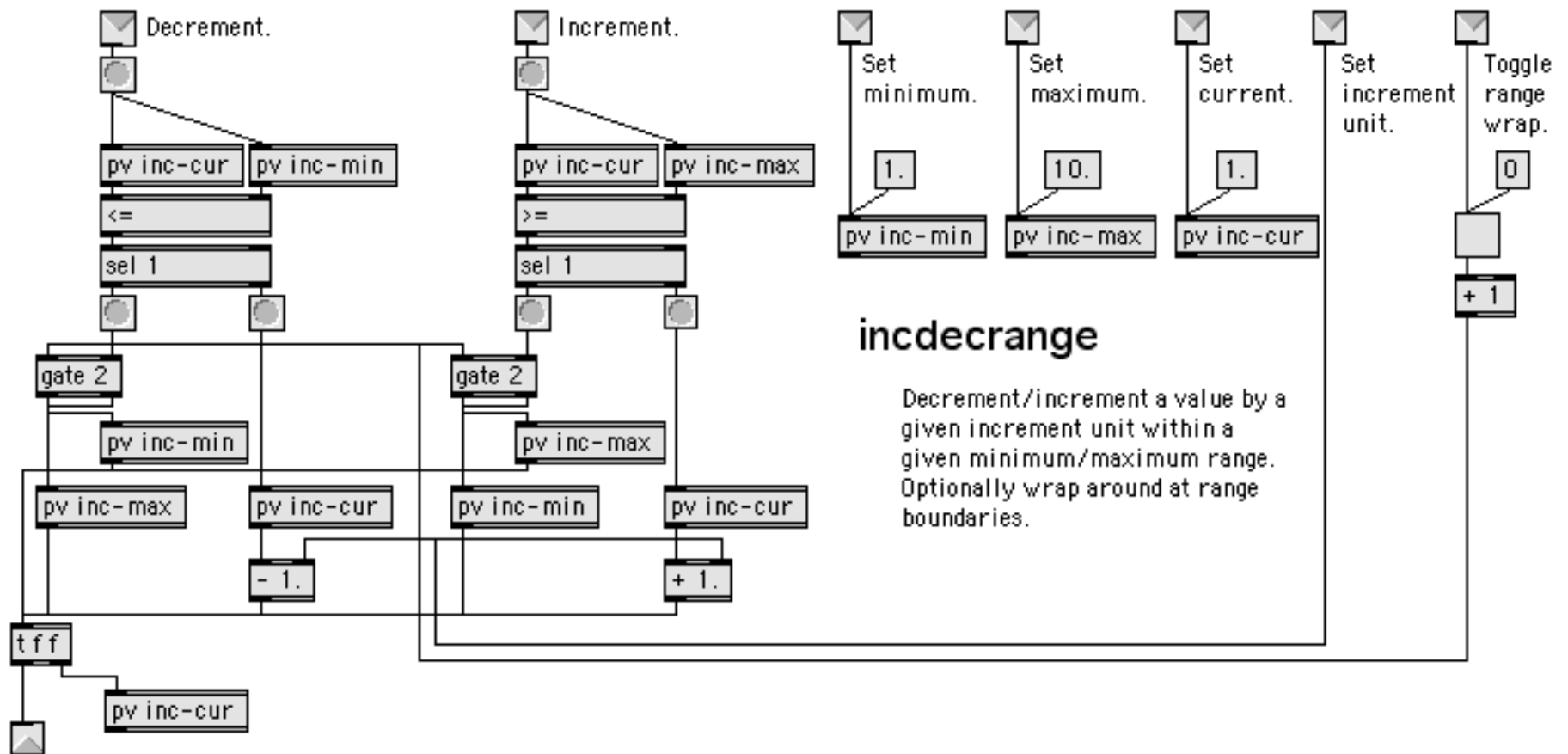
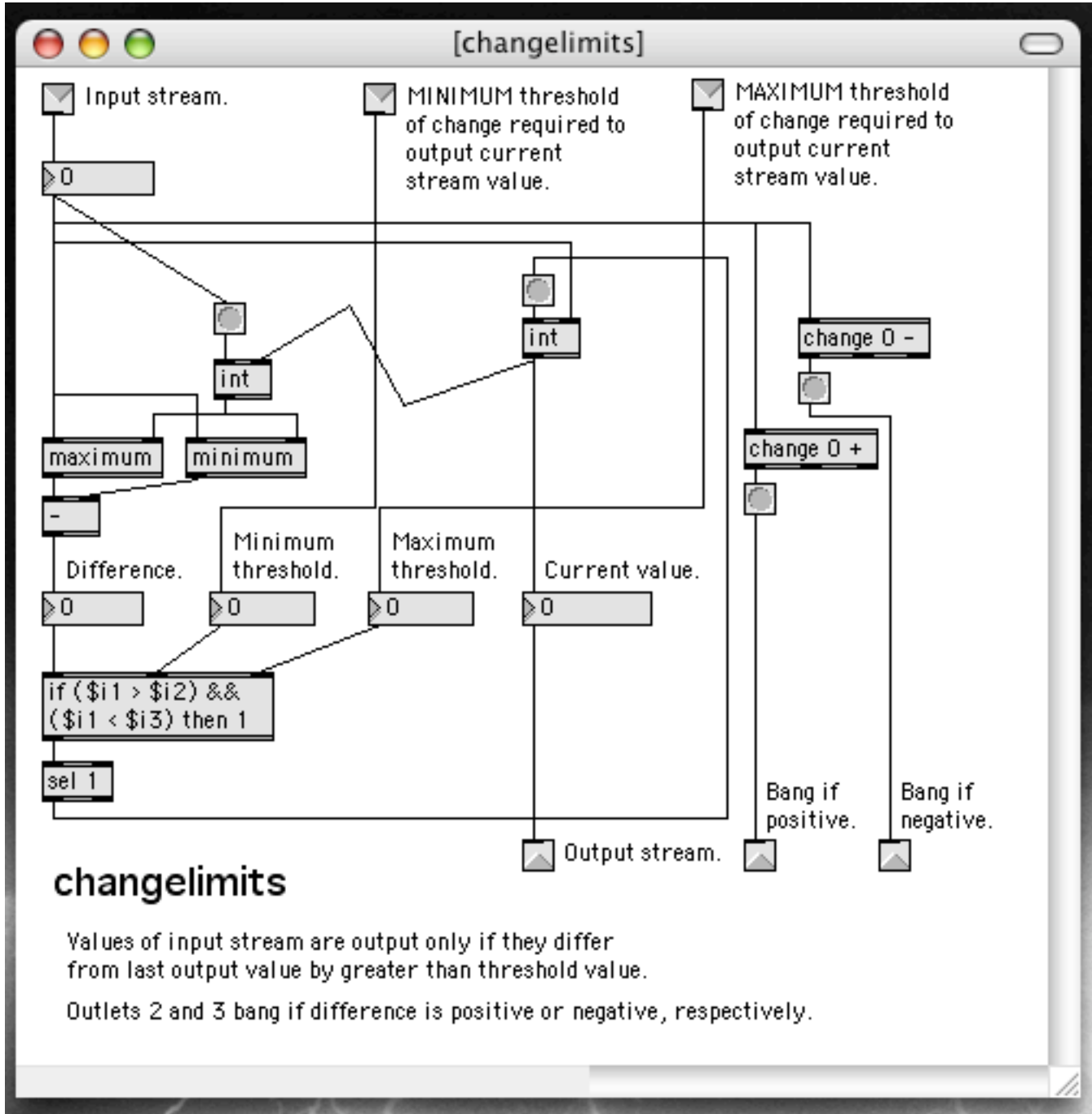
