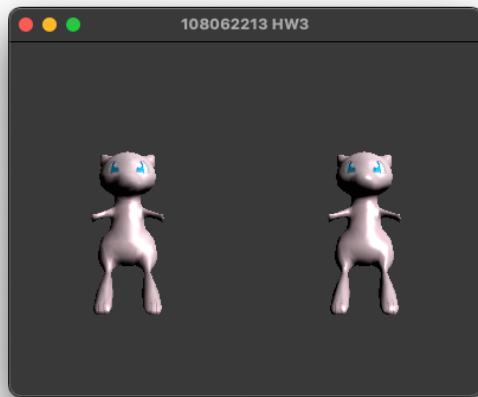
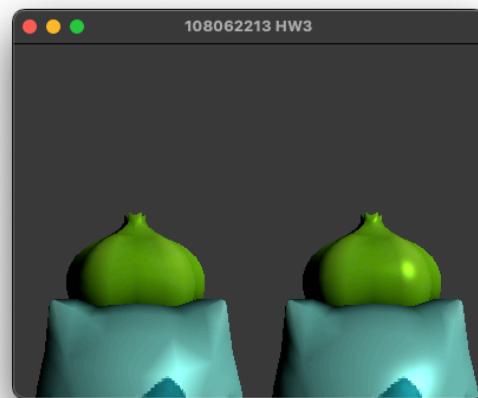
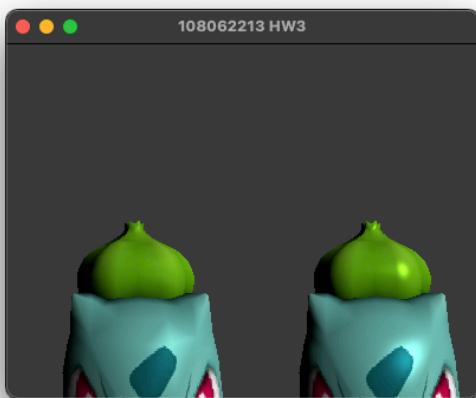
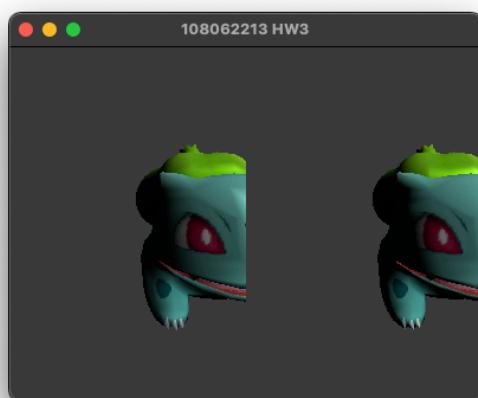


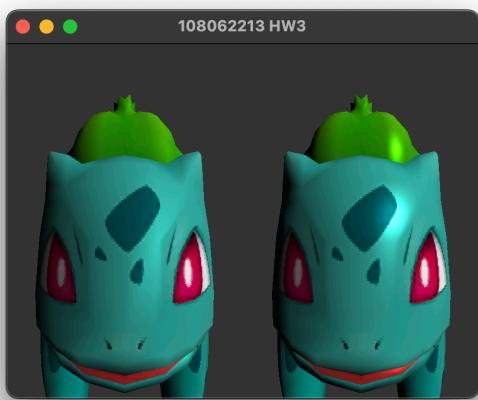
1. Key Z: switch to the previous model.
Key X: switch to the next model.



