BATTLESCOPE / INTERACTIVE 3D

Walk the battlefield

GETTYSBURG, PENNSYLVANIA / JULY 1-3, 1863

A quick guide to the Windows historical scene player

Start exploring

Extract the complete ZIP to a folder, then run Gettysburg3D.exe. Keep its data folders beside it. Use a Windows 64-bit PC with a mouse and keyboard. Choose a scene on the left, press Play, and use the camera to explore.

Your essential controls

W A S D / middle drag	Pan the camera; hold Shift for faster keyboard movement.
Right drag / wheel	Orbit around the focus / zoom in or out.
Click / double-click	Inspect a formation / attach the camera and follow it.
F / 3	Toggle follow / follow the selected formation near the ground.
1 / Home / T	Frame the scene / battlefield / Little Round Top.
Space / left-right arrows	Play or pause / move to the previous or next scene.
Timeline / speed	Seek within the scene / cycle playback speed.
F1 / N / L / K / H	Help / story / unit tags / landmarks / interface.
Escape / Ctrl + Q	Pause and restore the interface / quit the player.

Use Unit tags [L] to hide name boxes and see the soldiers. Landmarks [K] controls place names separately. You can still click a unit to inspect it. Both settings are remembered. Open F1 for help, volume and mute.

Sound and context

LISTEN / EXPLORE / UNDERSTAND

What this presentation shows, and how to read it

Hear action where it happens

Your camera is the listening position. Move toward active formations to hear their movement, musket volleys and cannon fire. Sound becomes quieter with distance and stops beyond its audible range. Movement carries up to 250 metres, muskets 1,600 metres and cannon 3,200 metres.

Sound follows the scene timeline and authored action windows. Pause, seek, scene changes and Help clear current sounds. Open F1 to adjust volume or mute. These sounds illustrate the presentation; they are not recordings of the historical battle.

Ten scenes, one historical presentation

Explore July 1 through the aftermath of July 3: the opening cavalry action, Iron Brigade, retreat to high ground, fighting on the Union flanks, the Grand Cannonade and Pickett's Charge. The ten scenes contain 233 seconds of authored playback. You control the viewpoint and timeline; this version does not let you issue combat orders or change the historical outcome.

Measured terrain, interpreted history

The base is USGS 3DEP 2017 lidar, with one world unit per metre. Version 0.5.1 removes the modern Teeter quarry southeast of Powers Hill: its operator dates the crushed-stone business to 1925. Pre-quarry ground is estimated from the surrounding surface, not a surveyed 1863 height map. Terrain outside the correction footprint is unchanged. Roads, scenery and troop placement remain interpretive; this correction does not reconstruct every later landscape change. See READ-ME.md for sources and uncertainty.

Sources and credits

Historical scene data: BattleScope detailed Gettysburg presentation. Geographic reference: USGS 3DEP/GNIS and National Park Service landmarks. Sound: five existing BattleScope assets originally generated with ElevenLabs, adapted to mono for spatial playback. No new paid sound generation was needed for this release.

Get the player and future released battles at battlescope.click. Discover more games at truckfishgames.com. This free guide can be read without buying a membership.