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This program uses the following keyboard and mouse commands (Taken directly from the program code):

```
*   Q/q -----> Exits the program
*   P/p -----> Pauses the animation
*   R/r -----> Resets the screen
*   A/a -----> Randomizes new objects
*   Space -----> Draws a new animated object (Polygon Mode Only)
*   1 -----> Changes the mode to Dot
*   2 -----> Changes the mode to Line
*   3 -----> Changes the mode to Polygon
*   + -----> Increases the speed of all vertex objects
*   - -----> Decreases the speed of all vertex objects
```

In addition, please find controls for size and colour in a menu attached to the right mouse button.

(For Macs, the right mouse button can be simulated using the small grey ball tracker in the centre middle of the mouse face. Go to: System Preferences -> Keyboard & Mouse -> Mouse. In the diagram, relabel the ball tracker to 'Secondary'. This button will now work like the right mouse button when pressed.)

The left mouse button adds points: every two clicks creates a single point.