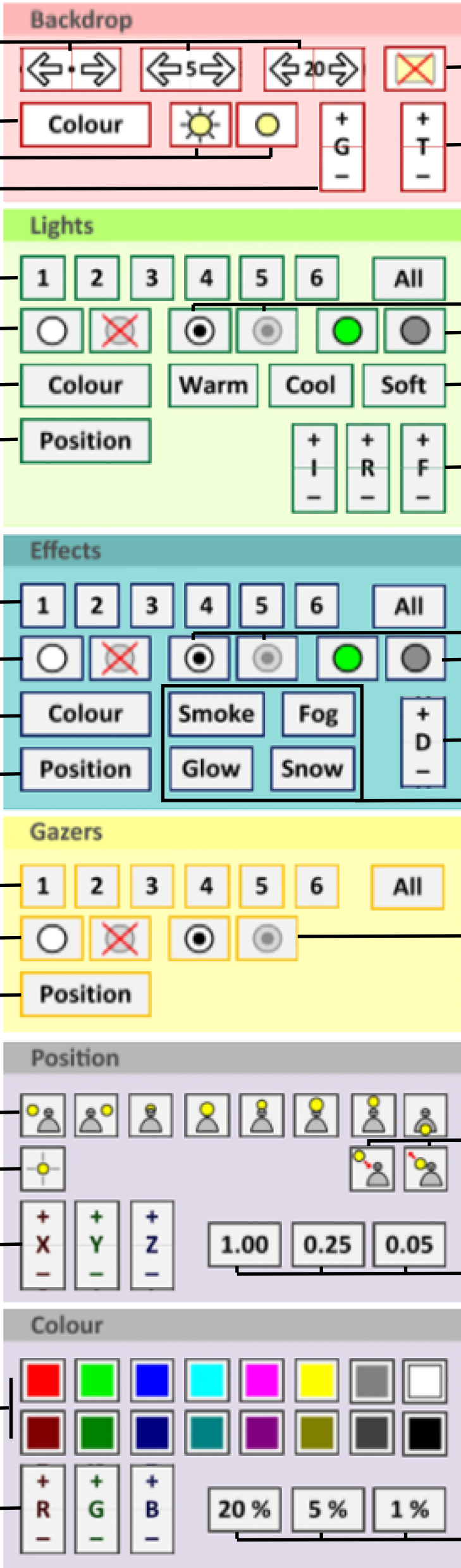


click logo panel to show/hide HUD —



show/hide control box



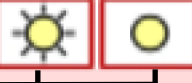
select texture



no texture



activate colour panel for backdrop



full/normal brightness

increase/decrease glow

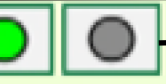
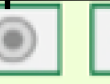
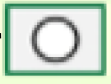
increase/decrease tile

Lights

select light



create/delete light



show/hide light

light on/off

activate colour panel for selected light



select quick colours

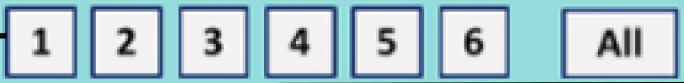
activate position panel for selected light



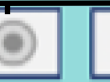
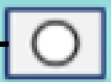
increase/decrease intensity (I), radius (R), falloff (F)

Effects

select effect generator



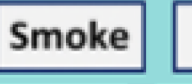
create/delete effect generator



show/hide generator

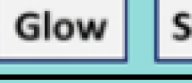
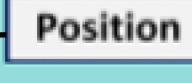
effect generator on/off

activate colour panel for selected generator



increase/decrease density of effect

activate position panel for selected generator



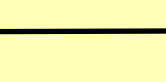
select effect type

Gazers

select gazer

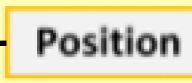


create/delete gazer



show/hide gazer

activate position panel for selected gazer



Position

select predefined positions



return to center position



position closer/further

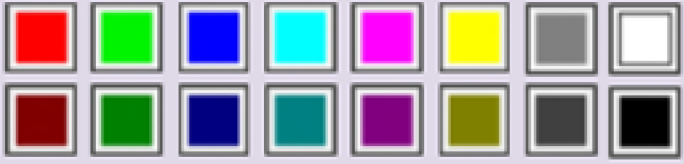
position XYZ manually



select distance

Colour

select colours



increase/decrease RGB values



set RGB values