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#### Commands

- \* Q/q -> Quit
- \* R/r -> create a new terrain
- \* I/i -> Toggle between light0 and light1 controls
- \* T/t -> Move light up y axis
- \* B/b -> Move light down the y axis
- \* G/g -> Move light left along the x axis
- \* H/h -> Move light right along the x axis
- \* V/v -> Move light forward along the z axis
- \* Y/y -> Move light backwards along the z axis
- \* L/l -> Toggle lighting on or off
- \* W/w -> Toggle wireframe modes
- \* K/k -> Toggle between flat and smooth shading
- \* A/a -> Display help script

This program generates a terrain that one may imagine seeing in a video game world.