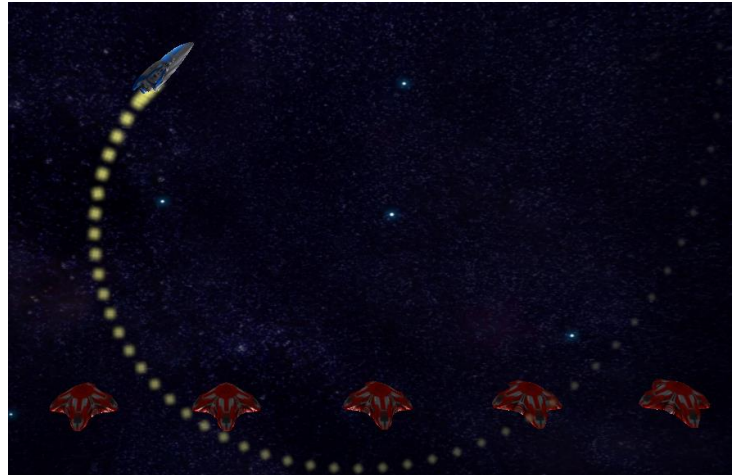


Player Input – Rotation

This tutorial describes how to set up the player ship so the up and down arrow keys will alter the pitch and the LEFT SHIFT key will accelerate forwards and the LEFT CONTROL key will decelerate as shown below, and also the ship will right itself if it is upside down the controls are released:



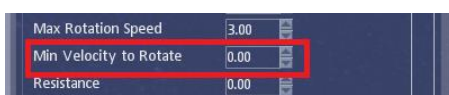
Select *Player Definition* from the *Define* menu



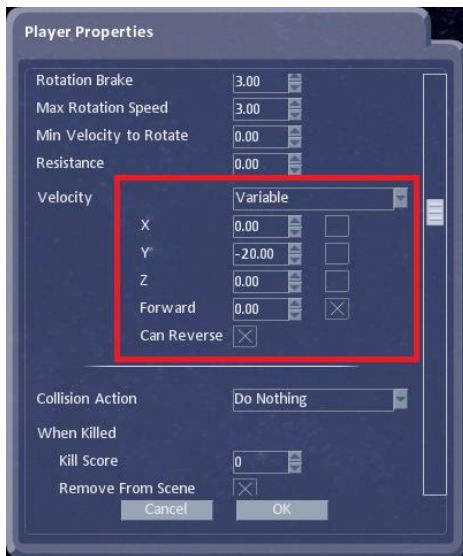
Make a copy of the *Default* definition and open it – it will appear at the bottom of the list.



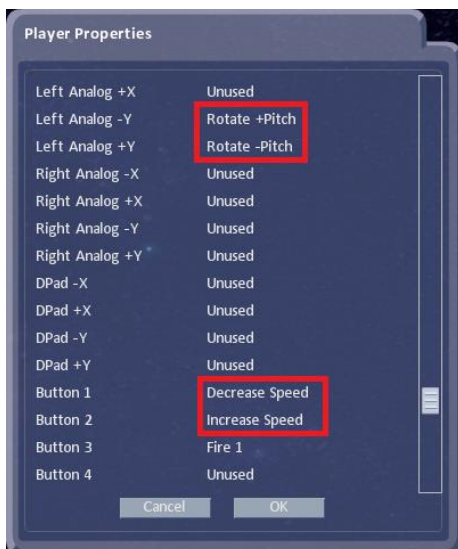
To set a minimum speed for the ship to be moving before it will rotate, set the *Min Velocity to Rotate*



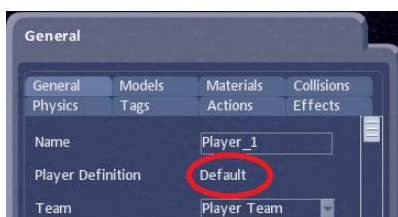
Set the *Velocity to Variable* to allow the ship to accelerate/decelerate, and set the direction to *Forward* only using the check boxes. If required, select the *Can Reverse* check box – if this is not selected the ship will slow to a stop but not go backwards.



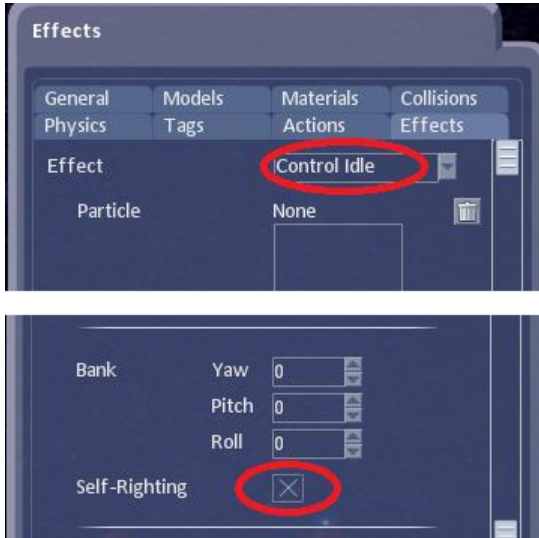
Set the buttons as shown – default Button 1 is LEFT CTRL, default Button 2 is LEFT SHIFT but these can be changed in *Project Settings*



Select the player, and in the *General* tab set the *Player Definition* to the one you have just created.



To set the player to automatically turn upright when the controls are released, go to the *Effects* tab and select *Control Idle* then scroll down and check the *Self-Righting* check box.



I hope you found this useful. If you have any questions please contact support@tallstudios.com.

Thanks.