BuddhaBrot-MT manual

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

	F1	F2	'
-	cycle layer mode	cycle color table type	cycle BuddhaBrot type
Shift			
Ctrl			
Shift+Ctrl			

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

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

Table 3: 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 4: 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 5: 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 6: 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 7: 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 cycle cm	layer 1 cycle cm	layer 2 cycle cm	layer 3 cycle cm
Shift	layer 123 log += 1	layer 1 log += 1	layer 2 log += 1	layer 3 log += 1
Ctrl	layer 123 log −= 1	layer 1 log −= 1	layer 2 log −= 1	layer 3 log −= 1
Shift+Ctrl				

Table 8: 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
Shift+Ctrl				

Table 9: 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
Shift+Ctrl				