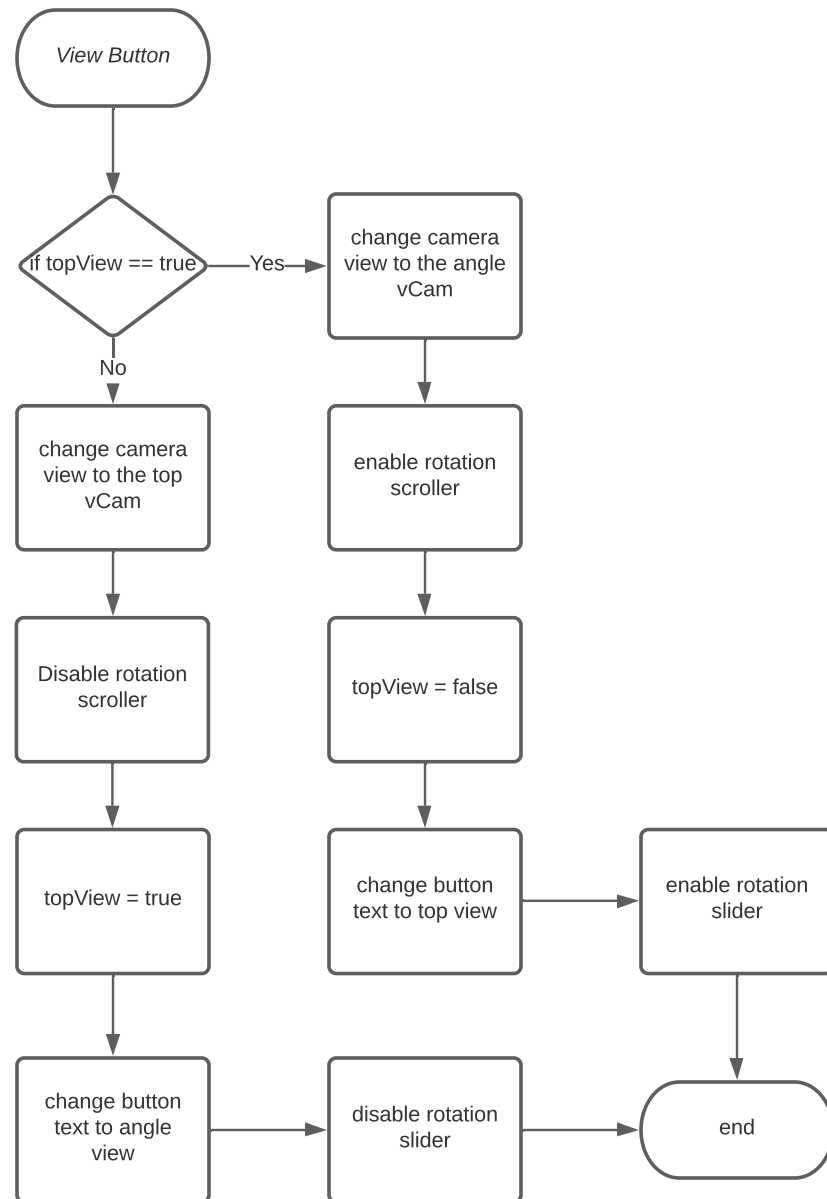


Camera View

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Rotation Slider

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Rotation slider changes the rotation of the angled camera.

It is disabled while top view is active.

