MASON



USER GUIDE

VERSION 2.1.0

HOT KEYS

You can find most of the hot keys by holding the mouse over the buttons in the game.

Key	Description
[W], [A], [S], [D]	Top Down Mode: Move the camera left, right, forward, and backward. First Person Mode: Move the avatar.
[E], [Q]	Top Down Mode: Move the camera up, and down. First Person Mode: Move Left, and right.
[Mouse Wheel] or [Up Arrow], [Down Arrow]	Top Down Mode: Zoom in and out.
hold and drag [Right Mouse Button], [Left Arrow], [Right Arrow]	Top Down Mode: Rotate the camera. First Person Mode: Look around.
[R], click [Right Mouse Button]	Rotate the object on the cursor.
hold down [Shift] + [Left Mouse Button] + drag the mouse.	Fill a volume with the selected brick.
[F]	If you have a brick of the cursor, the current height of the brick would be locked, so you will be able to move the brick freely on a plane. This is useful if you place a brick on top of another one.
[C]	Color picker tool.
[V]	Object picker tool.

Key	Description
[N]	Volume picker tool.
[G]	Move object tool.
[M]	Move volume tool.
[Z]	Hammer tool.
[[ ], [ ]]	Change time of day.
[X]	Paint tool.
hold down [1], [2], [3]	If you paint an object white holding one of these keys, the paint will apply to the first, second, or the third part of the object, regardless of where you click. This feature can be used to paint the liquid inside the bottles, or any other part that is hard to target.
[number pad +], [number pad -]	Increase or decrease the active layer.
[B]	Figure editor tool.
[F11]	Hide the user interface.
[esc]	Clear the cursor. Open the game menu. Cancel hide interface mode.
[ctrl + z]	Undo last action.

COMMAND WINDOW

Press [alt + `] (tilde key) to open the command window.
Click on the input text-box at the bottom and keep the mouse cursor inside the box.
Type in a command and press the [enter] key.

Command	Example	Description
brick [brick ID]	Brick 10011	Pick a brick by ID. You can find the brick IDs by selecting a brick from the brick pallet while having the command window open.
activezoneinfo	activezoneinfo	Print the active zone info.
swapcolor [color 1] [color 2]	swapcolor #7F5A43 #DCC4B5	Swaps the color of all the bricks in the scene that have color 1 with color 2.