sScale Instructions

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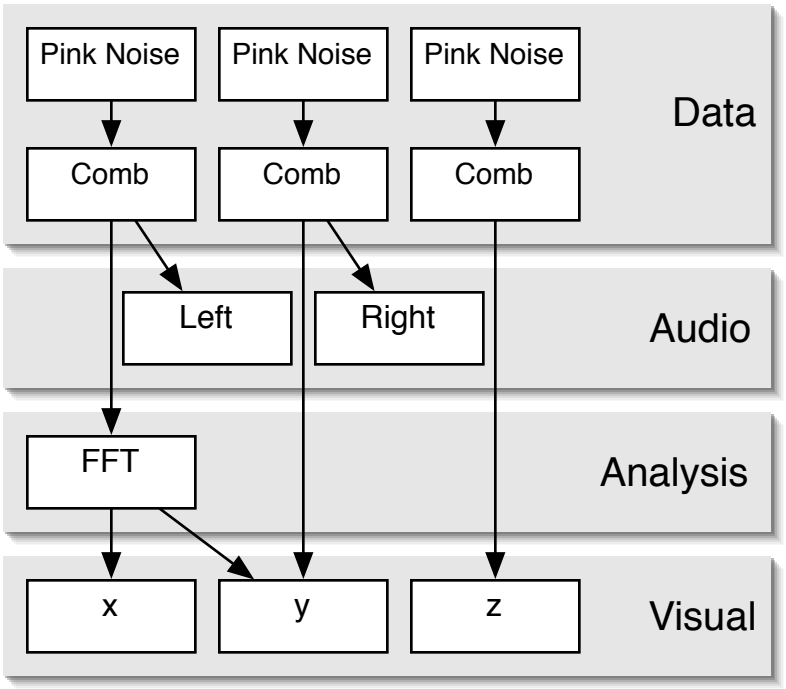
Algorithm



Mouse

Left + drag	Comb filter delay time
Middle + drag	Blur amount
Right + drag	Zoom

Keyboard

0-9	World number
n	Positive or negative feedback
v	Randomize random number generator parameters
g	Randomize everything
z	Mute inputs to comb filters
x	Freeze toggle
f	Toggle FFT mode
c	Blur toggle
d	2D / 3D toggle (time-domain only)
p	Vertex drawing mode (points, lines, line-strip, triangles, triangle-strip, quad, quad-strip)
i	Front-face polygon drawing mode (point, line, fill)
o	Back-face polygon drawing mode
tab	Color toggle
q	Increment rotation speed around y-axis
w	Decrement rotation speed around y-axis
cmd-q	Quit