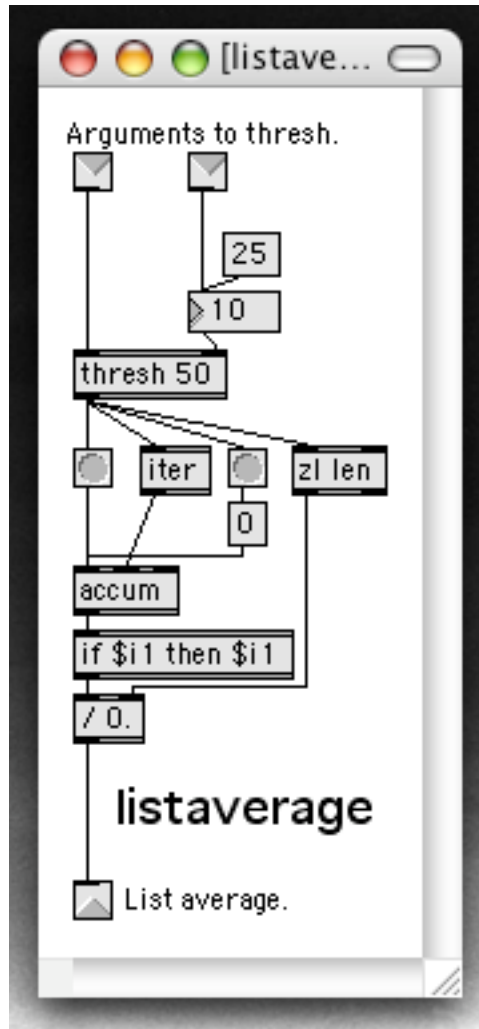
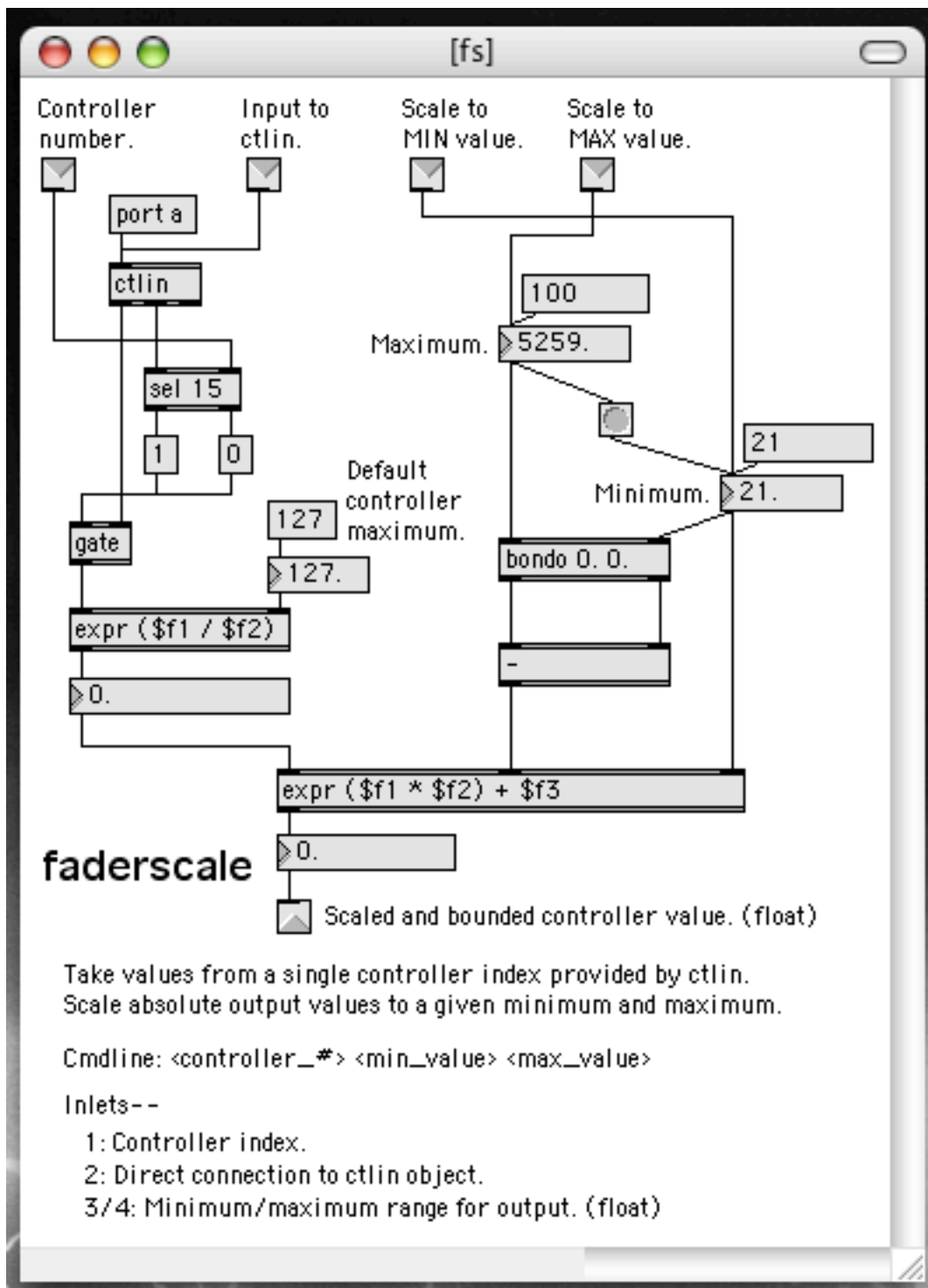


