

- AVTBlender User Manual -

Camera controls:

- (hold) Middle mouse button - orbit camera
- (hold) Left Shift + Middle mouse button - panning
- (scroll) Middle mouse button scroll - zooming
- (hold) Right mouse button - fps mode:
 - Move mouse - look around
 - WASD keys - fps camera movement

Object manipulation controls:

- (click) P - change camera projection mode (perspective vs orthogonal)
- (click) G - set transformation mode to translate
- (click) E - set transformation mode to scale
- (click) R - set transformation mode to rotate mode
- (click) Left mouse button - select object (on empty space, deselects currently selected object)
- With object selected:
 - (hold) Arrow keys - manipulate selected object relative to camera and current transformation mode
 - (hold) Left mouse (starting from a gizmo) - transform selected object based on selected gizmo and current transformation mode
 - (click) Delete - delete selected object
 - (click) Left control + Left mouse button - make clicked object a child of selected object (on empty space, removes current object parent dependency)

Other controls manipulation controls:

- (click) Enter - save currently displayed scene (into file res/scenes/scene.txt)
- (click) L - load scene (from file res/scenes/scene.txt)
- (click) I - save screenshot of currently displayed view
- (click) M then (click) [0-9] - load a preset object (some might take a few seconds)

Console commands:

- Help - Displays all other commands
- ImportMesh,meshname - Imports a mesh file of format meshname.obj from the /res/meshes folder into storage
- ImportShader,shadername - Creates a shader from a shadername_fs.glsl and shadername_vs.glsl files in the res/shaders folder and stores it
- ImportTexture,texturename,format - Imports a texture texturename.format from the /res/meshes folder into storage
- LoadObject,objectname - Loads a stored mesh "objectname", with a default material, into the scene, or if not stored, imports objectname.obj from /res/meshes and then loads into the scene
- CreateObject,objectname,meshname,materialname - Identical to LoadObject, but objectname specifies the name under which the object will be saved, meshname is the name of the .obj file, and materialname specifies the stored material to be used
- RemoveObject,objectname - Removes object saved as "objectname" from the scene
- ObjectSetParent,objectname,parentname - Sets the object saved as "parentname" as the parent of object "objectname"
- CreateMaterial,materialname,shadername - Using a shader "shadername", creates a material "materialname"
- ObjectSetMaterial,objectname,materialname - Swaps the material of object "objectname" to the material saved as "materialname"
- MaterialSetUniform,materialname,uniformname,uniformtype,uniformvalue - Sets the uniform of material "materialname", using the following parameters as name, type and value, respectively
- SeeAssets - Displays a list of all the stored assets: shaders, meshes, textures and materials
- DescribeScene - Displays a list of the objects present in the scene and their names