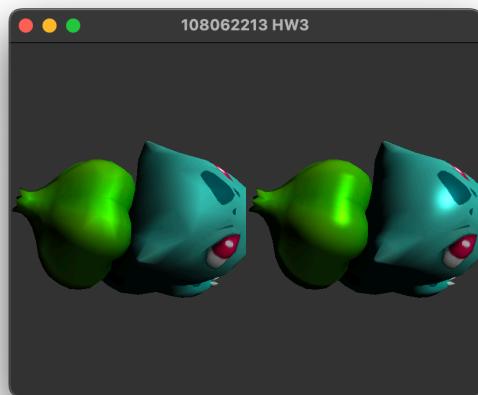
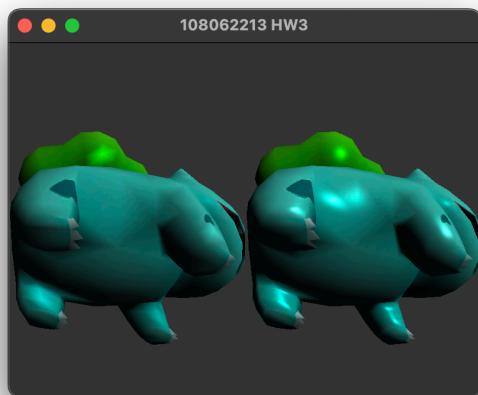
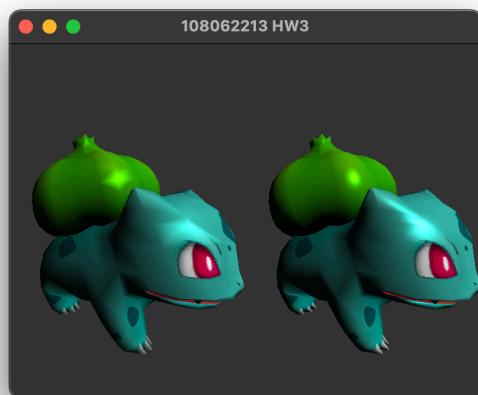
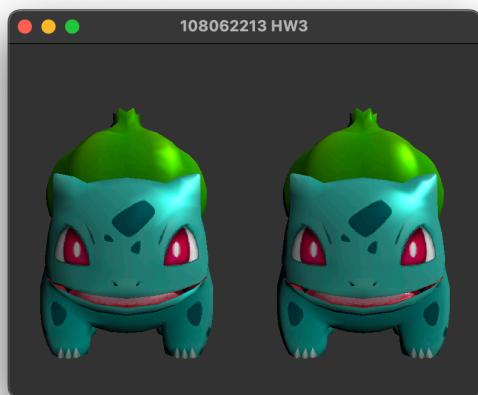
2. Key T: switch to GeoTranslate mode.
 1. Press mouse left button can move the model in X-axis and Y-axis.
 2. Scroll up/down mouse middle button can move model in Z-axis.



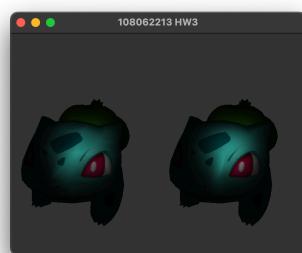
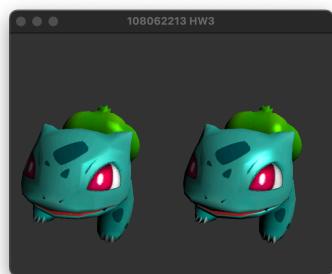
3. Key S: switch to GeoScale mode.
 1. Press mouse left button can scale the model in X-axis and Y-axis.
 2. Scroll up/down mouse middle button can scale model in Z-axis.



4. Key R: switch to GeoRotate mode.
 1. Press mouse left button can rotate the model in X-axis and Y-axis.
 2. Scroll up/down mouse middle button can rotate model in Z-axis.