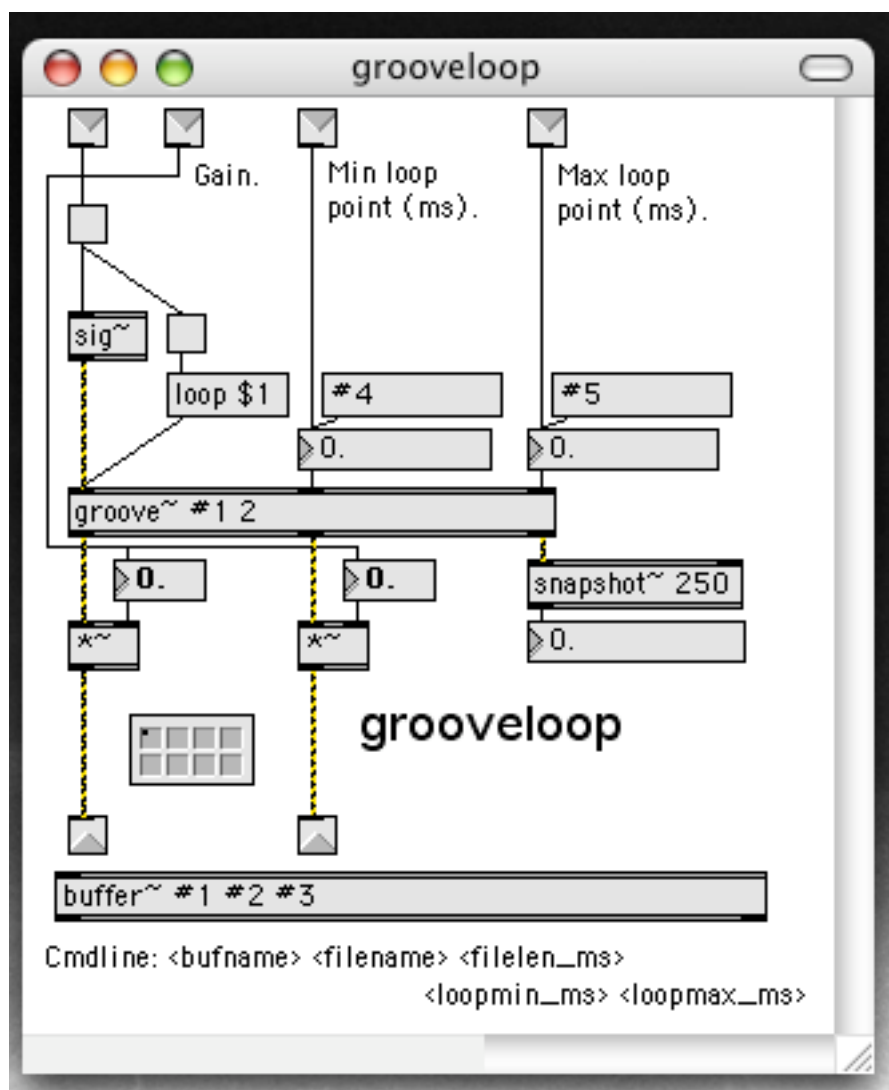
[incdecrange]

