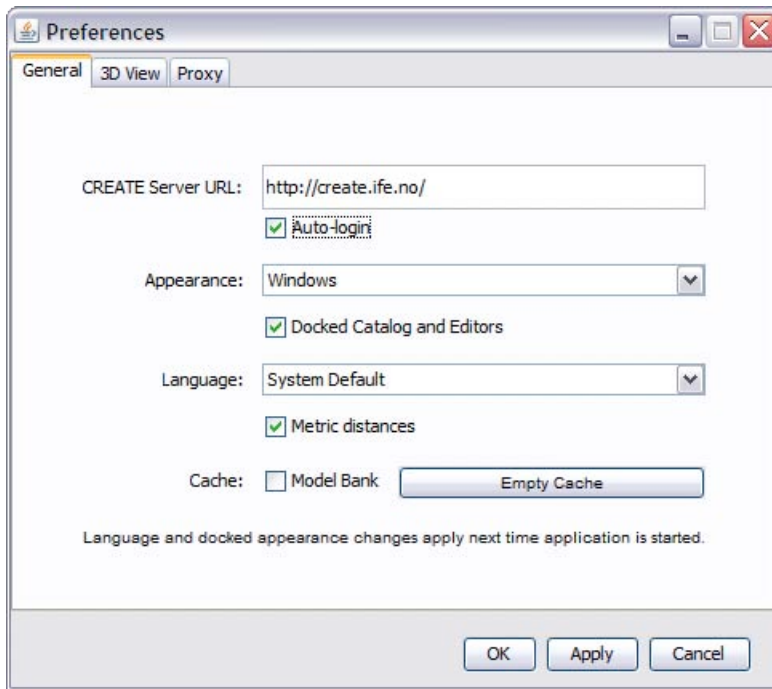
Changing the server URL to a non-existent host will render the tools unusable until a valid host URL has been entered. Changing the server URL before saving any work that has been done during the current work session will result in any unsaved data being lost.

**Important: See notes above regarding changing the URL.**

#### Auto-login

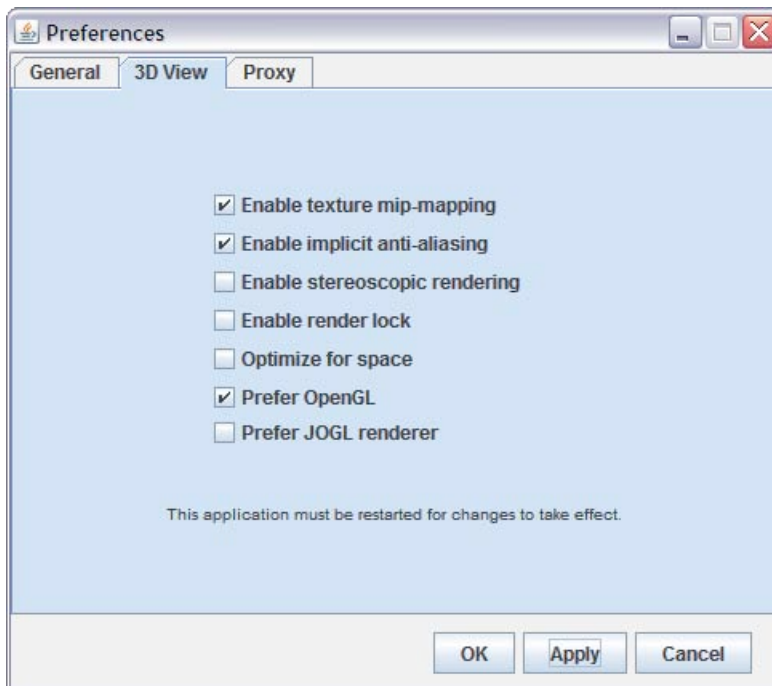
If you are logged onto a CREATE Server then this option will be enabled. Once enabled, you can select it to indicate that you would like the tools to remember your user name and password for the current server and use it to automatically log on to the server at any time where you would otherwise be prompted to

	<p>enter user name and password. The password is stored in encrypted form in the create preferences file for security reasons.</p>
Appearance	<p>The default Appearance is that of the host operating system. The host operating system appearance normally gives the CREATE Tools a look similar to that of other applications on your computer. The cross-platform (“Metal”) setting is the appearance used in the user documentation, and provides a consistent user interface look and feel regardless of whether you are running the software on Windows, Linux, Mac OS X, or some other operating system. A more modern-looking cross-platform appearance, introduced more recently to the Java platform, is “Nimbus”.</p>
Docked Catalogue and Editors	<p>This option (currently only used by the Layout Tool) causes the Model Bank Catalogue and Editors side panels to be detached from the main application window. When detached, the panels appear as floating windows that can be moved freely around your computer screen. This is especially useful if you have multiple displays attached to your computer as you can then move the Catalogue and Editor panels to a different display, giving more space to work with the 3D view on your main display.</p> <p>This option takes effect the next time the Layout Tool is started.</p>
Language	<p>The text of the HVRC CREATE tools user interfaces can be displayed in English, US English, French or Norwegian. By default this option is set to system default, enabling the software to select the language automatically depending on your operating system language settings. However, you can also select the language specifically. For example, this can be useful if you are working on an international project where English is the project language, but your personal computer is otherwise configured to use a non-English language.</p>
Metric distances	<p>If you want distances to be displayed using U.S. measurement units then you can turn this option off, otherwise distances are displayed in metric units.</p>
Cache	<p>If Model Bank caching is enabled then frequently used models load faster as copies of the models are read from the local hard drive, rather than transferred over the network, each time the model is loaded. The effect of this depends on the speed of the network and the size of the models. The greatest benefit of using caching is achieved when frequently accessing models over a slow connection to a server. Since the model cache is stored on the local disk, it is important that there is sufficient disk space (a few megabytes is usually sufficient) and that you are not using an insecure computer and an insecure user account to access the models (from which the cached models could be copied).</p> <p>Pressing “Empty Cache” deletes the data in your local cache, freeing up disk space.</p> <p>Caveat: If you are using a computer where your home directory is on a server (rather than stored locally on the computer that you are using) then turning on the cache may actually slow down the loading of Model Bank data, if the network connection to the CREATE Server is not significantly slower than the connection to your. <b>We do not recommend turning on the cache if your home directory is on a network server.</b></p>



