

User Manual

Texture

Key	Purpose
Numpad 2	Enable Texture
Numpad 3	Disable Texture
M	Change Texture
VK_SPACE	Reset

Moving

Key	Purpose
VK_UP	Move the robot up
VK_DOWN	Move the robot down
VK_LEFT	Move the robot left
VK_RIGHT	Move the robot right

Projection

Key	Purpose
O	Switch the projection to orthographic
P	switch the projection to perspective
A	Move the projection left
D	Move the projection right
W	Move the projection up
S	Move the projection down
F	Rotate left for the projection
H	Rotate right for the projection
T	Zoom In
G	Zoom Out
Z	Rotate left for the robot
X	Rotate right for the robot

0xBE (.)	Rotate up for the projection
0xBF (/)	Rotate down for the projection
0xBD (-)	Rotate backward for the robot
0xBB (=)	Rotate forward for the robot

Animation

Key	Purpose
I	Hand Move forward
K	Hand Bend Backward
J	Arm Up
L	Arm Down
C	Make a Fist
V	Release the Fist
B	Leg bend forward
N	Leg Bend Backward
Q	Knee Down
E	Knee Up
Numpad 1	Walk
Numpad 4	Node Head
Numpad 7	Fly

Weapon

Key	Purpose
Y	Weapon On

Numpad 0	Attack Mode Weapon
R	Change Weapon to weapon 2
Numpad 6	Rotate Weapon 2
Numpad 8	Armed with shooting equipment
Numpad 9	Shoot the ball

Lighting

Key	Purpose
Numpad 5	Light on / Light off
F1	Move the ambient light right
F2	Move the ambient light left
F3	Move the ambient light up
F4	Move the ambient light down
F5	Move the ambient light near
F6	Move the ambient light far
F7	Move the diffuse light left
F8	Move the diffuse light right
F9	Move the diffuse light down
0xDB ({)	Move the diffuse light up
0xDD (})	Move the diffuse light far
0xDC (\)	Move the diffuse light near