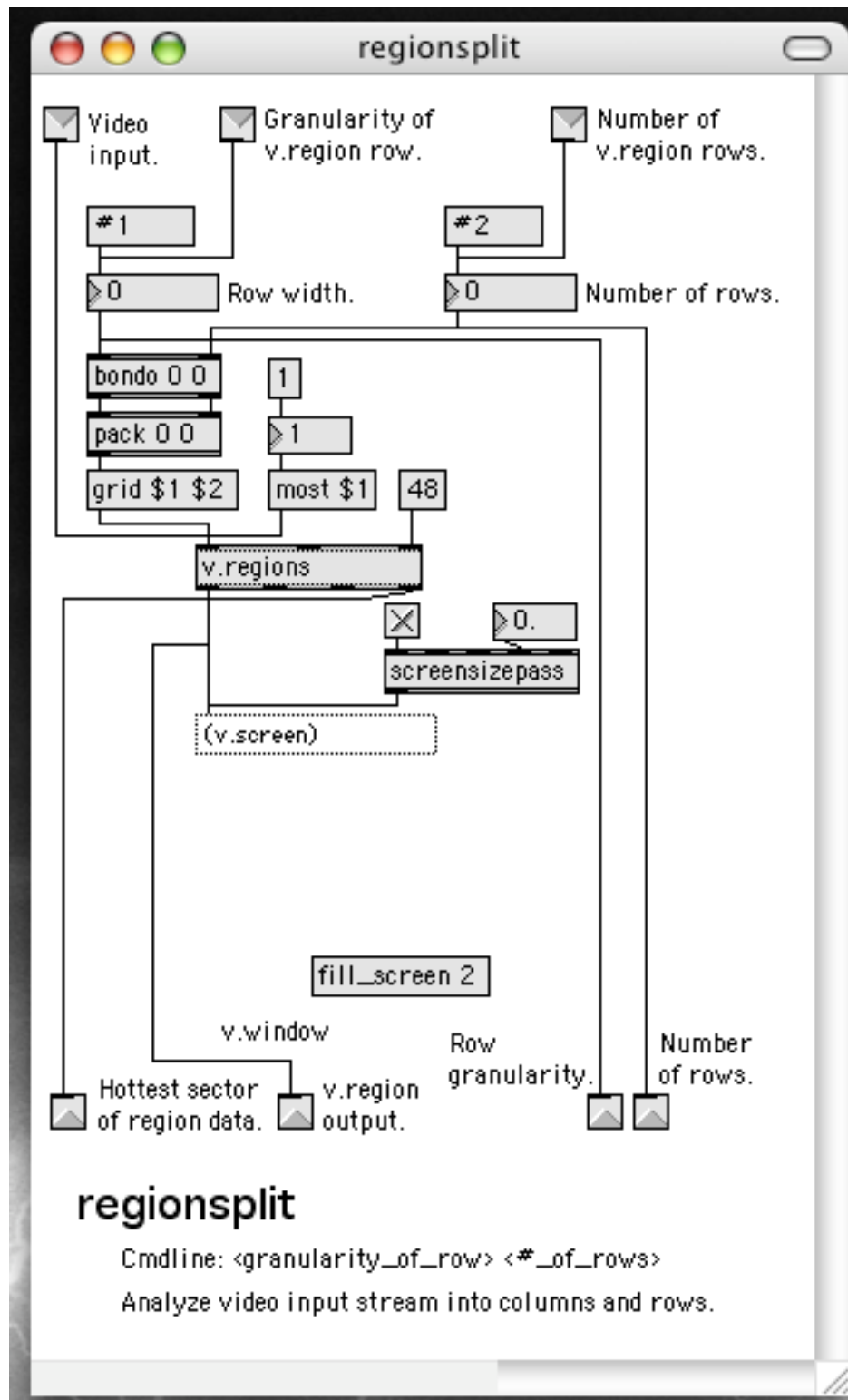


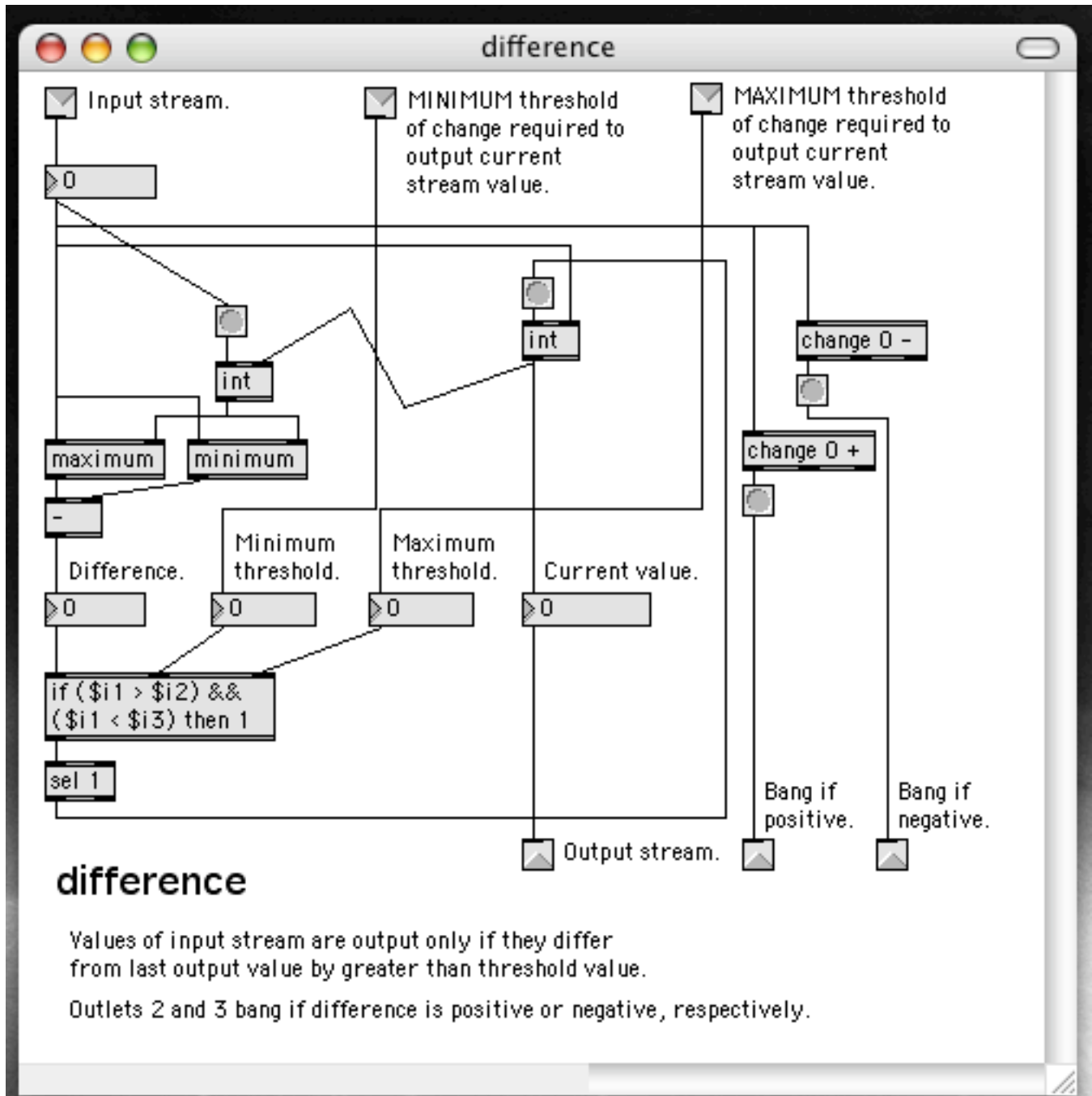


