# Input and Control

The system has been set up to be as similar to the unity editor as possible. As such by holding the right click the camera can be panned around. WASD also move the camera when the right mouse button is held. Holding left shift also allows for faster movement.

The red button in the top right-hand corner will close the application.

The green button in the top right-hand corner will alternate camera mode and display a slider to adjust the rotation speed.

Buildings can be selected by left clicking them, from there the building can be reconstructed using the relevant dropdown.

To unselect a building simply left click off any buildings.

Hovering over the buttons will display a dropdown with more possible options. The except to this is the Generate Buildings button, which will generate a new set of buildings for the current city layout.