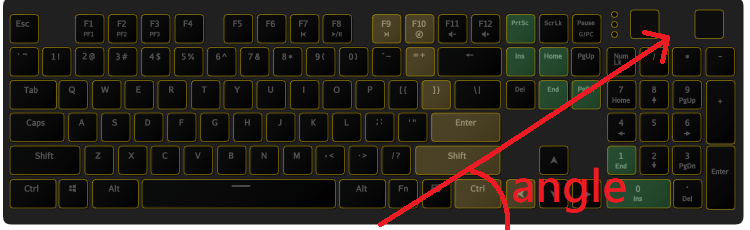
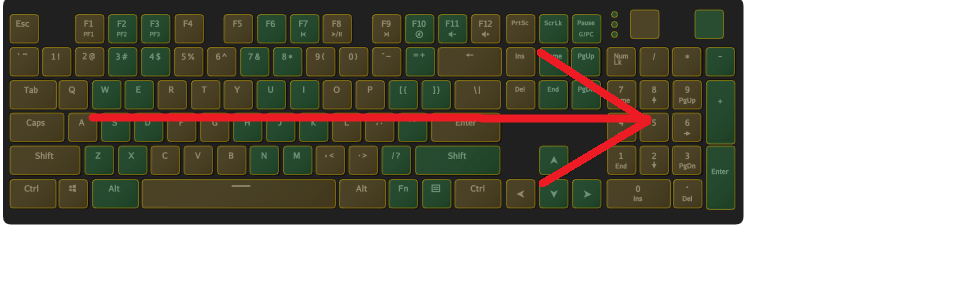
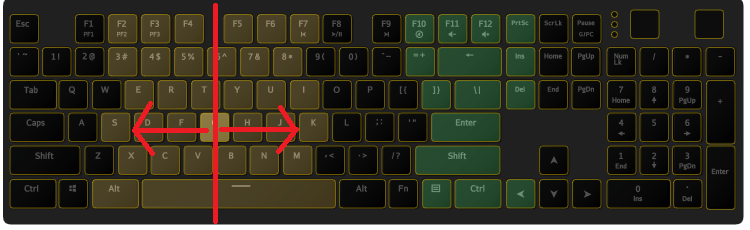
**angle**移動方向　範圍:無限制(360循環)　單位:幅角



