

FIRMAMENT

USER MANUAL



Last updated: May 16th, 2023

TABLE OF CONTENTS

USER MANUAL	1
TABLE OF CONTENTS	2
Mouse & Keyboard	4
Xbox Gamepad	5
Steam Deck	6
Meta Quest (through Oculus runtime)	7
Meta Quest (through SteamVR runtime)	8
Note about SteamVR HMDs	8
Controls Settings Menu	9
Look Sensitivity	9
Engage Sensitivity	9
Invert Y	9
Quick Travel on Ladders	9
Hide Vehicle Transitions	9
Haptics Enabled	9
Teleport to Safe Spot	10
View Controller Mappings	10
VR Only	10
Navigation Mode	10
Turn Mode	10
Snap Turn Degrees	10
Free Movement Hand	10
Movement Orientation	11
Vertical Height Quantization	11
Instant Book Return	11
Display Settings Menu	12
Subtitle Language	12
Display Dialog Subtitles	12
Always Show Tutorials	12
Gamma	12
Smart Cursor Visibility	12
Enable HDR	12
Adjunct UI Scale	12
Interaction UI Scale	12
Adjunct Skin	13

Graphics Settings Menu	13
Supersampling Settings	13
Aiming the Adjunct	14
Socketing the Adjunct	14
Changing the Socket Value	14
Recalling the Adjunct	14
Changing the Socket Mode	14
Changing the Socket Mode	15
Cavitation Hammer	16
Menu button	16
Reset Height (VR only)	16

Controls

Mouse & Keyboard

Move	W A S D
Change Socket Mode	Tab Mouse Scroll Wheel
Change Socket Action	Q E Left Mouse Button - Hold & Turn
Run	Shift
Toggle Run	Caps Lock
Menu	ESC
Cavitation Hammer	R
Aim Adjunct	Left Mouse Button - Hold
Socket Adjunct	Left Mouse Button - Release
Unsocket Adjunct	Right Mouse Button
Interact	Left Mouse Button
Disengage / Cancel	Right Mouse Button
Look Around	Mouse

Xbox Gamepad

Move	Left Thumbstick
Change Socket Mode	RB LB
Change Socket Action	Right Thumbstick D-Pad Left D-Pad Right
Run	-
Toggle Run	Left Thumbstick - Click
Menu	[Hamburger icon]
Cavitation Hammer	X
Aim Adjunct	RT - Hold
Socket Adjunct	RT - Release
Unsocket Adjunct	LT
Interact	A RT
Disengage / Cancel	B LT
Look Around	Right Thumbstick

Steam Deck

Move	Left Thumbstick
Change Socket Mode	R1 L1
Change Socket Action	Right Thumbstick D-Pad Left D-Pad Right
Run	-
Toggle Run	Left Thumbstick - Click
Menu	[Hamburger icon]
Cavitation Hammer	X
Aim Adjunct	R2 - Hold
Socket Adjunct	R2 - Release
Unsocket Adjunct	L2
Interact	A R2
Disengage / Cancel	B L2
Look Around	Right Thumbstick

Meta Quest (through Oculus runtime)

Move	Left Thumbstick
Change Socket Mode	B Y
Change Socket Action	-
Run	-
Toggle Run	Left Thumbstick - Click
Menu	[Hamburger icon]
Cavitation Hammer	R Grip L Grip
Aim Adjunct	R Grip L Grip
Socket Adjunct	RT LT
Unsocket Adjunct	RT LT
Interact	R Grip L Grip
Disengage / Cancel	X A
Look Around	-

Meta Quest (through SteamVR runtime)

Move	Left Thumbstick
Change Socket Mode	B Y
Change Socket Action	-
Run	
Toggle Run	Left Thumbstick - Click
Menu	Y
Cavitation Hammer	R Grip L Grip
Aim Adjunct	R Grip L Grip
Socket Adjunct	RT LT
Unsocket Adjunct	RT LT
Interact	R Grip L Grip
Disengage / Cancel	X A
Look Around	-
Reset Height	B

Note about SteamVR HMDs

For up-to-date information on controller bindings for all other devices in SteamVR, please refer to the official controller diagrams offered through the SteamVR controller diagram interface, which you can view through Steam, or by clicking the controller diagram option in the Controller Settings menu in Firmament while SteamVR is running.

Menu Settings

Controls Settings Menu

Look Sensitivity

This will drive the sensitivity for looking around. If you want your camera to rotate more slowly based on the amount that your mouse moves or your gamepad's thumbstick moves, decrease this value.

Engage Sensitivity

This will drive the sensitivity for your mouse cursor when in an “engage” mode, which is typically only used for interacting with books in Firmament.

Invert Y

If you want the Y-Axis of your input to be reversed when it is processed by the game, check this box.

Quick Travel on Ladders

If enabled, you will instantly appear at the top or bottom of a ladder once clicking on a ladder. If disabled, you will have to manually climb each ladder you encounter.

Hide Vehicle Transitions

If enabled, vehicle rides (like elevators) do not show their animations while you ride them. We recommend enabling this if you are sensitive to being moved.

Haptics Enabled

If enabled, controller vibrations will occur during specific gameplay interactions.

Teleport to Safe Spot

If you are unable to move where you are (you've fallen through the map, or gotten stuck in a wall, or in a similar situation to that), using this option will allow you to be teleported to the closest designated safe spot for the Realm or level you are in.

View Controller Mappings

Clicking this button will show you the current input mappings for the controller you are using.

