1. Main window
   1. Type Load a shader and runs the last saved set of parameters
   2. Load Reload the current shader and runs the last saved set of parameters. Similar to reset of the current shader.
   3. Index Move across saved parameter set
   4. Reset
   5. Modify Update the local parameters (doesn’t update the parameters set on disk)
   6. Copy Select the current parameter set, enables Paste and Insert
   7. Paste Pastes the copied parameter set on the current one
   8. Insert Insert the copied parameter set after the current one
   9. Delete Delete the current parameter set
   10. Loaded Parameters’ set currently loaded (read only)
   11. Frames Number of frames between current and next parameter set (when playing)
   12. Save Save to disk the current modified set and set it as starting point at load
   13. Play Interpolates parameters from the current set to the last one
   14. Show Generates random fractals
   15. Fade Fade in enable (when play or show active)
   16. Pause Pause in milliseconds between frames (when play active)
   17. Record Store jpeg snapshot each frame in the Video directory (when play or show active)
   18. Print Stores a single snapshot of the current display in the Screenshot directory
2. Navigation windows.

Mouse wheel toggles navigation Scrolling through mouse wheel.   
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.

* 1. CentreRoot Moves the rotation centre to the surface of the current fractal, in the middle of the current view.
  2. Disp.axes Toggles navigation axes on/off. Axes are displayed only when a mouse button is pressed.
  3. Navmod Toggles navigation between system and fractal axes (press a mouse button to display).
  4. Speed Sensitivity of the mouse. Shortcuts for quick set :”PageUP”, “PageDown”, “Home” keys
  5. Rotation Current rotation of the fractal (display only)
  6. Space Cut the box around the fractal center. Only the fractal inside the box is displayed.

1. Pallette
   1. A.Light Ambient light intensity
   2. Light.C. Fractal color intensity
   3. Light D. Directional light (doesn’t rotate with fractal)
   4. Emis.Col. Reflected light intensity
   5. Light.S. Opacity of the fractal surface (kind of inverse opacity)
   6. Pow.S. Light flare of the fractal surface
   7. Col1 Color one
   8. Col2 Color two
   9. Fog.C. Color of the backgroud. Color of the fog effect when enabled
   10. Fog.En. Fog intensity
   11. Col.Spin. Speed of change between the two main colors
   12. Sincos Toggles color mix mode
2. Parameters
   1. Power Exponent of the Mandelbrot series (fractal types 0 to 4)
   2. Phase Phase of the Mandelbrot series (fractal types 0 to 4)
   3. Maxiter Escape function iterations
   4. Accuracy
   5. De Escape distance estimator (DE types only)
   6. Box Box fold (fractal type 6 and 7)
   7. Sphere Sphere fold (fractal type 6 and 7)
   8. Scale Scale factor (fractal type 6 and 7)
   9. Julia Enable/disable Julia set mode
   10. J0,1,2 Julia set point
3. Hybrid  
   Fractal parameters for fractal types > 7
   1. minbail escape condition for type 7
   2. Maxiter0 Escape functions iterations
   3. Maxiter1 Escape functions iterations (type 7, secondary loop)
   4. foldx,y,z Space folding factors
   5. KleinR,I,F Pseudo klenian formula parameters (type 7 only)
   6. b0,b1,b2 Display options for type 8
   7. Otrap Orbit trap color (type 7 only, enabled when > 0)
   8. Functions not described are reserved for future use