WarPaint
(WarBirds III Viewer)

105 Keys Keyboard Map v.1
12/30/00

Notes:
Some functions do not work (yet).
While this is based on a standard 105 key keyboard yours may vary.
It is not necessary to print at 100%. Choose "fit to page" when printing.

MaxOverlays - Bob Heffner - www.fscwv.edu/users/rheffner/overlays/wbmap.html

↑ or ↓	moves forward or backward
→ or ←	turns head left or right
→ or ← with **CTRL**...	tilts head left or right
H or **K**	rolls the A/C left or right
J	resets the roll
B or **M**	pitches the A/C up or down
N	resets the pitch
SHIFT	moves in double time
SPACEBAR	stops and starts articulation
R	resets articulation
T	turns the A/C

MAC

HOME w **CTRL**..............	moves up
END w **CTRL**	moves down
PG UP or **DN** w **CTRL** ...	turns head up/down
→ or ← w **OPTION**	moves head left or right
S	A/C transparency
Q..................................	fast exit from program
A	activates alpha prop
2	displays double sided faces
F1	advances to next A/C
$	toggles day / night / rain-snow

PC

HOME	moves up
END	moves down
PAGE UP or **DOWN** ...	turns head up or down
→ or ← with **ALT**	moves head left or right
X	A/C moves up & out
S	toggles sky
+................................	fast exit from program
C	toggles clouds on and off
8	toggles shading in sky
W	wireframe view
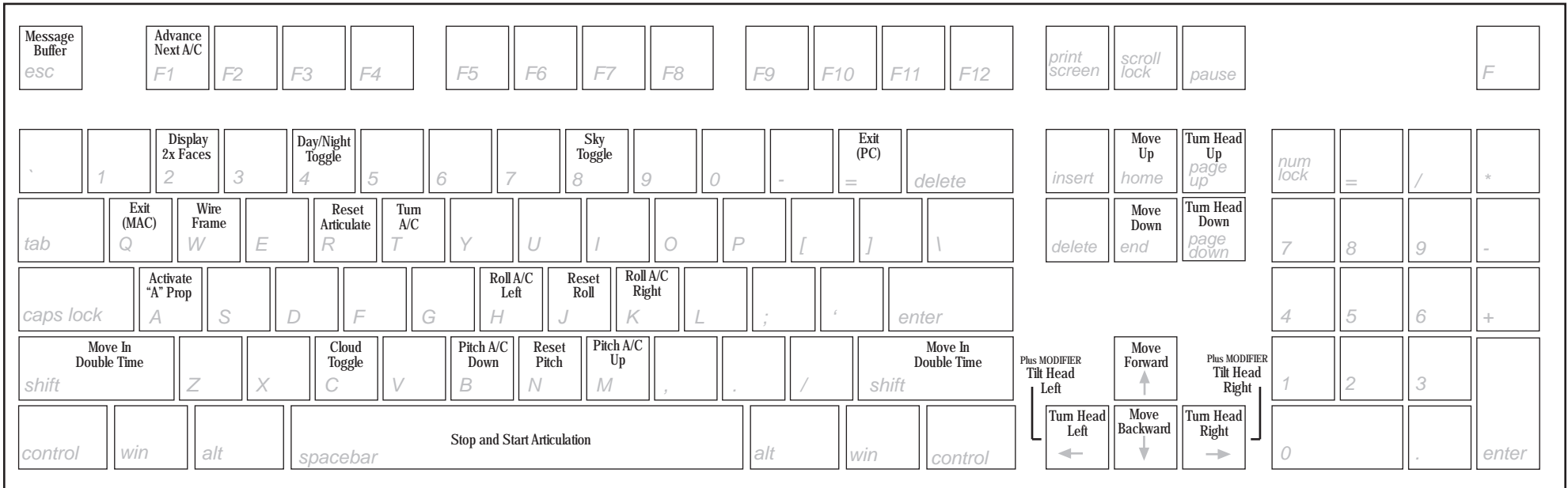
Press **ESC** (Escape key) and type into the message buffer:

damage or **base**	damage / base toggle
exit then enter	exit program
load	reloads the model / textures
	see changes without exiting the program
cls	clears the message buffer
spinner x	where x is a float (8.0 is default) for prop spin rate
animrate x	where x is an integer (15 is default) for animation fps
lightdir x y z	where x,y,z are floats (-1.0 to 1.0) setting light direction
lightcol r g b.............	where r,g,b are integers for light color
	(0 to 255, default is 255 255 255 for full white)

rgbscale r g b............	where r,g,b are floats to tint the entire screen coloring
	(0.0 to 1.0, default is 1.0 1.0 1.0 for no scaling) above 1.0 gives bizarre results
fov x	where x is integer degrees times 10 for field of view
	(900 is 90 degrees, default is 650 for 65.0 degrees)
mph x........................	where x is a float for the rate to spin gear wheels
	(0.0 is default) (negative is allowed for turn backward)

To change Macintosh resolutions .... edit the viewer.cfg text file.
The first number is the width followed by a space and the second number is the height.
Example: 640 480 for the default 640x480 resolution. Change it to 1024 768 for 1024x768 resolution.

PC Screenshots.. **SHIFT ?**
produces the shot and places it in VIEWER directory called screencap.tga (No multiple shots - only one at a time.)
MAC Screenshots.......... **COMMAND SHIFT 3** or **COMMAND SHIFT 4**
entire screen or selected area of screen . Places multiple PICT files at root level of hard drive