

Use the keys **W - A - S - D** to move through the environment:

**W** - move forward

**A** - move left

**S** - move backward

**D** - move right

**Space Bar** - jump

To Quit either hit the “**Esc**” key or the “**E**” to call up the menu and quit from there

A settings Menu can be call up by hitting the “**E**” key

in this menu you can adjust settings taht will improveperformance on slower machines.

Under the “**Video**” tab you will find:

(Reducing any or all of these will imprpove performance)

**Resolution** - screen size, scroll the screen size options until you find a size you like o type in your own numbers - then select “Windowed” unless you want it full screen

**Field of View** -

**Resolution Scale** - (effectively DPI, dots per inch)

**View Distance Scale** - this will make distant objets inviible until you get close to them

**Anti-Aliasing** -

**Post Processing** - this effects lighting and atmospherics

**Shadow Quality** - better shadows (or not)

**Texture Quality** -

**Effect Quiality** - similar to post processing

**Motion Blur** -

**Bloom** - The effect produces fringes (or feathers) of light extending from the borders of bright areas in an image, contributing to the illusion of an extremely bright light

**Gamma** - similar to brightness

**Brightness** - similar to gamma

**V-Sync** - can help reduce image artifacts (if they are present)

