|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Component** | **Operation** | **Keystrokes** | **Notes** | **Raytracing** | **Pipeline** |
| **Lighting** | Set current light | a, A, b, B | Two lights - Pos light (A)  Spotlight (B) | ✔ | ✘ |
| Toggle current light on/off | o, O | n/a | ✔ | ✘ |
| Toggle light tied to viewer/camera | v, V | n/a | ✔ | ✘ |
| Toggle attenuation on/off | q,Q | n/a | ✔ | ✘ |
| Attenuation parameters | w, W, e, E, r, R | -C, +C, -L, +L, -Q, +Q | ✔ | ✘ |
| Alter position of light | x, X, y, Y, z, Z | -x, +x, -y, +y, -z, +z | ✔ | ✔ |
| Alter direction of the spotlight | j, J, k, K, l, L | -x, +x, -y, +y, -z, +z | ✔ | ✘ |
| Alter the spotlight’s field of view | f, F | -d, +d | ✔ | ✘ |
| **Viewer** | Pause/walk | p, P | n/a | ✘ | ✔ |
| Move direction of focus | left, right, up, down | n/a | ✘ | ✔ |
| Change direction of walk | c, C | n/a | ✘ | ✔ |
| **Projection** | Increase projection field of view | u, U | -d, +d | ✘ | ✘ |
| Toggle projection ortho/perspective | m, M | n/a | ✘ | ✘ |
| **Other** | Anti-aliasing | -, + | 1x1 or 3x3 | ✔ | ✘ |
| ~~Two viewports~~ | ~~?~~ | ~~n/a~~ | ~~✔~~ | ~~✔~~ |
| Backface culling | ^ | n/a | ✘ | ✘ |
| Reflections | 0, 1, 2 | Number of reflections | ✔ | ✘ |
| Quit program | ESCAPE | n/a | ✔ | ✔ |

✔ - Supported feature  
✘ - Unsupported feature