

Controls & Console Commands for EdgeAA

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1 Configuring Controls

Camera controls, console controls, and some miscellaneous application controls can be configured by editing the “KeyCmd.cfg” file. This file can be found in the root application directory on Windows or inside the application bundle on MacOS X.

2 Default Camera Controls

Holding down the left mouse button and moving the mouse will rotate the camera.

w	Translates the camera forward on the xy plane.
a	Translates the camera left on the xy plane.
s	Translates the camera right on the xy plane.
d	Translates the camera backwards on the xy plane.
x	Translates the camera up along the z axis.
z	Translates the camera down along the z axis.

3 Console Controls

The console provides an text based system for providing input and output to and from the application. The console can be activated at any time be pressing the backquote key ‘`’ (if the default key bindings are being used). Once the console window is open all keyboard input will go to the consoles command line.

‘	Opens/Closes the console. (Often the same as the Tilda ‘~’ key).
PageUp	Scrolls the console text up by a page.
PageDown	Scrolls the console text own by a page.
Tab	Will attempt to predict the current command that is being typed.
MouseWheel	The mouse wheel will scroll the console text up and down.
ArrowUp	Using the up arrow key will cycle to the next command in the command history buffer.
ArrowDown	Using the down arrow key will cycle to the previous command in the command history buffer.
Enter	Inputs the current console command line.

4 Miscellaneous Controls

- ESC Exits the application (cannot be used while loading a scene file).
- F5 Takes a screen shot of the current frame. Outputs the file to the directory specified in “Settings.cfg” under the “screenshot_path” setting.

5 Default Console Key Bindings

A number of the keyboard commands in the EdgeAA application are actually console command key bindings. A console command key binding is a mapping defined using the console command “bind” that will bind a keyboard input into a console command. For instance, if we execute the command:

```
bind j “reloadScene”
```

Once this command is entered, each time we hit the ‘j’ key the console will execute the command “reloadScene” which will reload the current scene. Note that these bindings will only be executed when the console window is closed so you do not have to worry about executing commands as you type on the command line. To get a list of the active key bindings enter the command “showbindings”.

The following default key bindings are created at start-up and can be changes by editing the “Con-Cmds.cfg” file or by changing the bindings at run-time through the console.

- h Enables/disables showing the scene statistics.
- g Enables/disables showing the GBuffers.
- 1 Switches the albedo buffer to a fullscreen view.
- 2 Switches the normal buffer to a fullscreen view.
- 3 Switches the depth buffer to a fullscreen view.
- 4 Switches the specular buffer to a fullscreen view.
- 5 Switches the shadow map buffer to a fullscreen view.
- e Enables/disables showing the edge magnitudes.
- r Enables/disables showing the edge directions.
- b Enables/disables using a Gaussian blur before using an edge operator.
- 8 Switches to using the Roberts edge operator.
- 9 Switches to using the Prewitt edge operator.
- 0 Switches to using the Sobel 3×3 edge operator.
- n Enables/Disables using the edge-based AA method.
- t Switches to using the nearest neighbor edge AA method.
- y Switches to using the edge direction based edge AA method.
- u Switches to using the Gaussian base edge AA method.
- i Switches to using the oriented Gaussian base edge AA method.
- k Enables/disables drawing the *xyz* axis at the origin of the scene.
- o Enables/disables drawing the bounding boxes of the scene geometry.

- l Enables/disables drawing the light volumes for each light in the scene.
- v Enables/disables the use of shadow mapping in the scene.
- p Attaches the camera to the scene camera path. Simply moving the camera will detach it from the path.
- j Reloads the currently loaded scene.