



GAME CONTROLS FOR VSI

The mission

Fang is an android on a journey of revenge.

But she lost her lovely bunny, Buttons, in a dangerous world full of risks. She needs it, as the bunny embodies the memory of her mother, accompanying her on all adventures.

You must find Buttons!

Walk across the map and recover Buttons. But be careful, an evil skull is placed in the world by Milibot in order to stop you. Avoid it at all costs.

Are you prepared for this mission?



Buttons



Evil skull

CONTROLS	
Key	Action
Player Controls	
WASD	Move Player around
F2	Show/Hide Performance Stats
Debug Mode	
g	Activate/Deactivate Debug mode Camera
ARROW KEYS	Move God Camera around
“,” (comma)	Move God Camera downwards
“.” (dot)	Move God Camera upwards
RMB	Rotate Camera around
RMB+LALT	Orbit camera
Z	Show/Hide Everything
X	Activate/Deactivate Wireframe rendering
C	Show/Hide Quadtree bounds
V	Show/Hide Bounding Boxes (not functional in this version)
B	Show/Hide Animation Bones
N	Show/Hide Light Gizmos
M	Show/Hide Camera Frustums
K	Show/Hide Skybox
Statics Camera Controls	
0	Return Game Camera
1	Static Camera 1
2	Static Camera 2
3	Static Camera 3
4	Static Camera 4