VR Only

Navigation Mode

Teleport mode allows you to "teleport" to places by pushing forward on either thumbstick and releasing once your teleport node is in a desired location. Smooth movement allows you to smoothly move around, as if you are walking around. We recommend enabling Teleport mode for a more comfortable experience.

Turn Mode

Snap turning will "snap" you instantly to the number of degrees indicated below. Smooth turning will smoothly turn you for the duration you hold the non-free movement hand thumbstick for. We recommend snap turn for a more comfortable gameplay experience.

Snap Turn Degrees

Snap turning will "snap" you instantly to the number of degrees indicated below. Smooth turning will smoothly turn you for the duration you hold the non-free movement hand thumbstick for. We recommend snap turn for a more comfortable gameplay experience.

Free Movement Hand

This is the hand that will control strafing movement when using smooth movement. The left hand is the dominant free movement hand by default in most VR experiences.

Movement Orientation

This sets what your movement direction in free roam navigation will be locked to in VR. By default, it is locked to your camera's orientation. The option to lock to your motion controller's orientation will use the orientation of the hand selected for free movement.

Vertical Height Quantization

If enabled, your height is automatically adjusted for a better real-life free-roam movement experience. We recommend keeping this option enabled for most experiences.

Instant Book Return

If enabled, readable books that are dropped will instantly return to their original location.

Display Settings Menu

Subtitle Language

Selecting this will choose the language shown in subtitles and other localizable text across the game.

Display Dialog Subtitles

If enabled, this will display subtitles in the game.

Always Show Tutorials

If enabled, this will always show the input key tutorials on the bottom left-hand corner of the screen.

Gamma

Modify this setting to increase or decrease the display gamma in the game.

Smart Cursor Visibility

Enabling Smart Cursor Visibility will hide the cursor when you're moving or inactive.

Enable HDR

This is an option that is only available on HDR-ready screens.

Adjunct UI Scale

Changing this value will adjust the size of the UI that appears over your Adjunct.

Interaction UI Scale

Changing this value will adjust the size of the text rendered on the side of the screen for interaction prompts.

Adjunct Skin

Changing this value will change the “Skin” of your adjunct. Please note that this setting may only be available for specific tiers of folks who supported our Kickstarter/Fangamer campaigns.

Graphics Settings Menu

For the quality preset options listed on this page, we highly recommend not touching them unless you are certain you’d like to make manual modifications to the way the game looks on your machine. Please note that modifying any of those settings will impact performance on your machine, for better or for worse.

If you want to reset the quality settings, please select “Auto Detect” on this page.

Supersampling Settings

We highly recommend tweaking this setting to “Performance” if you feel as though you are not getting the performance desired in the game.

Adjunct Usage Tutorials

Aiming the Adjunct

Mouse and keyboard: Hold down the Left Mouse Button to aim the Adjunct.

Xbox gamepad: Hold down RT to aim the Adjunct.

Rift, Quest, Vive, or Index motion controller: Reach for the Adjunct and use the Grip button on either controller to grab it.

Socketing the Adjunct

Mouse and keyboard: While aiming at this socket, release the Left Mouse Button.

Xbox gamepad: While aiming at this socket, release RT.

Rift, Quest, Vive, or Index motion controller: Use the Trigger button on your controller to launch the Adjunct.

Changing the Socket Value

Mouse and keyboard: Click the Q or E keys to select the action of the socket.

Xbox gamepad: Click D-Pad left or D-Pad right to select the action of the socket.

Rift, Quest, Vive, or Index motion controller: Hold the Grip button and rotate the tethered hand to select the action of the socket.

Recalling the Adjunct

Mouse and keyboard: Tap the Right Mouse Button to recall the Adjunct.

Xbox gamepad: Press LT to recall the Adjunct.

Rift or Quest motion controller: Press the bottom face button to recall the adjunct.

Vive motion controller: Press Down on the trackpad to recall the Adjunct.

Index motion controller: Press A to recall the Adjunct.

Changing the Socket Mode

Mouse and keyboard: Use the mouse wheel or Tab key to switch modes.

Xbox gamepad: Use RB or LB to switch modes.

Rift or Quest motion controller: Use the top face button to switch modes.

Vive motion controller: Press up on the trackpad to switch modes.

Index motion controller: Use the B button to switch modes.

Changing the Socket Mode

Mouse and keyboard: Use the mouse wheel or Tab key to switch modes.

Xbox gamepad: Use RB or LB to switch modes.

Rift or Quest motion controller: Use the top face button to switch modes.

Vive motion controller: Press up on the trackpad to switch modes.

Index motion controller: Use the B button to switch modes.

Miscellaneous Functionality

Cavitation Hammer

This functionality is usable only when you are in a Dive Suit, and only when the water/liquid level around you is overhead.

Mouse and keyboard: Press R to use the Cavitation Hammer to break up debris.

Xbox gamepad: Press X to use the Cavitation Hammer to break up debris.

Rift, Quest, Vive, or Index motion controller: Press the Grip button to use the Cavitation Hammer to break up debris.

Menu button

Mouse and keyboard: Press the Escape button on your keyboard to open the menu.

Xbox gamepad: Use the menu button on your controller to open the menu.

Rift, Quest (not in SteamVR): Use the menu button on your left controller to open the menu.

Rift, Quest (in SteamVR): Use the Y button on your left controller to open the menu.

Vive motion controller: Press the menu button on your right controller to open the menu.

Index motion controller: Press the B button on your left controller to open the menu.

Reset Height (VR only)

Rift, Quest motion controller: Press the B button to reset your height in-game.

Vive motion controller: There is an option in the main menu to reset your height.

Index motion controller: Press the B button on your right controller to reset your height.