*The Preferences Window with the Windows appearance selected, while running on Windows XP.*

### 7.1.2 3D View Preferences



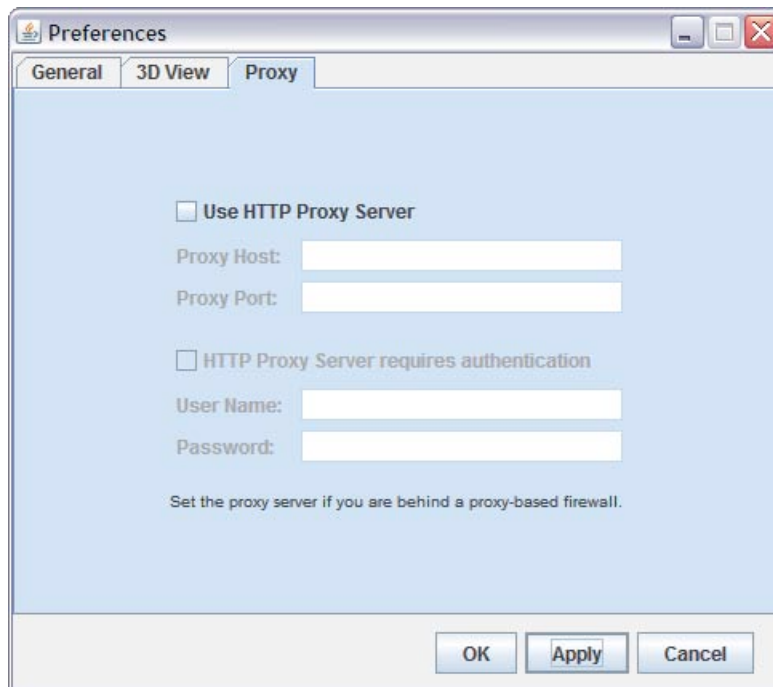
*The 3D View Preferences section of the Preferences Window*

The 3D View Preferences are only applicable to the tools that display 3D graphics, and offer control over the way in which the 3D graphics are rendered. These options generally have no effect until the application has been restarted as they affect the way in which the 3D view is initialised.

The 3D View options are described below.

Enable texture mip-mapping	Enable generation of multi-resolution textures when textured models are loaded. This option improves the appearance and performance of textures, however some graphics cards may not support this feature and the loading of textured models is significantly slower if this option is enabled. Default off.
Enable implicit anti-aliasing	Allow the display driver to control full-screen anti-aliasing settings. If you have a graphics card with support for anti-aliased rendering then this option enables will cause the tool to acknowledge your anti-aliasing set-up. This option can greatly improve the visual appearance of the 3D view but there may be a significant performance loss, and some graphics cards do not support this feature. Default off.
Enable stereoscopic rendering	Enable initialisation of 3D views in stereo mode. This option will only have an effect if you have a graphics card that supports active stereoscopic rendering. Unless you are actually using stereoscopic hardware, you should not enable this option as stereoscopic rendering will decrease the overall performance of the 3D view as it requires more effort of the graphics card. Default off.
Enable render lock	Controls rendering execution. Try changing this if you have driver problems. In general, you should leave it off. This option is offered only because it can resolve graphics driver problems in some special cases. Default off.
Optimize for space	Optimize 3D geometry to use less memory at the expense of slower performance. Only disable this if you have lots of memory and need to squeeze out a little more performance. In most cases the difference is hard to detect so we recommend leaving it on. Default on.
Prefer OpenGL	This option is only available under Microsoft Windows. If turned off then Java 3D uses the DirectX 3D renderer, if it is available. In general, the OpenGL renderer is recommended, however some PCs, and in particular some laptops, perform poorly with OpenGL.
Prefer JOGL	This option is only available for Microsoft Windows and Linux x86 and enables the alternative “JOGL” (or JSR-231) OpenGL renderer. This renderer is default (and the only renderer available on Mac OS X).

### 7.1.3 Proxy Preferences



*The Proxy Preferences section of the Preferences Window*

If you are behind a firewall and are using a web proxy server to access the Internet then you will need to configure the CREATE tools to use a proxy server if you wish to access a CREATE server that is not on your local network (e.g. to access the demonstration server on create.ife.no).

To enable proxy support, check the Use HTTP Proxy Server option, enter the server address (without entering `http://` in front of it and without any trailing slashes) in the Proxy Server field and the port number in the Port field. If you leave the port field blank then the default port (80) will be used.

To disable proxy support, uncheck the Use HTTP Proxy Server option.

If necessary, select Proxy Server Requires Authentication and enter your network (ie not CREATE) user name and password.

**Note that changing these items while in the middle of doing work with a CREATE tool is not recommended. Change these settings immediately after starting up a tool or after saving any unfinished work to avoid any risk of data loss.**



*Example of a filled-in Proxy Preferences section of the Preferences Window*