# User Manual

## Keyboard

|  |  |
| --- | --- |
| Key | Action |
| W | Forward Motion |
| S | Halt/Backwards Motion |
| A | Strafe Left |
| D | Strafe Right |
| Move Cursor | Rotate Player View |
| Space | Jump |
| Left-Ctrl | Crouch |

## Leap Motion (Obstacle Avoidance) (1 Hand)

|  |  |
| --- | --- |
| Movement | Action |
| Hand swipe left | Strafe left |
| Hand swipe right | Strafe right |
| Hand swipe up | Jump |
| Hand swipe down | Crouch |

## Leap Motion (Obstacle Avoidance) (2 Hands)

|  |  |
| --- | --- |
| Movement | Action |
| Hands swiped left | Strafe left |
| Hands swiped right | Strafe right |
| Hands swiped up | Jump |
| Hands swiped down | Crouch |
| 1 Hand present | No actions available |

## Leap Motion (Way Finding) (1 Hand)

|  |  |
| --- | --- |
| Movement | Action |
| Palm rotation left | Rotate camera left |
| Palm rotation right | Rotate camera right |
| Hand present | Forward motion |
| No hand present | Stop |
| Closed fist | Backwards motion |

## Leap Motion (Way Finding) (2 Hands)

|  |  |
| --- | --- |
| Movement | Action |
| Palm rotation left (either or both hands) | Rotate camera left |
| Palm rotation right (either or both hands) | Rotate camera right |
| 2 Hands present | Forward motion |
| 1 Hand present | Stop/able to rotate |
| No Hands present | Stop |
| Closed fist (either or both hands) | Backwards motion |

## Leap Motion (Object Manipulation)

|  |  |
| --- | --- |
| Key | Action |
| Pinch fingers | Picks up object close enough |
| Release pinch | Release pinched object |

## Kinect (Oculus)

|  |  |
| --- | --- |
| Key | Action |
| Rotate Head | Rotates Player View |
| Hand Left | Strafe Left, Rotate Body Left |
| Hand Right | Strafe Right, Rotate Body Right |
| Both Hands Up | Jump |
| Both Hands Down | Crouch |

## Kinect (FPS camera)

|  |  |
| --- | --- |
| Key | Action |
| Move Cursor | Rotates Player View |
| Hand Left | Strafe Left, Rotate Body Left |
| Hand Right | Strafe Right, Rotate Body Right |
| Both Hands Up | Jump |
| Both Hands Down | Crouch |

## Razer Hydra (Obstacle Avoidance)

|  |  |
| --- | --- |
| Movement | Action |
| Push left ( Left controller) | Strafe left |
| Push right (Left controller) | Strafe right |
| Bumper button ( Left controller) | Crouch |
| Push up ( Right controller) | Look up |
| Push down (Right controller) | Look down |
| Push left ( Right controller) | Look left |
| Push right (Right controller) | Look right |
| Bumper button ( Right controller) | Jump |

## Razer Hydra (Way Finding)

|  |  |
| --- | --- |
| Movement | Action |
| Push up ( Left controller) | Walk forward |
| Push down (Left controller) | Walk backward |
| Push left ( Left controller) | Strafe left |
| Push right (Left controller) | Strafe right |
| Bumper button ( Left controller) | Crouch |
| Push up ( Right controller) | Look up |
| Push down (Right controller) | Look down |
| Push left ( Right controller) | Turn left |
| Push right (Right controller) | Turn right |
| Bumper button ( Right controller) | Jump |

## Razer Hydra (Object Interaction)

|  |  |
| --- | --- |
| Movement | Action |
| Push up ( Right controller) | Look up |
| Push down (Right controller) | Look down |
| Push left ( Right controller) | Look left |
| Push right (Right controller) | Look right |
| Trigger button (Left controller) | Pick up object with left hand |
| Trigger button (Right controller) | Pick up object with right hand |