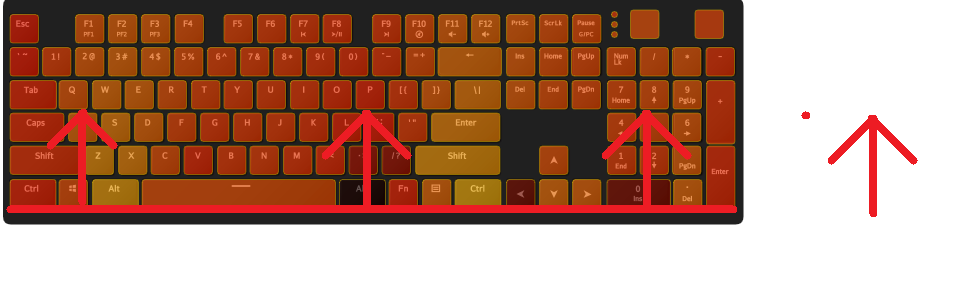
**autoplay**自動播放



**bidirectional**兩個燈效同時往相反方向移動

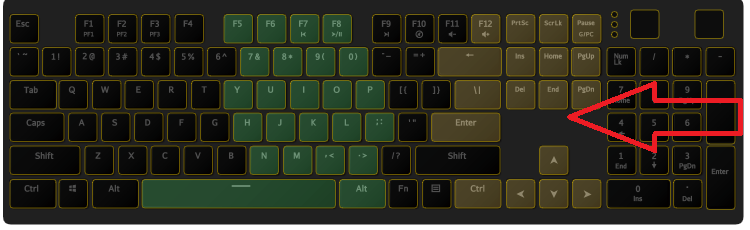


**boundary**於邊界啟動



**~~bump~~**~~撞牆反彈~~

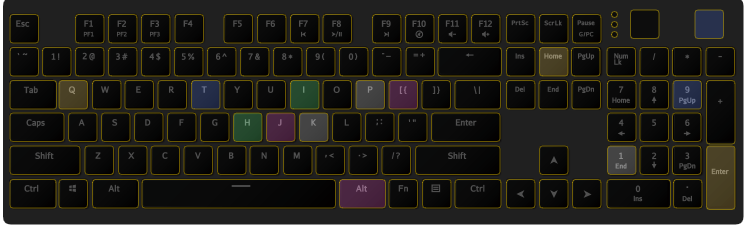




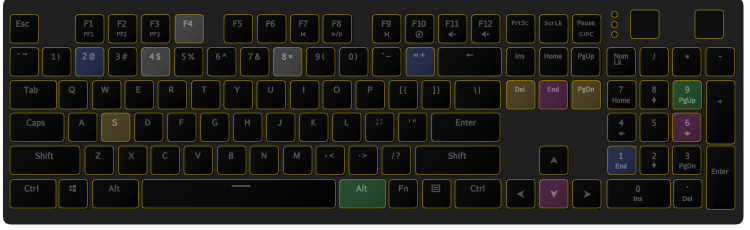
**color**色彩 範圍:[0,255]



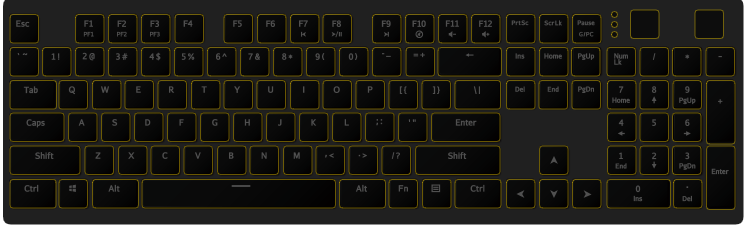
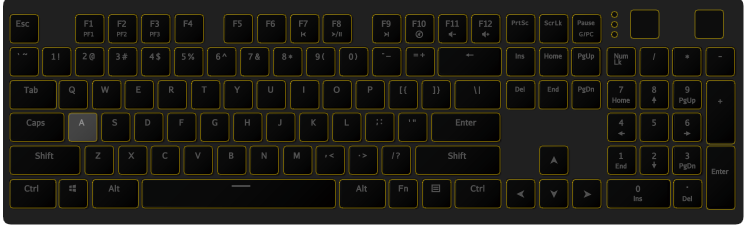
**concatenate**色彩連鎖　一次按鍵連續播放每個色彩



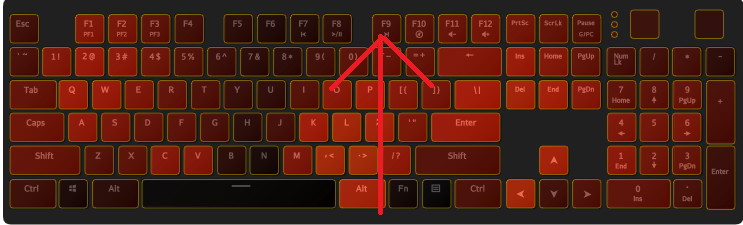
**cooldown**間距時間（每次CD時間）　範圍:[1,1000]　單位:幀



