Keys and mouse events used by IRIS

Below is a list of each DSO, program or class that reads the keyboard, mouse buttons or cursor, and the action it takes as a result of the event.

keyboardControl

?	display this document in a new window
0	reset navigation
n	next navigation
R	increase response
r	decrease response
_	reset response
j	toggle jump mode
KP 2 or down or 2	rotate down in jump mode
KP 4 or left or 2	rotate left in jump mode
KP 5 or begin or 5	reset jump mode
KP 6 or right or 6	rotate right in jump mode
KP 8 or up or 8	rotate up in jump mode
KP + or +	increase distance in jump mode
KP - or -	decrease distance in jump mode
left arrow	decrease interocular distance
right arrow	increase interocular distance
down arrow	decrease fusion distance
up arrow	increase fusion distance
< or ,	decrease field of view
> or .	increase field of view
a	toggle between horizontal and vertical auto-aspect-ratio (vertical changes field of view when window is resized)
{	decrease far clipping plane distance
}	increase far clipping plane distance
[	decrease near clipping plane distance
]	increase near clipping plane distance
M	toggle polygon mode for polygons under world node
C	run `dtk-caveDeviceSimulator`

desktopWindowKeyboardControl

f	switch the frustum type in the desktopWindow DSO

toggleObjects:

h	toggle head object
p	toggle axes at pivot point
w	toggle wand
b	toggle bounding sphere and bounding cube around world node
c	cycle through four versions of normalized cube around scene node
E	cycle through four versions of normalized cube around ether node
N	cycle through four versions of normalized cube around nav node
W	cycle through four versions of normalized cube around world node

trackballNav:

left	translate in the XZ plane
left + x	translate along the X axis
left + z	translate along the Z axis (up/down)
right	translate along Y axis (in/out)
middle	change heading and pitch
middle + x	change heading
middle + z	change pitch
left + right	change roll
scroll wheel up	increase scale
scroll wheel down	decrease scale

SceneGraph:

escape	terminate iris

Viewer handlers:

s: cycle through statistics

S: print statistics to stdout

m: cycle through threading models

e: toggle swap buffers barrier position

iris-exitOnThreeButtons:

exit if all three wand buttons pressed