

Controls Documentation

Trigger – Until the trigger is pressed, the simulation proceeds at one time speed. As it is pressed the simulation speeds up based on the degree to which the trigger has been pressed. When it is pressed all the way, the simulation runs at ten times speed.

Grip – When one of the grip buttons is pressed concurrently with the corresponding laser pointer being directed at a celestial body, said body is grabbed and held near the controller. Releasing the grip button returns the celestial body to its proper place.

Touchpad Click – When held, the orbits will fade into the scene. When it is released, they fade back out.