

Using The Robot Program

- I coded the program using Xcode on Mac; however, it shouldn't be any different than running it on Windows.
- The key inputs are the same with the instructions, however there is a function I build in the controller menu.
 - To move the robot use the arrow keys, this moves the mesh (not the camera).
 - You can also use the menu as normal HOWEVER while using the controller I disabled the orthographic view because I thought it was lame.
 - To turn everything back to normal, turn the controller off in the controller menu.