Mountain 2.0 Basic Controls

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Mountain is typically played with a keyboard and mouse. It is compatible with most game controllers and trackpads.

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- Camera -

Click & drag to change camera angle
Scroll to track the camera towards & away, arrow-up + arrow-down will also do this
When far away, double-click to reset camera distance

- Window -

Drag the corners of the window to change its size
Press '1' or '2' to reset to small or large window size
Press '3' for fullscreen

- Shortcuts -

'p' toggles the menu
Spacebar toggles slow motion
'.' forces a thought

- Interaction -

Click objects to hear them sing or toggle their lights
Click & hold on objects to lift them up, when lifted, drag to reposition them
Click Trees to disturb any birds, butterflies or fireflies they host

- Midi Control -

Mountain 2.0 is compatible with Midi controllers & keyboards

Any Note with non-zero velocity value will play a musical note at the correct pitch.
Control the camera with CC 0 (pitch) CC 1 (orbit) CC 2 (zoom)

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Thank you for playing Mountain, and for your feedback, support & suggestions.

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