

Feature Name	Category	Playback or Trigger Mode	Description	Key Parameters/Controls	Creative Application	Source
Loop	Video Playback	Loop Mode (Circular button)	Video content plays until the end and immediately restarts from the beginning in a continuous cycle.	In-and-out handles, Speed	Default continuous playback for background textures or repetitive visuals.	1
Bounce	Video Playback	Bounce Mode (Two arrows)	Video plays forward to the end point and then plays in reverse to the start point, alternating directions.	In-and-out handles, Speed	Creating seamless back-and-forth motion without a hard jump at the loop point.	1
Random Playback	Video Playback / Animation	Random (Fourth button)	The playhead jumps to random positions on the timeline instead of following a linear sequence.	Speed (controls frequency of jumps), Resync (for BPM sync)	Glitchy, unpredictable visual movements; can be synced to BPM for rhythmic jumps.	1, 2
BPM Sync	Synchronization	BPM Sync (Transport menu)	Synchronizes the clip playback or parameter animation to the global master tempo (BPM).	BPM value, Tapper, Resync, Beats parameter ( $\$/2\$$ or $\$/2\$$ buttons)	Ensuring visuals move in perfect time with the musical beat.	2
Audio FFT	Audio Reactivity	External, Composition, or Clip	Drives parameters based on audio frequencies analyzed from external sources or internal clips.	Gain, Fall, Frequency range (Low/Mid/High), Audio Input Device	Creating visuals that pulse or change color in direct response to live music.	3
Timeline Animation	Parameter Animation	Timeline / Ping-Pong	Animates a specific parameter (such as Scale or Distance) using an independent timeline and loop modes.	In-point, Out-point, Speed, Play/Pause	Creating automated movement like oscillating zooms or pulsating effects.	4, 5
Envelopes	Parameter Animation	Envelope	Uses a custom graph or curve to define how a parameter value changes over time.	Curves drop-down (e.g., Sine In/Out), Right-click points	Smoothing out animations or creating bouncy, organic-feeling transitions.	4, 5
Beat Looper	Synchronization	Beat Looper	Loops the playback position of the clip according to a specific number of beats relative to the master tempo.	Number of beats ( $\$1\$$ , $\$2\$$ , $\$4\$$ , etc.), Off button	Song buildups, energy shifts, or creating rhythmic repeating sections.	6
Restart	Trigger Behavior	Restart (Default)	When a clip is triggered, it always begins playback from the first frame or defined in-point.	Trigger button	Standard clip triggering for predictable start times.	1
Continue	Trigger Behavior	Continue	When a clip is triggered, it resumes playback from the exact point in time where it was previously ejected.	Trigger button	Picking up a visual sequence exactly where it was left off.	1
Relative	Trigger Behavior	Relative	The newly triggered clip starts at the same relative playback position where the previous clip ended.	Trigger button	Seamlessly swapping content while maintaining the temporal flow of the performance.	1
Piano Mode	Trigger Behavior	Piano (Trigger Style)	Clips are active and played only as long as the trigger key or mouse button is held down.	Trigger Style (Piano), Keyboard/MIDI shortcuts	Playing visuals like a musical instrument for expressive, "staccato" performances.	7