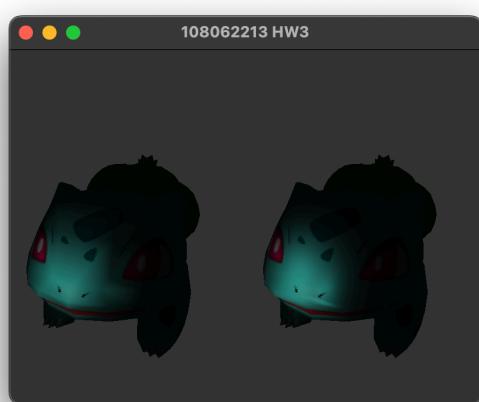


5. Key L: switch between directional/point/spot light.

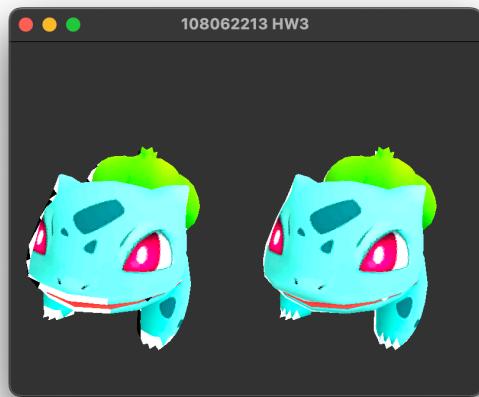


6. Key K: switch to light editing mode.

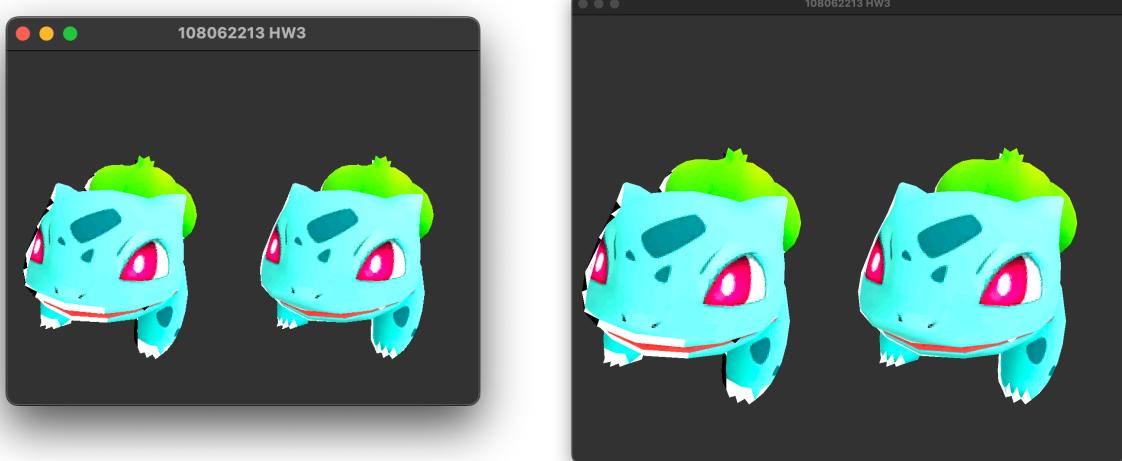
1. Press mouse left button can move the light position in X-axis and Y-axis.
2. Scroll up/down mouse middle button can move the light position in Z-axis.



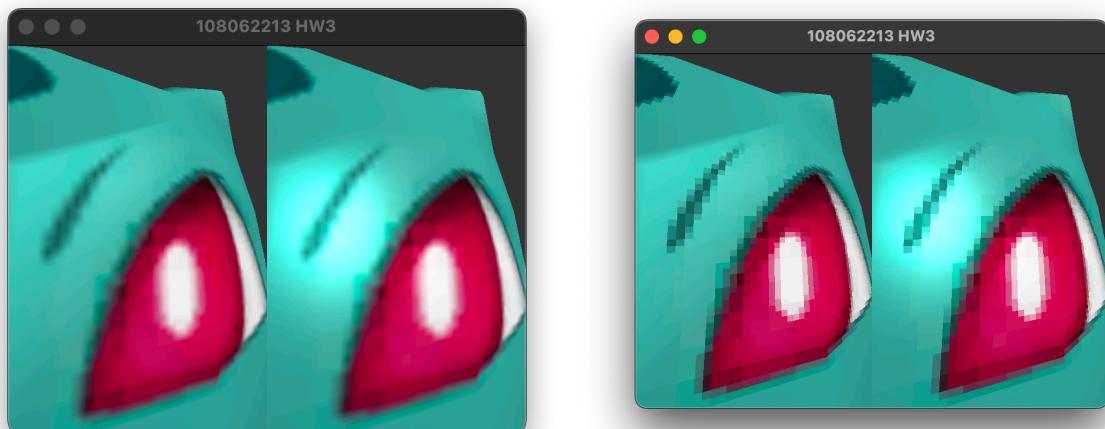
7. Key J: switch to shininess editing mode



8. Change Window Size



9. Key G: switch Magnification mode



10. Key B: switch Magnification mode



11. Key I: Show Matrix Information

```
Matrix Value:  
Viewing Matrix:  
(1, 0, 0, 0)  
(0, 1, 0, 0)  
(0, 0, 1, -2)  
(0, 0, 0, 1)  
  
Projection Matrix:  
(1.99193, 0, 0, 0)  
(0, 1.19175, 0, 0)  
(0, 0, -1.00002, -0.00200002)  
(0, 0, -1, 0)  
  
Translation Matrix:  
(1, 0, 0, 0.0984296)  
(0, 1, 0, 0.00966091)  
(0, 0, 1, -0.650965)  
(0, 0, 0, 1)  
  
Rotation Matrix:  
(1, 0, 0, 0)  
(0, 1, 0, 0)  
(0, 0, 1, 0)  
(0, 0, 0, 1)  
  
Scaling Matrix:  
(1, 0, 0, 0)  
(0, 1, 0, 0)  
(0, 0, 1, 0)  
(0, 0, 0, 1)
```

12. Key ESC: exit the program