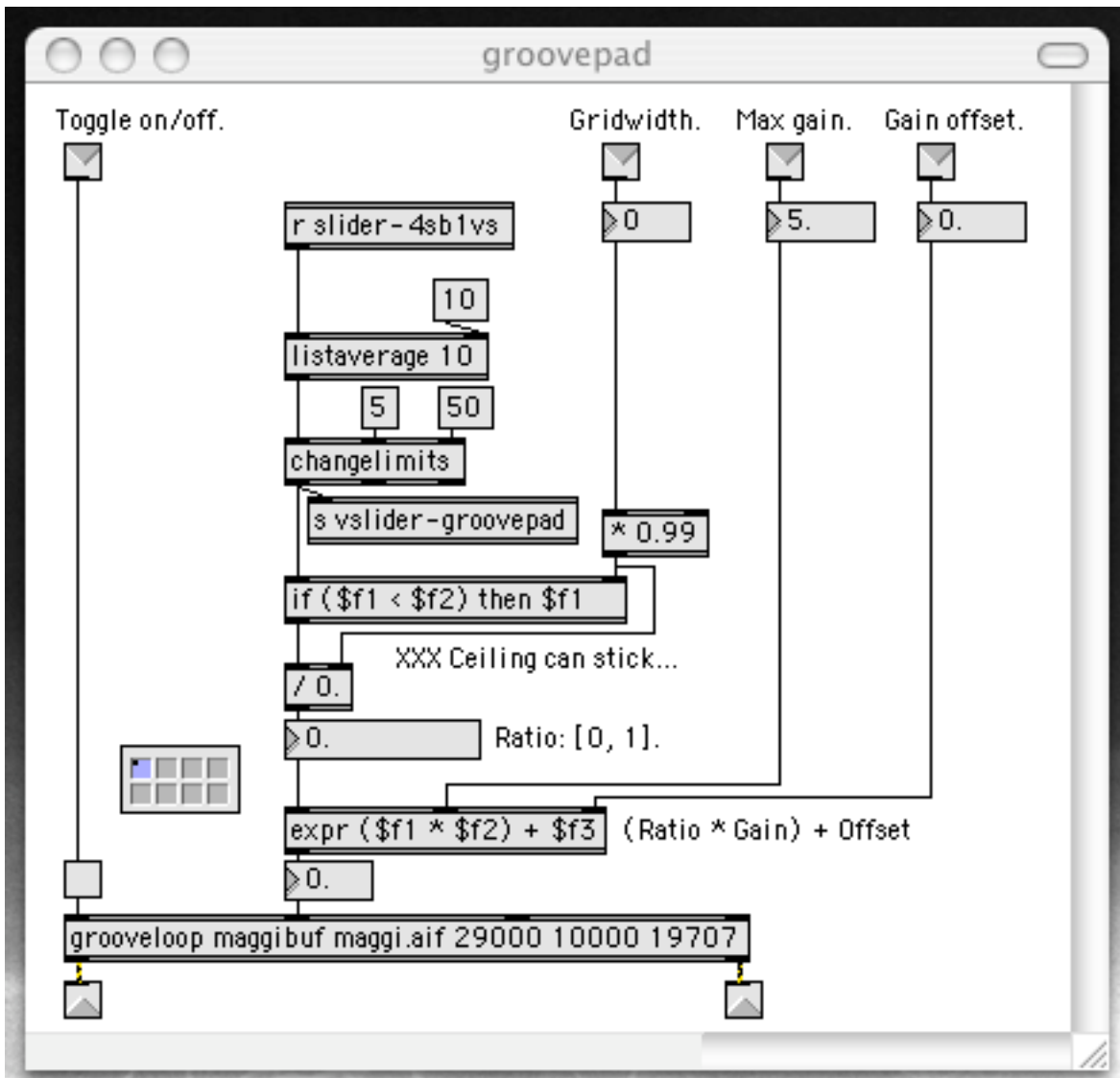


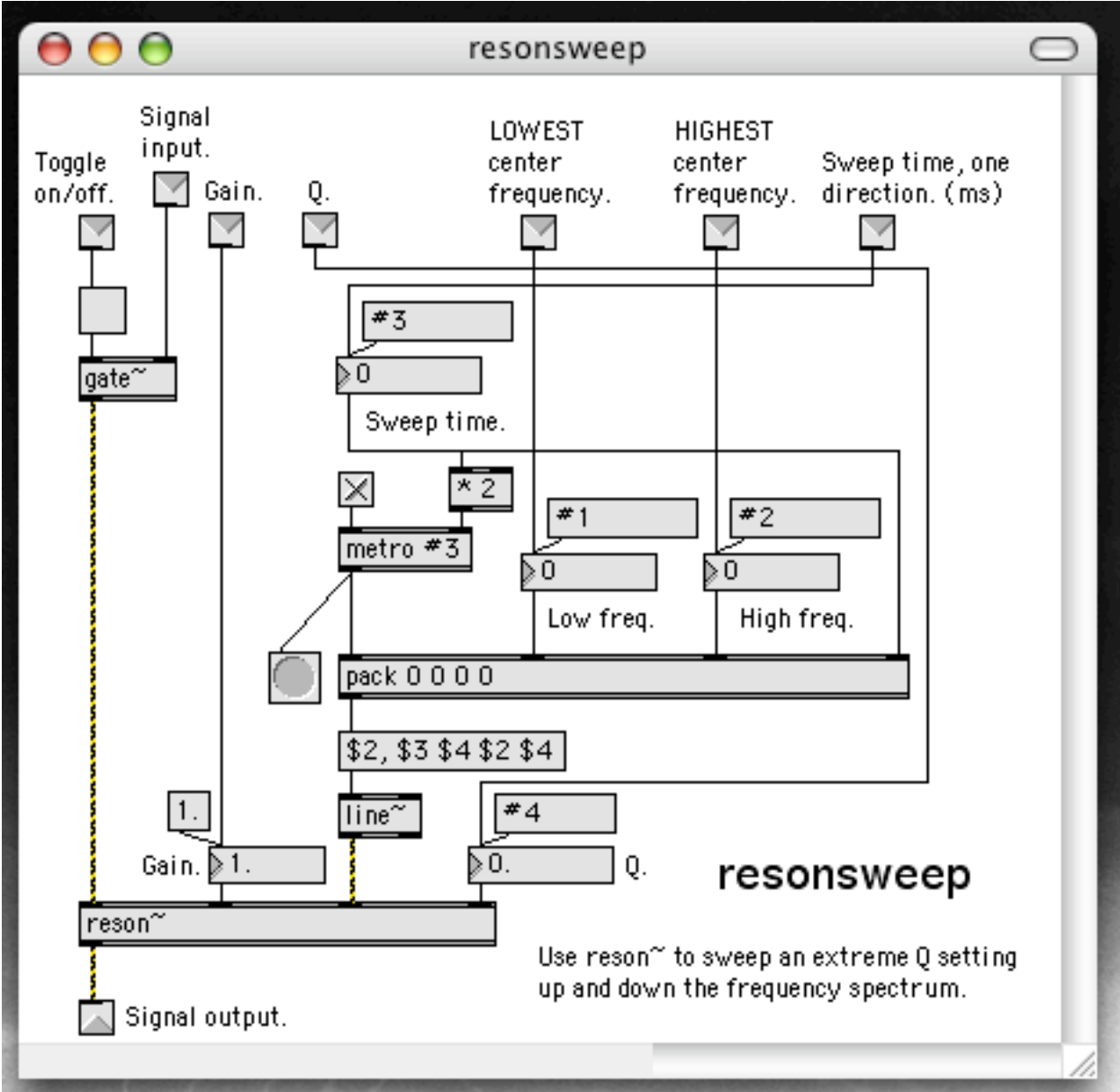


