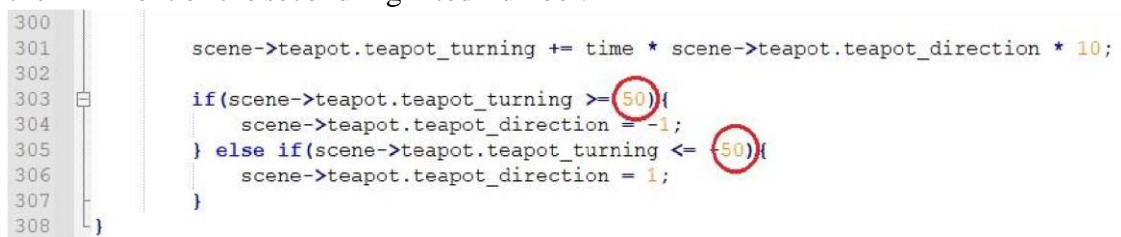# This is a small program, where you can see a virtual house.

- To move, use W (forward), S (backward), A (left), D (right) keys.

- To look around, hold down the left mouse button, and move your mouse in the desired direction.

- You can increase the brightness by pressing the + button, and decrease by pressing the - button.

- You can move the chairs at the dining table. Use K and L for the chairs near the wall. Use I and O for the other two chairs. They will move in pairs.

On the dining table, you can see a "break dancing" teapot.

- if you want to change the degree of rotation, open \src\scene.c, and scroll down to line #303, and #305. Change the highlited values to something between 1 and 360. MAKE SURE You keep the – in front of the second highlited number.

```
300
301        scene->teapot.teapot_turning += time * scene->teapot.teapot_direction * 10;
302
303        if(scene->teapot.teapot_turning >= 50){
304            scene->teapot.teapot_direction = -1;
305        } else if(scene->teapot.teapot_turning <= -50){
306            scene->teapot.teapot_direction = 1;
307        }
308    }
```
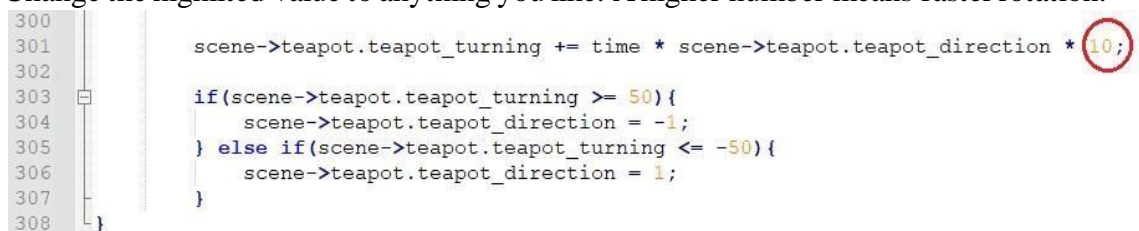
- if you would like to change the speed of rotation, open \src\scene.c, and scroll down to line #301. Change the highlited value to anything you like. A higher number means faster rotation.

```
300
301        scene->teapot.teapot_turning += time * scene->teapot.teapot_direction * 10;
302
303        if(scene->teapot.teapot_turning >= 50){
304            scene->teapot.teapot_direction = -1;
305        } else if(scene->teapot.teapot_turning <= -50){
306            scene->teapot.teapot_direction = 1;
307        }
308    }
```