VoxelGame User Manual

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March 11, 2021

1   Welcome!

Thank you for downloading VoxelGame. Currently there is not much in this manual, but it will be continously expanded. VoxelGame is a project I sometimes work on to learn new things and have fun programming, so do not expect too much, especially on the perfomance side.

2   Controls

2.1   General

- Press `Esc` to save and close the game.

- Press `F12` to take a screenshot. It will be saved to ‣`My Pictures`‣ `VoxelGame`.

2.2   Movement

- Classical movement using `W` `A` `S` `D`, hold `⇧` to sprint.

- Press `Space` to jump.

- Use the mouse to look around. The sensitivity can be changed in the config file, but currently the mouse movement is a bit strange.

2.3   World Interaction

- Use *Left Mouse Button* to destroy blocks and *Right Mouse Button* to place them.

- Some blocks allow to interact with them by clicking *Right Mouse Button*. To place a block instead of interacting, hold the `Ctrl` button.

- Press `Num Plus` and `Num Minus` to cycle through all available blocks.

- Press `R` to switch between block and liquid mode.

2.4   Debug

- Press $\boxed{\text{K}}$ to switch to Wireframe Mode.