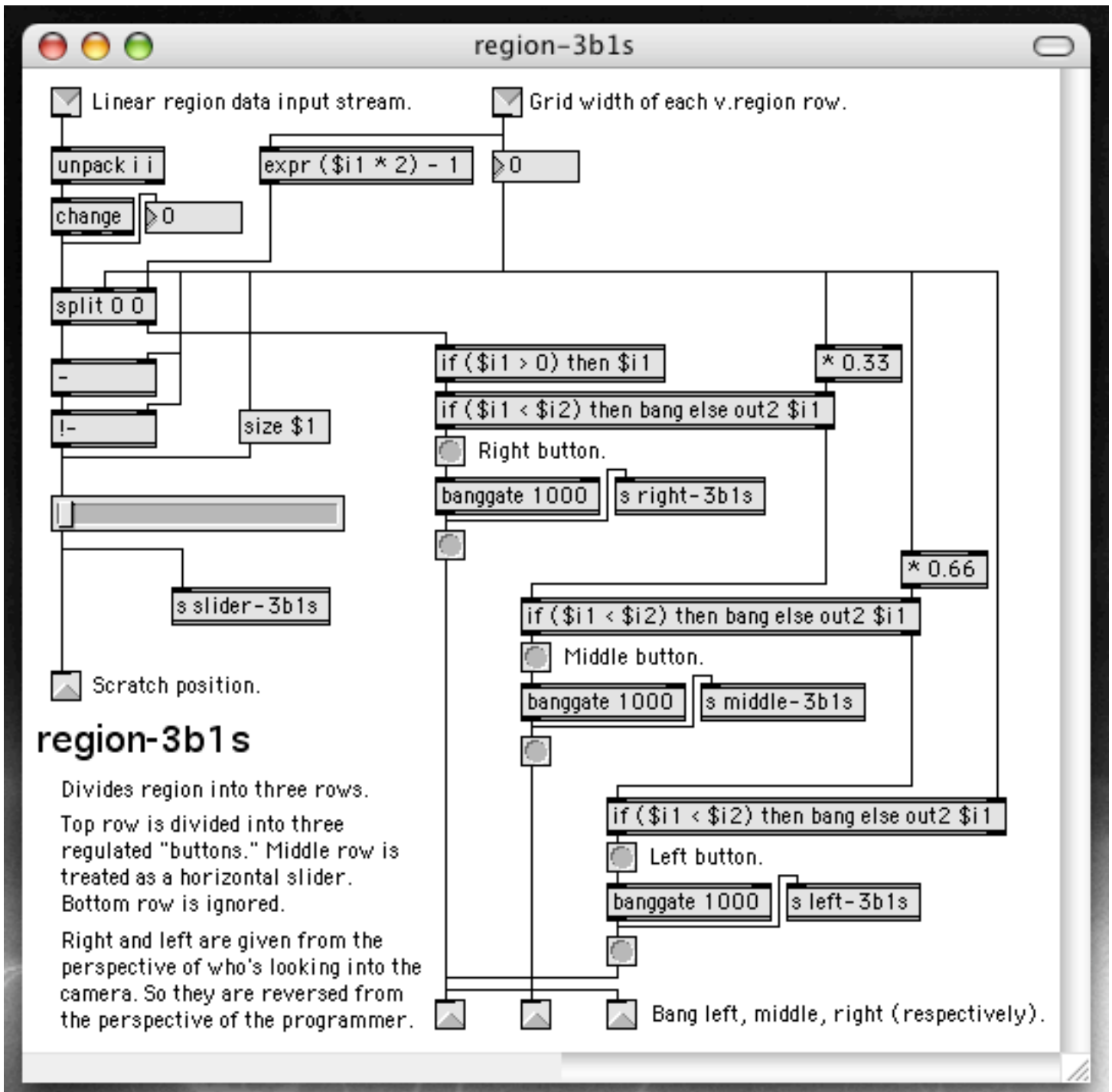








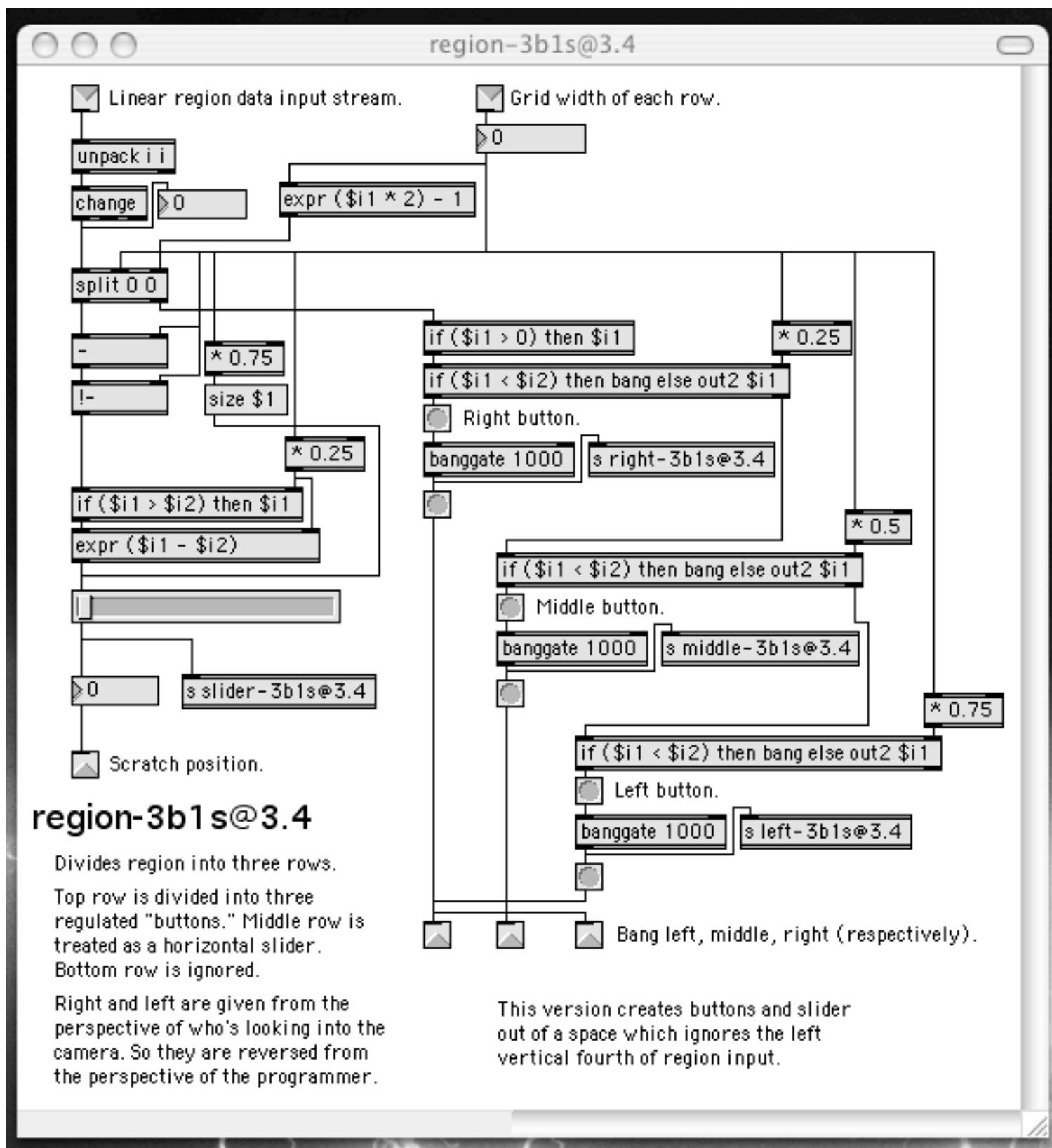




region-3b1s

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.



