

#####

# RayCore® MC API Exampel Scenes Control #

#####

# Key events #

#####

# 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 in range [0~8191], respectively.
. K, L	: Increase and decrease the value of a diffuse rate in range [0~10], respectively.
. T, Y	: Increase and decrease the value of a SPP in range [1~32], respectively.
. Left, Right Arrow	: Increase and decrease the threshold level of a Frame Speed, respectively.