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##############################################################
# RayCore® MC API Exampel Scenes Control #
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# Key events #
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# General Operation

  . S         : Toggle the shadow effect
  . X         : Toggle the usage of a texture's LOD
  . +, -      : Increase and decrease the value of a depth bounce in range [0~14],
respectively.
  . Q, W      : Increase and decrease the threshold level of a ray bounce in ragne
[None, 0~8], respectively.
  . H, J      : Increase and decrease the value of a light radius, respectively.
  . K, L      : Increase and decrease the value of a diffuse rate, respectively.
  . T, Y      : Increase and decrease the value of a SPP, respectively.
  . <=, =>    : Increase and decrease the threshold level of a Frame Speed,
respectively.
```