**Work in progress, just started…**

GUI windows

1. Command
   1. Using Group  
      To elect a shader, load and runs the last saved set of parameters
   2. Preset  
      Move across saved parameter set of the current shader
   3. Preset n of m  
      Reload the current. Similar to reset of the current shader.
   4. Preset Edit Group
      1. Modify  
         Update the local parameters (doesn’t update the parameters set on disk)
      2. Copy  
         Select the local parameters (doesn’t update the parameters set on disk)
      3. Paste  
         Pastes the copied parameter set on the current one
      4. Insert  
         Insert the copied parameter set after the current one
      5. Delete  
         Delete the current parameter set
      6. Frames  
         Number of frames between current and next parameter set (when playing active)
   5. Save  
      Save to disk the current modified set and set it as starting point at load
   6. Play  
      Runs through the Preset parameters. If Frames isn’t set to zero tries to interpolate between a parameters set and the next one. Can stop playing pressing the space bar.
   7. Random Show  
      Generates random fractals. Can stop the show pressing the space bar.  
      Pressing T Key hides the GUI.
   8. Show Group
      1. Using  
         Select the shader to be shown (Only Bulb, Box, Pseudoklein and Hybrid1 currently supported).  
         Up to ten shaders can be shown randomly through
      2. Showcount  
         If a shader is repeated it will statistically show up more frequently
      3. Saturate  
         Colors are chosen randomly, saturated if active.
      4. Showfog  
         Random fog level enable
      5. Showpause  
         Pause in milliseconds between random frames
      6. March  
         If greater than one each random frame will be zoomed in before showing a new one
   9. Fade  
      Enable/disable fading between frames when Play or Random Show are active
   10. Fade time  
       Not a fixed time, depends on the processor speed
   11. Record jpg  
       When active will print a .jpg for each frame during Play and Random show.  
       File name and directory are printed to the console window
   12. Print jpg  
       Print a jpg of the current window.   
       File name and directory are printed to the console window
2. Navigation windows (Rotate / Translate at the upper right corner of the GUI)  
   Mouse wheel toggles navigation mode.  
   When the “Rotate” or “Translate” window are displayed, click o the fractal and drag the mouse to rotate or translate the view.  
   Left, right, left+right mouse buttons rotate or move around different axes.  
   When axes display is enabled, pressing a mouse button highlights the selected axe.  
   To rotate, keep the mouse button down and move it until the cursor exits the round finder (similar the Rotoslider of the AntTweakbar)
   1. Rotation center, toggles between  
      Rotcenter rotates the fractal at the system center coordinates. It’s the preferred rotation center when the whole fractal is displayed.   
      Rotpointer finds the point of the surface at the mouse pointer and uses it as the rotation center. It’s the preferred rotation center when zooming close to the fractal surface and the fractal center is far way. The mouse must be positioned on the fractal surface; if it’s positioned on the background the last Rotpointer will be used.
   2. Disp.axes   
      Toggles navigation axes on/off. Axes are displayed only when a mouse button is pressed
   3. Rotation and translation axes, toggles between   
      System axes  
      Fractal axes   
      Axes are visible when a mouse button is pressed
   4. Speed   
      Sensitivity of the mouse (Rotate and Translate have separate Speed settings)