VoxelGame User Manual

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Contents

1   Welcome!

Thank you for downloading VoxelGame. Currently there is some basic information in this manual, but it will be continuously 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 performance side.

2   Versions

1.0.0 The First Release

1.1.0 The World Update

1.2.0 The Block Update

3   Controls

3.1   General

- Press `Esc` to save and close the game.
- Press `F12` to take a screenshot. It will be saved to ‣ `My Pictures` ‣ `VoxelGame`.

3.2   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.

3.3   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.

3.4   Debug

- Press `K` to switch to Wireframe Mode.