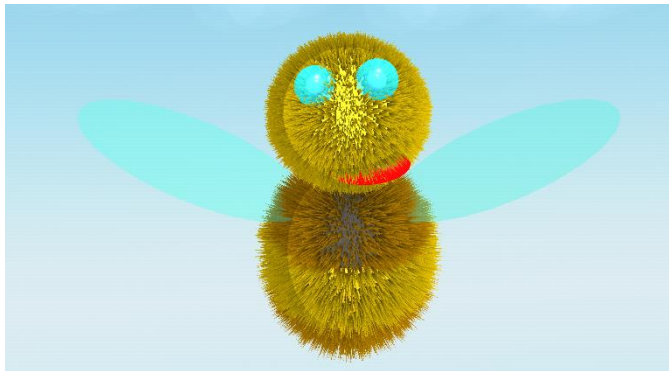




Content

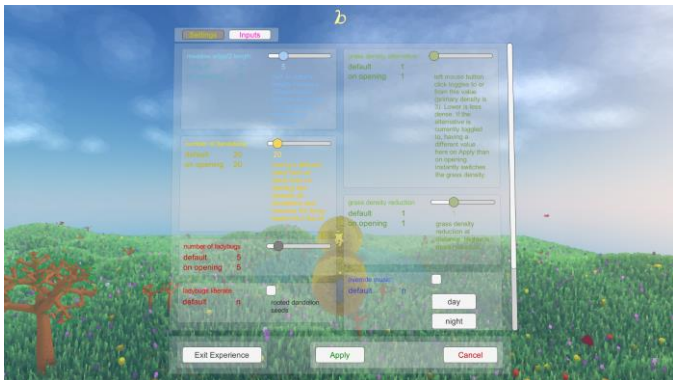
b.....	3
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b



settings

Press keyboard key for “Escape” (titled “Esc” sometimes) to open settings and input configuration.



Click top left tab titled “Settings” to open settings. In the screenshot above they are already open.

meadow edge/2 length

This controls the size of the area you can fly over.

Lower values set a smaller size, higher values set a bigger size.

Sizes greater than 5 require extensive time to generate hills, trees and clouds.



value = 1 in above screenshot

number of dandelions

This controls the amount of dandelions present.

Every value sets the amount of dandelions present to that exact value.



value = 199 for above screenshot

number of ladybugs

This controls the amount of ladybugs present.

Every value sets the amount of ladybugs present to that exact value.



value = 32 for above screenshot

ladybugs liberate

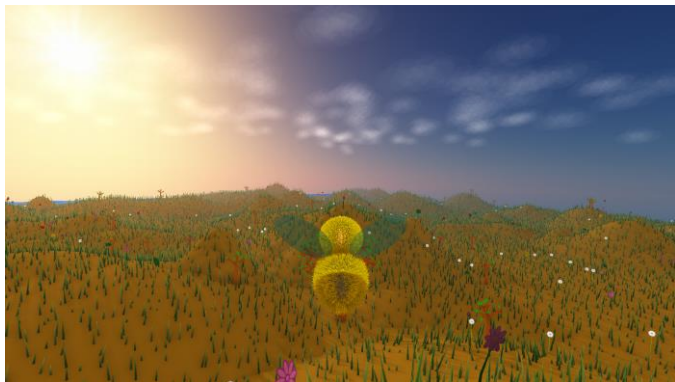
Set the checkbox of this setting to “checked” for ladybugs flying nearby dandelions on their way from tree leaf to tree leaf to cause unrooting of rooted dandelion seeds from these dandelions.

ladybugs disperse

Set the checkbox of this setting to “checked” for ladybugs flying nearby dandelion seeds flying in the air to cause these dandelion seeds to breeze around.

grass density alternative

Clicking the left mouse button during gameplay you can toggle to and from an alternative density of the grass field. The value set here represents the density; lower values are a low density, higher values are a high density.



alternative density value = 1 in above screenshot

grass density reduction

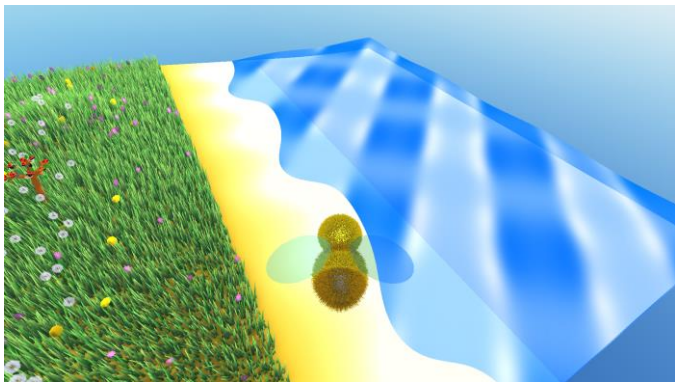
The value set here represents the density of the grass field at the horizon. The density of the grass field gradually changes with the distance from below b from the value it is there to the value it is at the horizon. Lower values are a high density, higher values are a low density.



