# Controls

If you are reading this tutorial while you are playing Minecraft, it's recommended that you go to the Minecraft window and press `Esc` to pause the game. By doing this, you will have plenty of time to gather resources and create a shelter for the night, and monsters will not come up and kill you while you are away.

Before you start, you should learn the controls for the game. A full discussion of controls on all platforms can be found on, naturally, the Controls page. Here we discuss the default PC (and Mac) controls. Most of these can be changed in the Options menu (which can be reached from either the main menu or the pause (`Esc`) menu. There is one case (see below) where you really do want to change the default....)

The default keys for movement are as follows:

- `W` moves forward (double-tap and hold to sprint)
- `A` moves left
- `S` moves back
- `D` moves right
- `space` to jump. **If in deep water, *Hold* `space` to swim upwards so you can breathe.**
- `⇧ Left Shift` to crouch/sneak (hold to prevent falling off blocks and sliding down ladders)

As you do various things, you will see "items" appear and float just off the ground. As you move toward them (or if you're already very close to them), they will fly toward you and disappear into your inventory. Later you will have chests to store things in, but for the first day or so, your inventory will be plenty big enough for all the items you find.

Use the mouse to look around the world, and to act on blocks:

- Moving the mouse changes the direction you are looking, *without* moving your character. (That is, looking around is always safe, Endermen notwithstanding.)
- Click and *hold* the **left mouse button** to break down (or mine) blocks. **This is how you collect resources** from the environment. Rapid clicking does **not** work, even though it may seem to.
- **Right click** to place or use the currently highlighted item from your inventory hot bar. Blocks and items such as torches get placed where your cursor is pointing (if possible), while other (non-mining) tools will do their various "things". **Right-click and *hold* to eat food**, or (when you have one) draw your bow.
- The mouse wheel cycles through the currently held item in your inventory hot bar, or you can use the number keys `1 − 9`.
- `E` opens your inventory window, which lets you arrange your items and decide what goes on the hotbar. See the inventory page for full details.
- `Q` will drop whatever item you are holding. **You should probably change the drop key to something else, like** `G`. This is because the Q key is right next to the movement keys, which makes it all too easy to throw away your tools, perhaps dropping them off a cliff, into the ocean, or even into lava. Regardless of the key setting, you can also drop items by opening your inventory, and dragging the items out of the inventory window.

- `F1` will toggle the HUD (Heads Up Display), including your hotbar, the various other "bars" (health, food, experience, armor), debug info, and the item you are holding. This gives you a clear view of the scene.

- `F2` will take a screenshot, which is saved in the directory ".minecraft\screenshots". If the HUD and/or debug info are visible, they will be included in the screenshot.
- `F3` will toggle "debugging info". A lot of this will be cryptic and pretty useless, but the information includes your current coordinates in the world, and the biome you are currently in.
- `F5` will cycle among first-person view (the default), third-person view (looking at the avatar from behind), and second-person view (looking toward the avatar's face).

- `F3+F` will cycle through four levels of render distance. This chooses the distance you can see, with anything beyond that distance being enveloped by "fog". Shorter render distance (closer fog) can increase frames per second on a slow machine, but it prevents you from seeing as far as you potentially could, including mobs or distant territory. It's perfectly fair to spend most of your time on Short or even Tiny render distance, and switch briefly to a longer setting when you need to look over the landscape. There are four different view distances:

1. **Far**: you can see the maximum distance (around a 256 block diameter).
2. **Normal**: you can see about half of your maximum range (around a 128 block diameter).
3. **Short**: this prevents you from determining what time of day it is as it blocks the sun, so this is not suggested. If your Minecraft client is this slow, try the Optifine Mod. You can only see about thirty-two blocks away from you (around a 64 block diameter).
4. **Tiny**: same as short fog but you can only see sixteen blocks away. It is extremely difficult to play this way, and thus this fog distance is not suggested for any player except the very experienced for a challenge or if your computer is slow and you want to maximize performance (around a 32 block diameter).

- Note: When you eventually go deep underground, you will see the Void Fog, which behaves similarly, but closes in the further down you go, and is unaffected by your view settings.

## Controls

| | | | |
|---|---|---|---|
| Button 1 | Attack | Button 2 | Use Item |
| W | Forward | A | Left |
| S | Back | D | Right |
| SPACE | Jump | LSHIFT | Sneak |
| Q | Drop | E | Inventory |
| T | Chat | TAB | List Players |
| Button 3 | Pick Block | SLASH | Command |

Done