## Audio

.hide()

.setBins( bins )

.setCutoff( frequency )

.setSmooth( amount )

.show()

## Color

.brightness( 0.4 )

.contrast( 1.6 )

.color( r, g, b )

.colorama( 0.005 )

.invert( 1.0 )

.luma( **thresh**: 0.5, **tol**: 0.1)

.posterize( **bins**: 3.0, **gamma**: 0.6 )

.saturate( 2.0 )

.shift( r, g, b, a )

.thresh( **thresh**: 0.5, **tol**: 0.04 )

## Geometry

.kaleid( 4.0 )

.pixelate( 20, 20 )

.repeat( x: 3.0, y: 3.0, 0.0, 0.0 )

.repeatX( **am**: 3.0, **offset**: 0.0 )

.repeatY( **am**: 3.0, **offset**: 0.0 )

.rotate( **angle**: 10.0, **speed**: 0.0 )

.scale( **am**: 1.5, **x**: 1.0, **y**: 10. )

.scrollX( **x**: 0.5, **speed**: 0.0 )

.scrollY( **y**: 0.5, **speed**: 0.0 )

## Modulators

.modulate( texture, amount: 0.1 )

.modulateHue( color, amount: 1.0 )

Changes coordinates based on hue of second input.

.modulateKaleid( texture, nSides: 4 )

.modulatePixelate( multiple, offset: 3.0 )

.modulateRepeat( texture, repeatX, repeatY, offsetX, offsetY )

.modulateRepeatX( texture, reps, offset )

.modulateRepeatY( texture, reps, offset )

.modulateRotate( texture, multiple, offset )

.modulateScale( multiple, offset )

.modulateScrollX( multiple, scrollX, speed )

.modulateScrollY( multiple, scrollX, speed )

## Operators

.add( texture, amount )

.blend( texture, amount )

.diff( texture )

.layer( texture ) [uses alpha]

.mask( texture, reps, offset )

.mult( texture, amount )

## 

## Global variables

mouse.x mouse.y

time

## Sources

### gradient

gradient( speed )

noise( scale, offset )

osc( frequency: 60, sync: 0.1, offset )

.out( buffer )

render( buffer )

shape( sides, radius, smoothing)

solid( r, g, b, a )

src( input )

voronoi( scale, speed, blending )

## Parameter sequences

### Lists as parameter sequences

osc(  
 [80, 100, 200, 50], 1 )  
)  
.out(o0)

### Functions on parameter sequences

#### fast

fast ( amount)

a.onBeat = () => {console.log("BEAT!", Math.random())}

imagine = new Image()

imagine.onload = () => s1.init({src:imagine, dynamic:false})

imagine.crossOrigin = "anonymous"

imagine.src = "https://i.imgur.com/yfswUY1.jpg"

imagine.src = "http://localhost:8080/meme.jpeg"

video = document.createElement("video")

video.autoplay = true

video.loop = true

video.crossOrigin = "anonymous"

video.muted = true

video.src = "http://localhost:8080/doggy.mp4"

// videoObj.src = "https://i.imgur.com/3C088RY.mp4"

video.play().then(()=>s0.init({src:video, dynamic:true}))