grass density reduction = 3 in above screenshot

enable beach

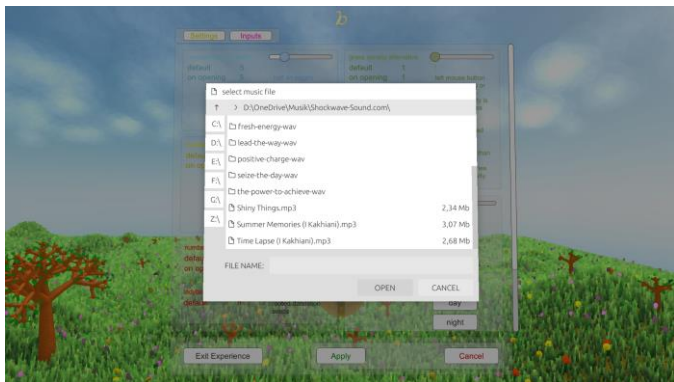
Set the checkbox of this setting to “checked” for water and a sand beach to be at the side the sun and moon rises and at the side they set.



beach in above screenshot

custom MP3s

Set the checkbox of the setting “override music” to “checked” to enable music you selected with the mp3 file picker after clicking the button “day” or “night” to play at that time during gameplay.



mp3 file picker in above screenshot, one click suffices to let an associated action get performed

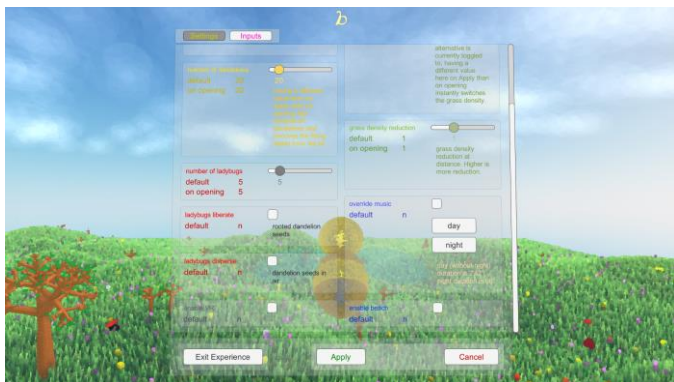
vr

b supports VR. This VR is supported through SteamVR. If you have SteamVR installed, starting b starts SteamVR and, depending on the VR device connected, software associated with this device.

b's window might have to be restored from Windows taskbar after such software launches.

Certain VR devices software requires to enable allowing launching apps from unknown sources in that software. Perform this enabling before starting b.

b does not start itself in VR. To enable VR, open settings and scroll down. On the left bottom is a setting to enable VR with b.



In VR, the settings and input configuration menu is resized for a more comfortable access to all it contains.

Use the keyboard keys for “Page Up” and “Page Down” to scroll and the keyboard’s arrow keys to navigate.

On a slider, you can change its value with the left and right keyboard arrow key; with the up and down arrow key you can navigate to another setting.

On a checkbox, press keyboard key for “Enter” to toggle the checkbox to and forth from “checked”; with the left and right arrow key you can navigate to the nearest setting in the column in this direction if there is one.

On a button, press keyboard key for “Enter” to press it.

The mp3 file picker is not keyboard-navigateable.

To not have settings you changed get applied, press the keyboard key for “Escape” which leaves the settings and input configuration menu.

input

Press keyboard key for “Escape” (titled “Esc” sometimes) to open settings and input configuration.



Click the right tab on the top left side titled “Inputs” to open input configuration.

In the screenshot above this is already open.

Every button shows the input control currently associated with the action labelled by the label to the left of itself.

Click a button to start input detection. Then perform an input with the input control you like to be associated with the action labelled by the label to the left of the button.

Supported input devices are keyboard, gamepad and joystick.

To cancel input detection, press the keyboard key for “Escape”.

After an input got detected, a name for it is displayed on the button. This configuration is preserved across game sessions and left active when “cancel”ling the menu.

default controls

b flight controls digital

up speed	W
reduce speed	S
turn left	A
turn right	D
nose up	space
nose down	left shift
roll left	Q
roll right	E
fly vertical	L
stop when slow	S

b flight controls analogue

speed analogue	joystick thrust slider
turn analogue	joystick yaw (z-axis)
nose analogue	joystick y-axis
roll analogue	joystick x-axis
fly vertical trigger	joystick trigger (button 0)

auxiliary controls

rotate camera	R
land and stick to below	P
fly to the moon	M
warp home	U
toggle moon collider	K
toggle slow time	I
speed up time to x2	2
set time to x1	1

betas / previous versions

All previously released versions of b are available from the BETAS tab of the game properties dialogue accessible through clicking on the game icon or poster of b in the Steam library with the right mouse button and selecting “Properties...”.