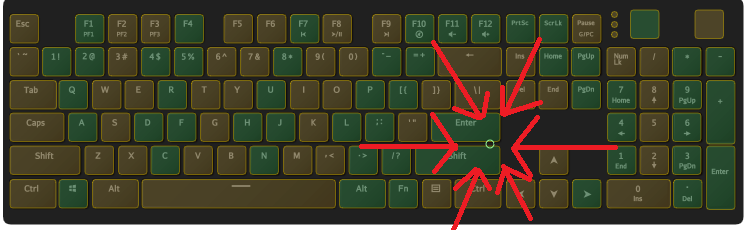
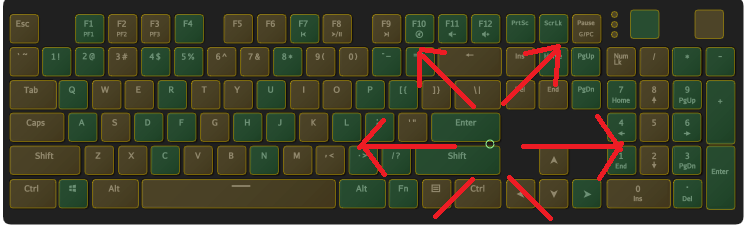
**delay**延遲時間（首次CD時間）　範圍:[0,1000]　單位:幀

** **

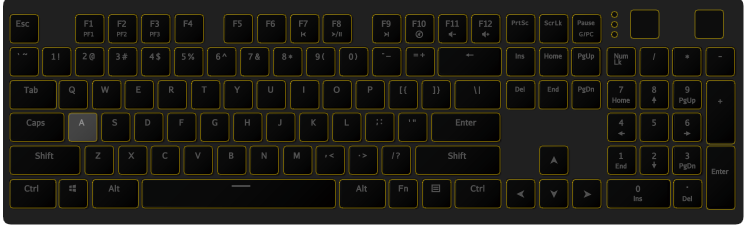
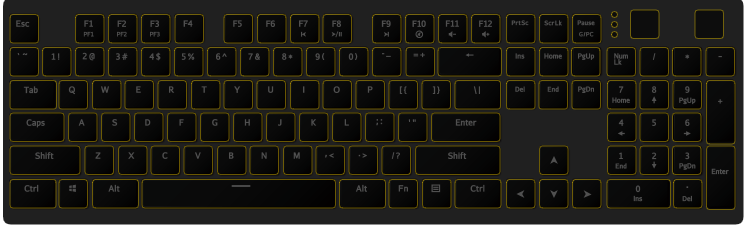
**diffuse**傳遞速度　範圍:[0,1]　單位:比例



