

### **To control the crane:**

Open [Your Project Folder] -> [ProjectSettings] -> copy/drop the my file "InputManager.asset"

### **Controls:**

Crane forward "**S**" / arrow to down

Crane backward "**W**" / arrow to up

Telpher right "**D**" / arrow to right

Telpher left "**A**" / arrow to left

Hook down "**left ctrl**"

Hook up "**left shift**"

controller right "**E**"

controller left "**Q**"

*You can select animation layers that will be launched from the middle  
"Layers Names To Init At Half"*