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Anubis Keys:

Key	Description
Up	Jump
Left	Move left
Right	Move right
Keypad 7	Block
Keypad 8	Punch
Keypad 9	High kick
Keypad 6	Low kick

Nefertiti Keys:

Key	Description
W	Jump
A	Move left
S	Move right
U	Block
I	Punch
O	High kick
L	Low kick

Valley of Ra Joystick Bindings

Key	Description
Joystick + Trigger	Rotate Camera

Keystroke Bindings

Key	Description
F1	Show help
ENTER	Enable/disable event playback
ESCAPE	Exit demo
Ctrl+A	Enable/disable audio
Ctrl+B	Enable/disable bilinear filtering
Ctrl+D	Reset application default state
Ctlrl+F	Enable/disable fogging
Ctrl+P	Enable/disable performance statistics
Ctrl+Shift+P	Enable extended performance statistics
Ctrl+R	Enable/disable event recording
Shift+S	Enable/disable vertical sync
Ctrll+J	Configure joystick
Ctrl+T	Enable/disable texturing
Ctrl+W	Enable/disable wireframe
BREAK	Print screen

File Menu Commands

The File menu offers the following commands:

Screen Print   BREAK   Save current screen image to a file
Exit   ESCAPE   Exit the demo

You can exit the demo by either pressing the ESCAPE key or through the exit option on the File menu.

You can capture a sequence of frames by enabling the screen print function (using the BREAK key or the screen print function on the file menu). Each frame rendered after selecting this function is captured and saved to a PPM file with a name of the form frm####.ppm where #### is the number of the currently rendered frame.

Render Menu Commands

The Render menu offers the following commands:

<u>Fog</u>	Ctrl+F	Enable/Disable Fogging.
<u>Bilinear</u>	Ctrl+B	Enable/Disable Mipmapping.
<u>Wireframe</u>	Ctrl+W	Enable/Disable Wireframe.
<u>Texturing</u>	Ctrl+T	Enable/Disable Texturing.

This menu (or their keyboard equivalents) allow you toggle some of the advanced rendering attributes supported by the 3DFX hardware.

Event Menu Commands

The Event menu supports the following commands to enable the recording and playback of an sequence of frames

Reset	Ctrl+D	Reset application to initial state
Record	Ctrl+R	Record a sequence of frames
Playback	ENTER	Enable/disable playback of a sequence of events

This menu allows you to record a sequence of input interactions (keystrokes) and later play them back for demonstration or testing purposes.

Misc Menu Commands

The Misc menu supports the following commands

Joystick Configure	Ctrl+J	Set joystick center and range
Performance	Ctrl+P	Enable/disable performance statistics
Extended Performance	Shift+Ctrl+P	Enable/disable extended performance statistics
VSync	Shift+S	Enable/disable vertical sync
Sound	Ctrl+A	Turn audio on/off

The Misc menu provides a number of options for controlling the demo.

The Joystick configure option invokes the windows 95 joystick calibration and configuration to ensure that your joystick is properly configured.

The performance options allow you display frame rate or frame rate, number of triangles per second, fill rate and texture downloads per second.

The vsync option allows you to enable/disable synchronization with vertical retrace. Disabling synchronization can give faster performance but can cause the image to flicker. Disabling synchronization can be a useful tool to figure out what your peak performance might be.

Help Menu Commands

The Help menu offers the following commands, which provide you assistance with this application:

Help Topics	F1	Offers you an index to topics on which you can get help.
About		Displays the version number of this application.