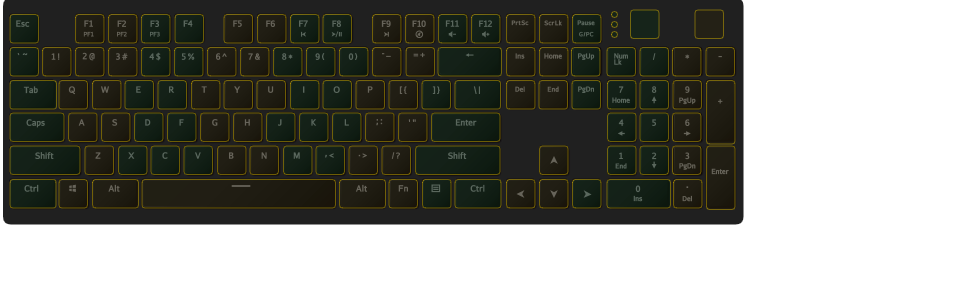
**direction**移動方向

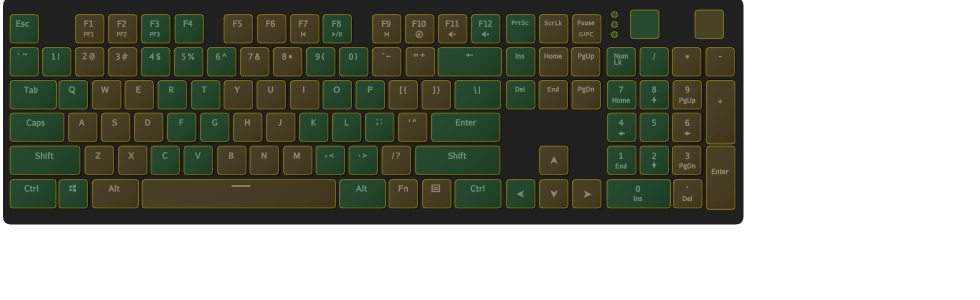


**during**播放時間　範圍:[1,1000]　單位:幀

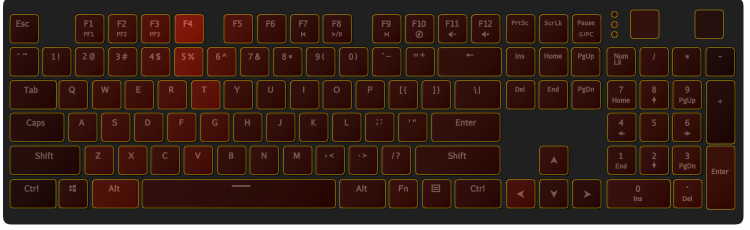
 

**fade**淡入淡出　自動播放時無效

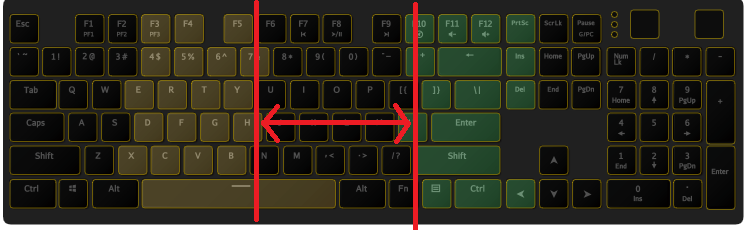




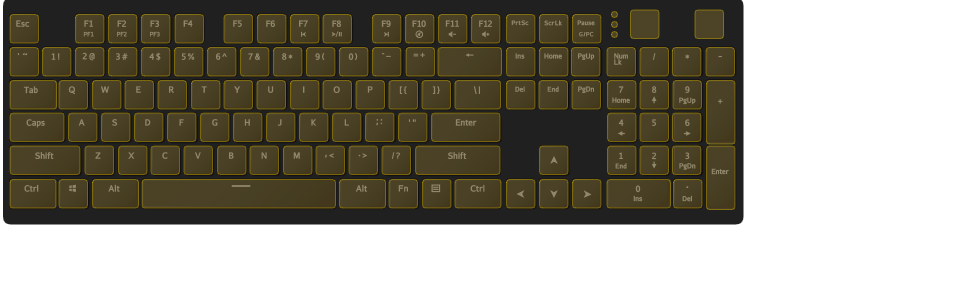
**fire**興旺程度　範圍:[0,1]　單位:比例



**~~gap~~**~~間距　範圍:[0,oo]　單位:像素~~



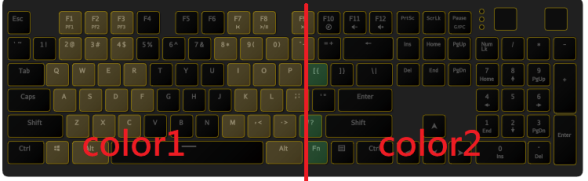
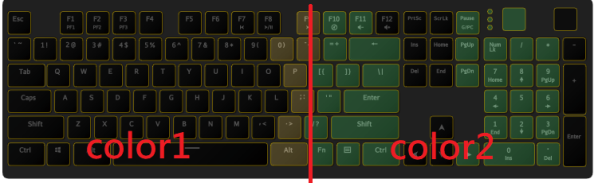
**global**全域色彩　半徑範圍無限大　宛如呼吸'