It has a max value of 1 and a min of 0

Slider Changed

get slider value
 $0 \leq x \leq 1$

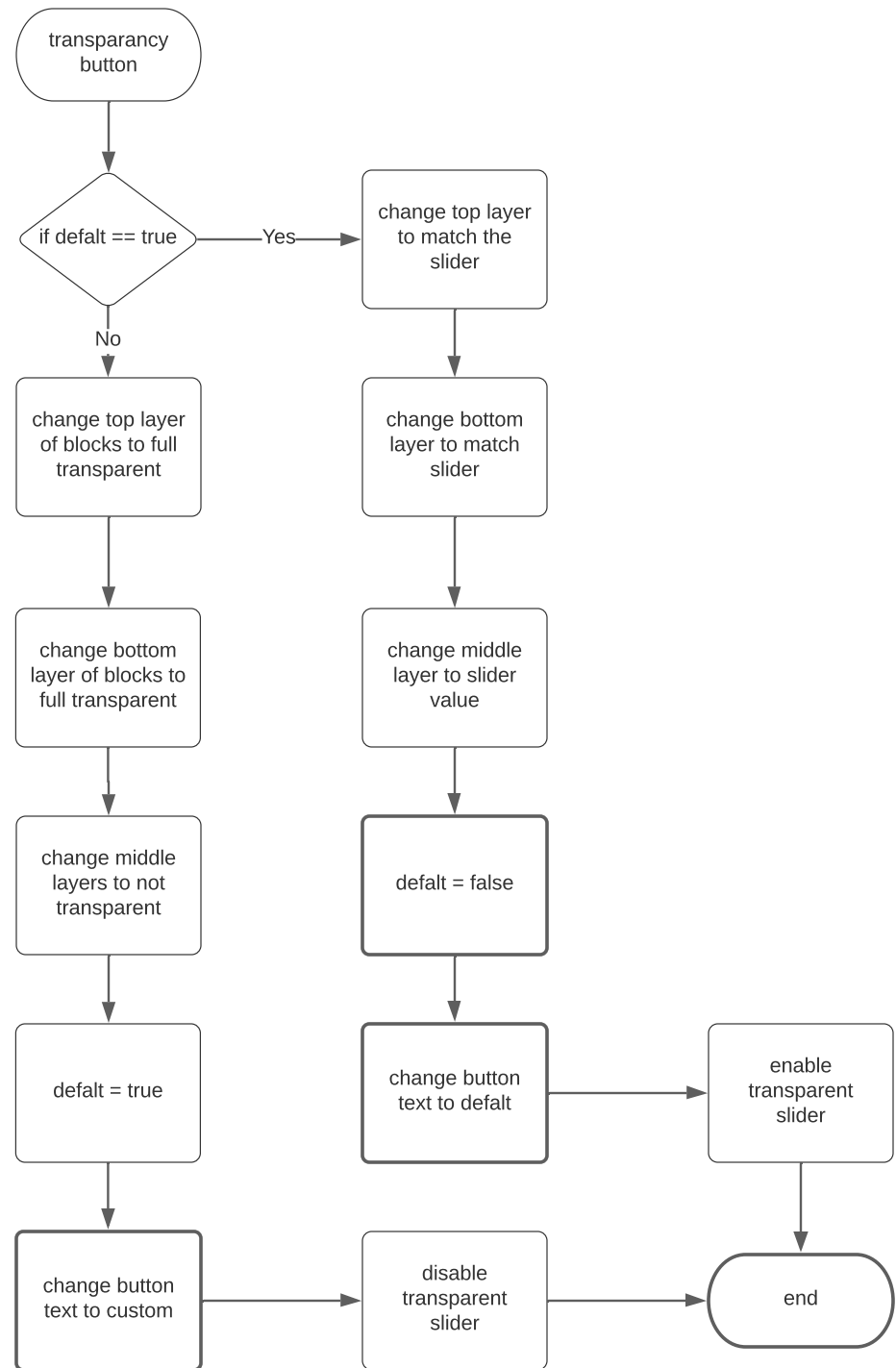
slider value *
360

change angle
cam parent y
rotation to new
value

end

Transparency Button

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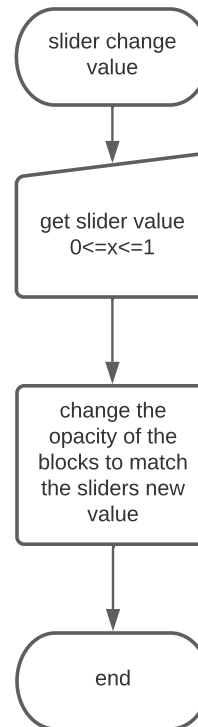
Transparency Slider

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transparent slider changes
the opacity of the maze.

It is disabled while default is
active.

It has a max value of 1 and a
min of 0



The Maze

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Start