Opacity
Alt-click to access expressions
◆ ◆ ◆ ◆ ◆ ◆ You can manually keyframe overtop most expressions
@checkbox Highlight and pickwhip to target expression control

Position — Wiggle movement
```
wiggle(3,50)
```

Opacity — Checkbox toggle on/off
```
Check = @checkbox;

if (Check == 0) 0 else 100
```

Color — Checkbox toggle between two color controls
```
Color1 = @color;
Color2 = @color;

Check = @checkbox;

if (Check == 1){
Color1} else Color2
```

Position — Constrain joystick to origin bounds
```
posX = transform.position[0];
posY = transform.position[1];

if (posX > 200) posX = 200 else if (posX < -200) posX = -200;
if (posY > 200) posY = 200 else if (posY < -200) posY = -200;
```

Position — Five checkboxes to extremes (joystick keys)
```
posX = transform.position[0];
posY = transform.position[1];

Center = @checkbox;
North = @checkbox;
East = @checkbox;
West = @checkbox;
South = @checkbox;

if (Center == 1) posX = 0, posY = 0;
if (North == 1) posX = 0, posY = -200;
if (East == 1) posX = 200, posY = 0;
if (West == 1) posX = -200, posY = 0;
if (South == 1) posX = 0, posY = 200;

if (posX > 200) posX = 200 else if (posX < -200) posX = -200;
if (posY > 200) posY = 200 else if (posY < -200) posY = -200;

[posX, posY];
```

Color — Dual checkbox toggle between four color controls
```
Color1 = @color ;
Color2 = @color ;
Color3 = @color ;
Color4 = @color ;

Check1 = @checkbox ;
Check2 = @checkbox ;

if (Check1 == 0 && Check2 == 0){
Color1} else if (Check1 == 0 && Check2 == 1){
Color2} else if (Check1 == 1 && Check2 == 0){
Color3} else Color4
```