

P	#	SRC	COL2	COL3	COL4	FX	COL6	COL7	COL8
1	0	Feedback + Thru	Hue	Saturation	Light	Thru	Hue	Saturation	Light
	1	Lines	Thick. / Dezoom	Rotation	Distortion	Feedback + Shift	Zoom / Dezoom	X Shift	Y Shift
	2	Dots	Zoom	Rotation	Lens	Shift	Zoom / Dezoom	X Shift	Y Shift
	3	Waves	Spacing	Thickness	Vert. Scroll (R)	Colorize	Black Color	White Color	Shift
	4	Noise	Zoom	Voronoi dist.	Details	Quantize	Pixel Size	Bit Depth	Blur
2	5	Video In 1 + Thru	Hue	Saturation	Light	Dithering	Pixel Size	Bit Depth	Blur
	6	CP437	Zoom	Charset	Char. Delta	TV	Lens	Horz. Noise	Dezoom
	7	Sentences	Zoom	Sentence	Vertical repeat	Kaleidoscope	Axes	Rotation	Horz. Scroll
	8	Sentences repeat	X Shift	Sentence	Vertical repeat	CP437	Zoom	Charset	Char. Delta
	9	Isometric grid	Zoom	Scroll	Elevation	Lens	Lens limit	Lens power	Pre Zoom
3	A	Video In 2 + Thru	Hue	Saturation	Light	Spill	Bottom limit	Top Limit	Rotation
	B	Scales	Zoom	Shape	Ripples	Game Of Life	Pixel Size	Ruleset/Threshold	Feedback
	C	Credenza	Zoom	Shape	Ripples	Sobel Filter	Horz. filter	Vert. filter	Filter Size
	D	Cursor	Size	Pos X	Pos Y	Isometric	Zoom	Scroll	Rotate
	E	(Random source)	---	---	---	(Random effect)	---	---	---