

Controls

About Camera

The world is controlled by a pseudo arc ball which the screen's x direction is mapped to the yaw and the screen's y direction is mapped to the pitch. The difference between this and a true arcball camera is that the screen's coordinates are scaled to a 0 to 1 scale and multiplied by 2π to determine the rotation rather than projected onto a sphere.

Rotating the View

To rotate the world you simply press and hold the middle mouse button (or scroll wheel) and move the mouse around. The **x** direction corresponds to the **yaw** and the **y** direction corresponds to the **pitch**.

Zooming the View

To zoom in or out press and hold CTRL while pressing and holding the middle mouse button (or scroll wheel). Moving the mouse down zooms out and moving it up zooms in.

You can also zoom by scrolling.

Move the View

To translate the view press and hold SHIFT while pressing and holding the middle mouse button (or scroll wheel). The **x** direction corresponds to the **local x axis (right vector)** of the camera and the **y** direction corresponds to the **local z axis (up vector)** of the camera.