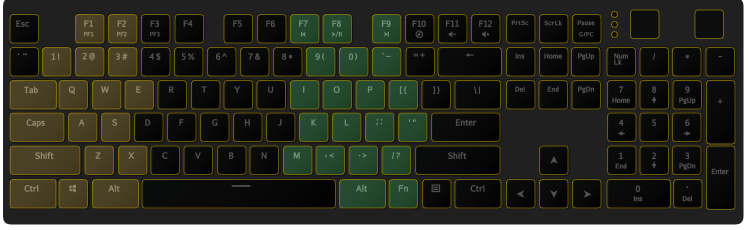
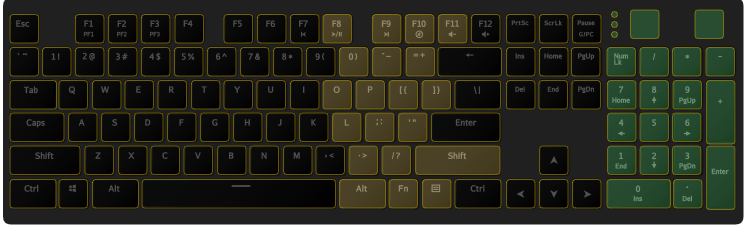


**gradient**色彩漸層

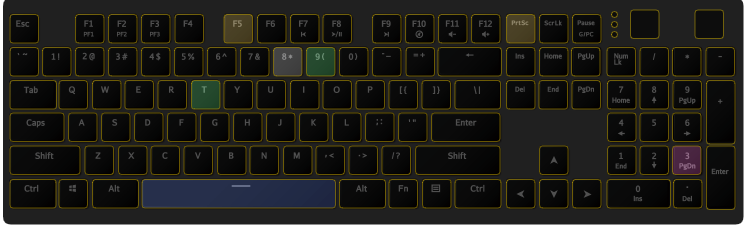


**ground**背景色彩平均分配

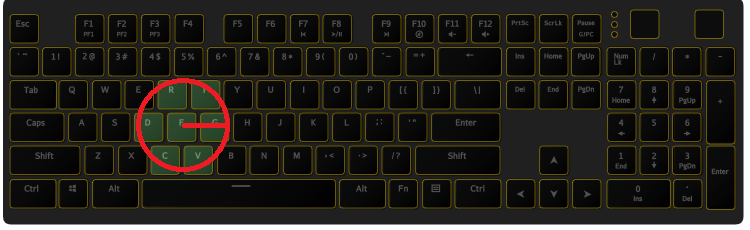
**number**燈數量　範圍:[1,oo]　單位:個



**opacity**不透明程度　範圍:[0,1]　單位:比例

|  |  |
| --- | --- |
| 加法模式：乘上透明度，直接累加。  output = 0;  output += effect1 \* opacity1;  output += effect2 \* opacity2; | 覆蓋模式：後面蓋掉前面。  output = 0;  output = output \* (1 - opacity1)  + effect1 \* opacity1;  output = output \* (1 - opacity2)  + effect2 \* opacity2; |

**radius**按鍵中心半徑範圍碰到的全都亮　範圍:[0,oo]　單位:像素



**scale**色彩位置　範圍:[0,1)　單位:比例

**0 scale1 scale2 scale3 1**

**soft**柔邊　各色帶邊界各自柔和　若間隔為零則一併柔和



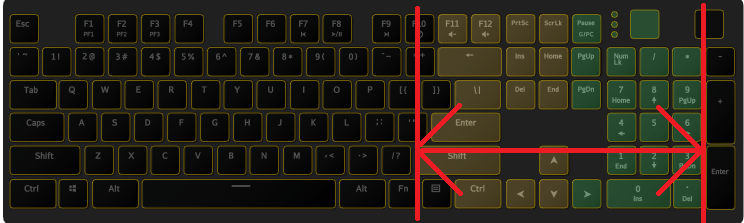
**speed**移動速度　範圍:[1,oo]　單位:像素/幀



**use\_scales**色彩播放速度編輯器



**width**寬度　範圍:[1,oo]　單位:像素

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