incdecrange

Decrement/increment a value by a given increment unit within a given minimum/maximum range. Optionally wrap around at range boundaries.
changelimits

Values of input stream are output only if they differ from last output value by greater than threshold value.

Outlets 2 and 3 bang if difference is positive or negative, respectively.
Arguments to thresh.

thresh 50

iter 0

if $i1$ then $i1$

/0.

listaverage

List average.
```
faderscale

Take values from a single controller index provided by ctlin. Scale absolute output values to a given minimum and maximum.

Cmdline: <controller_index> <min_value> <max_value>

Inlets:
1: Controller index.
2: Direct connection to ctlin object.
3/4: Minimum/maximum range for output. (float)
```
regionsplit

Cmdline: <granularity_of_row> <#_of_rows>

Analyze video input stream into columns and rows.
Values of input stream are output only if they differ from last output value by greater than threshold value.

Outlets 2 and 3 bang if difference is positive or negative, respectively.
Use reson~ to sweep an extreme Q setting up and down the frequency spectrum.
Divides region into three rows.
Top row is divided into three regulated "buttons." Middle row is treated as a horizontal slider. Bottom row is ignored.
Right and left are given from the perspective of who's looking into the camera. So they are reversed from the perspective of the programmer.
Divides region into three rows.
Top row is divided into three regulated "buttons." Middle row is treated as a horizontal slider. Bottom row is ignored.
Right and left are given from the perspective of who's looking into the camera. So they are reversed from the perspective of the programmer.
This version creates buttons and slider out of a space which ignores the left vertical fourth of region input.
region-4b1s

Divides region into three rows.
Top row is divided into four regulated “buttons.” Middle row is treated as a horizontal slider. Bottom row is ignored.
Right and left are given from the perspective of who’s looking into the camera. (Reversed from the perspective of the programmer.)
vnsfocus

Cmdline: <#columns>
Choose between VNS implementations on OS9 and OSX.
vnsXfocus

Capture, zoom, crop, add/subtract v.presence to v.dig image.

Toggle v.dig.

v.dig

$\text{s videoinput}$

$\times 0.$

sizesizepass

(v.screen)

Horiz. Vert.

100. 1. 1.

100. 1. 1.

$\text{zoomy}$

v.presence

sizesizepass

(v.screen)

v.grays

0.25

0.25

v.presence

sizesizepass

(v.screen)

v.motion 16

16

noise threshold

$\text{s digx}$ $\text{s digy}$

$\text{s videooutput}$
1, straight;
2, body;
3, reson echo;
4, faster playback with body;
5, slow playback with body;
6, reson with straight echo;
7, reson short sweep with straight echo;
8, very slow with body;
9, body;