Keyboard Functions

1. **F – flood** – hold or press the F key to create rain over the entire landscape. The duration of time the key is pressed is proportionate to how much rainfall is generated.

2. **D – drain** – hold or tap the D key to drain water from the landscape. This is useful after using the 'flood' function to create the desired 'sea level'

3. **L – lock frame** – press the L key to freeze the landscape as is. Substrate can be moved with no consequence to the topographical colors or contour lines. Water will not freeze and will still flow over the locked landscape.

4. **F1 – water**

5. **F2 – lava**

6. **Esc – end program** – pressing the 'esc' key at any point will end the topographical program and bring you to the desktop. To **restart program**, double click sand table folder and double click startup.sh which will bring up dialog – click 'Run in Terminal'