

This game support both Touch and Keyboard controlling mode.

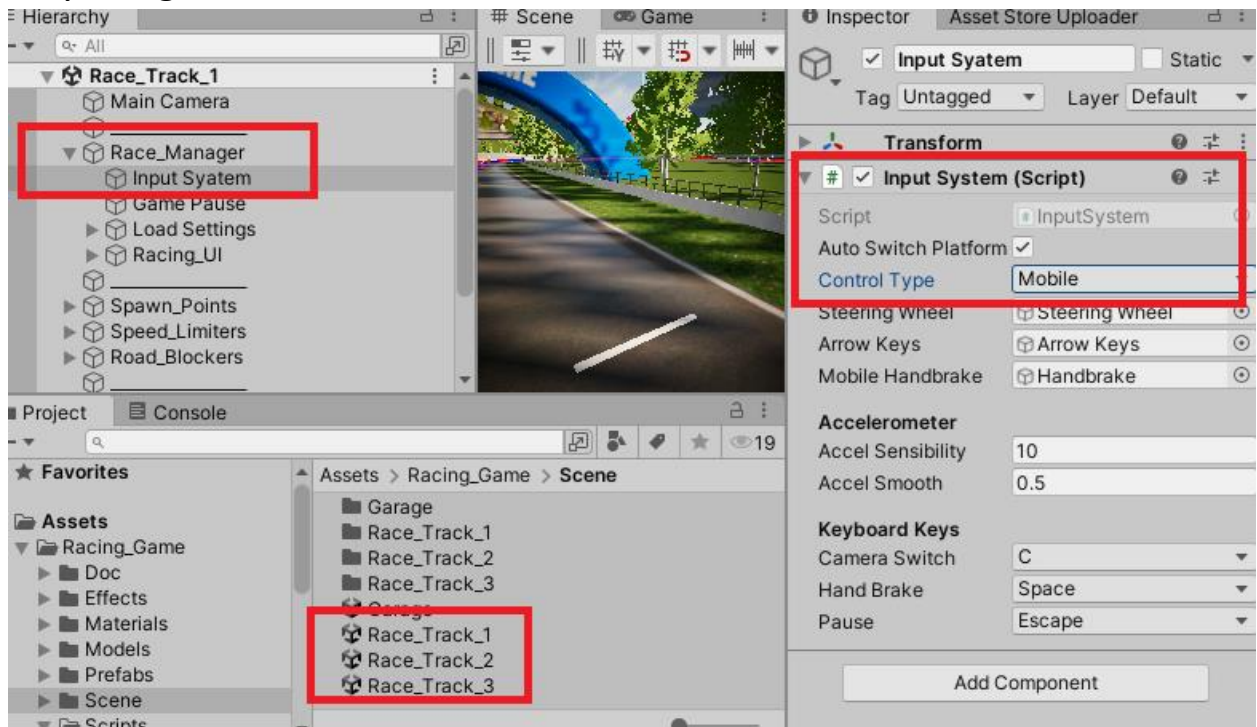
The control mode automatically switch between Touch and Keyboard when running on the mobile or non-mobile platforms

For example when you run the game in the unity editor, the controlling will be switch to the keyboard

And when you build the android APK or iOS, the touch controls become visible automatically

If you want to test mobile controls in the unity editor, you can disable automatic mode and select Mobile as input mode

1. Open “Race Track” scene
2. Select “Input System under “Race Manager”
3. Find “Input System” component and disable the “Auto Switch Platform” option
4. Select “Mobile” as “Control Type”
5. Play the game



## Keyboard keys:

**W**: Move forward

**S**: Move backward

**A**: Move left

**D**: Move right

**C**: Change camera view

**Space**: Hand brake

**Esc**: Pause game

**Tab**: Start race