

Sapphire controls

This guide documents the mouse and keyboard controls of the Sapphire 3D rendering plugin for L3DT. The very latest version of this guide is on-line at:

<http://www.bundysoft.com/wiki/doku.php?id=plugins:sapphire:userguide:controls>

Default mode

Control	Description
<i>Navigation</i>	
w / s	Move forwards/backwards.
a / d	Move left/right.
e / r	Move up/down (in flying mode).
t	Teleport (enter coordinates manually).
<i>Camera control</i>	
Left click + drag	Pan the camera.
Scroll wheel	Zoom in/out
<i>Mode options</i>	
m	Toggle rendering modes .
h	Enable/disable the heightfield editor mode .
Right click	Enable camera pan mode .
SPACE	Toggle flying/walking modes.
TAB	Toggle turbo mode.
p	Pause / un-pause renderer.
<i>Rendering options</i>	
- / +	Decrease/increase max view distance.
9 / 0	Decrease/increase max ROAM triangles *.
[/]	Decrease/increase texture LOD bias.
\	Automatic texture LOD bias.
<i>Other</i>	
c	Save screen capture.
ESC	Close window.

Camera pan mode

Same as default, except:

Control	Description
Mouse move	Pan the camera.
Right click	Disable camera pan mode.

Editor mode

Same as default, except:

Control	Description
Left click + drag	Apply the selected brush tool.
Right click + drag	Pan the camera.
Scroll wheel	Increase/decrease brush size.

For a list of additional controls for brush tools, please consult the following pages:

- [Heightfield tools](#)
- [Attributes map brush](#)
- [Texture map map brush](#)

Changing shortcut keys

To change the keys used for various tasks in *Sapphire*, open the renderer settings window ('*Extensions*→*Sapphire*→*Renderer settings*'), then navigate through the tree to '*UI*→*Keys*'. You should see a list something like this:



To change a key value, double-click on the list entry, and press the key you wish to use (e.g. 'w'). For non-print characters such as the ESC key, you will instead need to enter '#' followed by the correct decimal ASCII code. For the list of ASCII codes, please consult [this helpful website](#).

Footnotes

* See [triangle count page](#) for effect of changing tricount.