

Demo 3.6

Documentation

SYSTEM REQUIREMENTS

Minimum Requirements

- **Operating System:** Windows 10 (64-bit)
- **Processor:** Intel Core i5 or equivalent
- **Memory:** 8 GB RAM
- **Graphics:** GPU compatible with DirectX 12
- **Storage:** 4 GB available space
- **Internet:** Required for loading online project data

Recommended Requirements

- **Operating System:** Windows 11 (64-bit)
 - **Processor:** Intel Core i7 or AMD Ryzen 7
 - **Memory:** 16 GB RAM
 - **Graphics:** NVIDIA RTX 2060 / AMD RX 6600 or better
 - **Storage:** 8 GB available space (SSD recommended)
 - **Internet:** Stable broadband connection recommended
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DOWNLOAD

Esekan Viewer is distributed as a compressed archive.

File:

Esekan-Demo-3.6.zip

Steps:

1. Download the archive
 2. Extract the file
 3. Run `Esekan.exe`
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RUNNING THE DEMO

Viewer does not require installation.

After extracting the archive, simply run:

`Esekan.exe`

INTERNET DATA LOADING

When Viewer starts, it attempts to connect to the remote project server.

The server provides:

- Project metadata
 - Apartment data
 - Pricing information
 - Media assets
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OFFLINE / FIRST LAUNCH

On first launch, Viewer checks for an internet connection to retrieve project data:

1. Online Connection Available

- Viewer downloads the required project data from the server.
- The downloaded data is saved locally for future offline usage.
- **Local storage path:**

`C:\Users\<>username>\AppData\Local\Esekan\Saved\CSV.CSV`

Replace `<username>` with the current Windows account.

- Example:

`C:\Users\John\AppData\Local\Esekan\Saved\CSV.CSV`

2. No Internet Connection

- Viewer attempts to read the local data file from the same path.
- If the file exists, the application loads the project using the cached data.
- If the file does not exist, the application cannot load project data until an internet connection is established.

Note:

In Viewer 3.7 and later, the first-launch data is fully embedded within the build, ensuring the application runs immediately even without an internet connection.

CONTROLS

Viewer is designed for simple interactive navigation and supports both **Mouse** and **Touchscreen** input.

Mouse Controls

- **Left Click:** Interact with objects and UI elements
- **Mouse Movement:** Rotate the camera and explore the environment
- **Mouse Scroll Wheel:** Zoom in and zoom out
- **User Interface:** Buttons and tools can be activated using a left mouse click

Touchscreen Controls

- **Single Tap:** Interact with objects and interface elements
- **Drag Gesture:** Rotate the camera and navigate through the scene
- **Two-Finger Drag:** Zoom in and zoom out
- **Interface Buttons:** Can be activated by tapping directly on the screen

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