BuddhaBrot-MT manual

Table 1: Changing layer mode, changing color table (noncycle and cycle) (ct), changing BuddhaBrot (bb) type (0=BuddhaBrot, 1=Anti-Buddhabrot, 2=Anti-Buddhabrot with some lobes cut)

	F1	F2	F3	‘	Esc
-	layer mode	noncycle ct	cycle ct	bb type	toggle title bar

Table 2: Saving, loading, calculation thread handling, changing animation frame rate

	F9	F10	F11	F12
-	save status	load status	pause calculations	1 fps
Shift		load parameters	threads += 3	10 fps
Ctrl		load status (threads=3)	threads −= 3	30 fps

Table 3: Writing window, tiled (T) render, full render to PNG in working directory, changing auto write mode (awm) (0=no auto write, 1=auto write based on elapsed time, 2=auto write based on number of paths plotted)

	Backspace	\	Return	[	]
-	write window	write render tiled	write render	inc T width	inc T height
Shift	awm window	awm render tiled	awm render	dec T width	dec T height

Table 4: Changing time (t) between each auto PNG write, changing number of paths plotted difference (pp) between each written auto PNG

	-	=	;	’
-	t /= 10	t ∗= 10	pp /= 10	pp ∗= 10

Table 5: Changing render (R) size, zooming BuddhaBrot (bb), panning window (W) in render, panning BuddhaBrot

	Page Up	Page Down	←	→	↑	↓
-	inc R size	dec R size	pan W ← 10%	pan W → 10%	pan W ↑ 10%	pan W ↓ 10%
Shift	zoom in bb	zoom out bb	pan bb ← 10%	pan bb → 10%	pan bb ↑ 10%	pan bb ↓ 10%
Ctrl			pan W ← 1%	pan W → 1%	pan W ↑ 1%	pan W ↓ 1%
Shift+Ctrl			pan bb ← 1%	pan bb → 1%	pan bb ↑ 1%	pan bb ↓ 1%

Table 6: Changing BuddhaBrot parameter: bailout (bail)

	1	q	a	z
-	layer 123 bail += 1	layer 1 bail += 1	layer 2 bail += 1	layer 3 bail += 1
Shift	layer 123 bail ∗= 10	layer 1 bail ∗= 10	layer 2 bail ∗= 10	layer 3 bail ∗= 10
Ctrl	layer 123 bail −= 1	layer 1 bail −= 1	layer 2 bail −= 1	layer 3 bail −= 1
Shift+Ctrl	layer 123 bail /= 10	layer 1 bail /= 10	layer 2 bail /= 10	layer 3 bail /= 10

Table 7: Changing BuddhaBrot parameter: path plot start (pps)

	2	w	s	x
-	layer 123 pps += 1	layer 1 pps += 1	layer 2 pps += 1	layer 3 pps += 1
Shift	layer 123 pps ∗= 10	layer 1 pps ∗= 10	layer 2 pps ∗= 10	layer 3 pps ∗= 10
Ctrl	layer 123 pps −= 1	layer 1 pps −= 1	layer 2 pps −= 1	layer 3 pps −= 1
Shift+Ctrl	layer 123 pps /= 10	layer 1 pps /= 10	layer 2 pps /= 10	layer 3 pps /= 10

Table 8: Changing BuddhaBrot parameter: path plot end (ppe)

	3	e	d	c
-	layer 123 ppe += 1	layer 1 ppe += 1	layer 2 ppe += 1	layer 3 ppe += 1
Shift	layer 123 ppe *= 10	layer 1 ppe *= 10	layer 2 ppe *= 10	layer 3 ppe *= 10
Ctrl	layer 123 ppe −= 1	layer 1 ppe −= 1	layer 2 ppe −= 1	layer 3 ppe −= 1
Shift+Ctrl	layer 123 ppe /= 10	layer 1 ppe /= 10	layer 2 ppe /= 10	layer 3 ppe /= 10

Table 9: Changing BuddhaBrot parameter: path minimum n_inf (minn)

	4	r	f	v
-	layer 123 minn += 1	layer 1 minn += 1	layer 2 minn += 1	layer 3 minn += 1
Shift	layer 123 minn *= 10	layer 1 minn *= 10	layer 2 minn *= 10	layer 3 minn *= 10
Ctrl	layer 123 minn −= 1	layer 1 minn −= 1	layer 2 minn −= 1	layer 3 minn −= 1
Shift+Ctrl	layer 123 minn /= 10	layer 1 minn /= 10	layer 2 minn /= 10	layer 3 minn /= 10

Table 10: Changing coloring method (cm) (0=rank-order mapping, 1=histogram mapping, 2=log+rank-order mapping, 3=log+histogram mapping), changing logarithmic offset for coloring methods 23 (log)

	5	t	g	b
-	layer 123 normal cm	layer 1 normal cm	layer 2 normal cm	layer 3 normal cm
Shift	layer 123 log cm	layer 1 log cm	layer 2 log cm	layer 3 log cm
Ctrl	layer 123 log += 1	layer 1 log += 1	layer 2 log += 1	layer 3 log += 1
Shift+Ctrl	layer 123 log −= 1	layer 1 log −= 1	layer 2 log −= 1	layer 3 log −= 1

Table 11: Changing color table offset (ct_o)

	6	y	h	n
-	layer 123 ct_o += 1	layer 1 ct_o += 1	layer 2 ct_o += 1	layer 3 ct_o += 1
Shift	layer 123 ct_o += 10	layer 1 ct_o += 10	layer 2 ct_o += 10	layer 3 ct_o += 10
Ctrl	layer 123 ct_o = 0	layer 1 ct_o = 0	layer 2 ct_o = 0	layer 3 ct_o = 0

Table 12: Changing color table cycle speed (ct_v)

	7	u	j	m
-	layer 123 ct_v += 1	layer 1 ct_v += 1	layer 2 ct_v += 1	layer 3 ct_v += 1
Shift	layer 123 ct_v −= 1	layer 1 ct_v −= 1	layer 2 ct_v −= 1	layer 3 ct_v −= 1
Ctrl	layer 123 ct_v = 0	layer 1 ct_v = 0	layer 2 ct_v = 0	layer 3 ct_v = 0