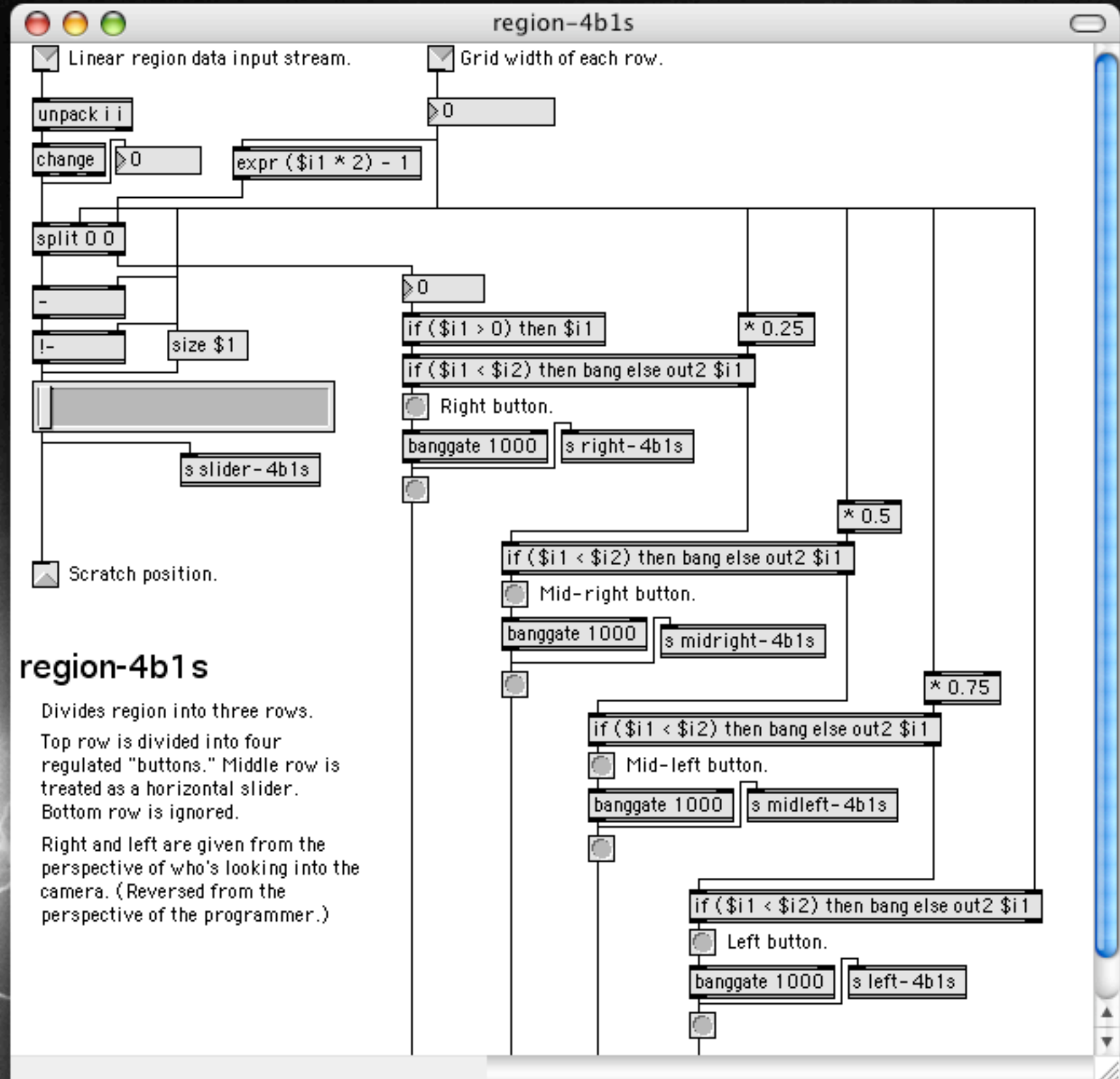
region-3b1s@3.4

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.

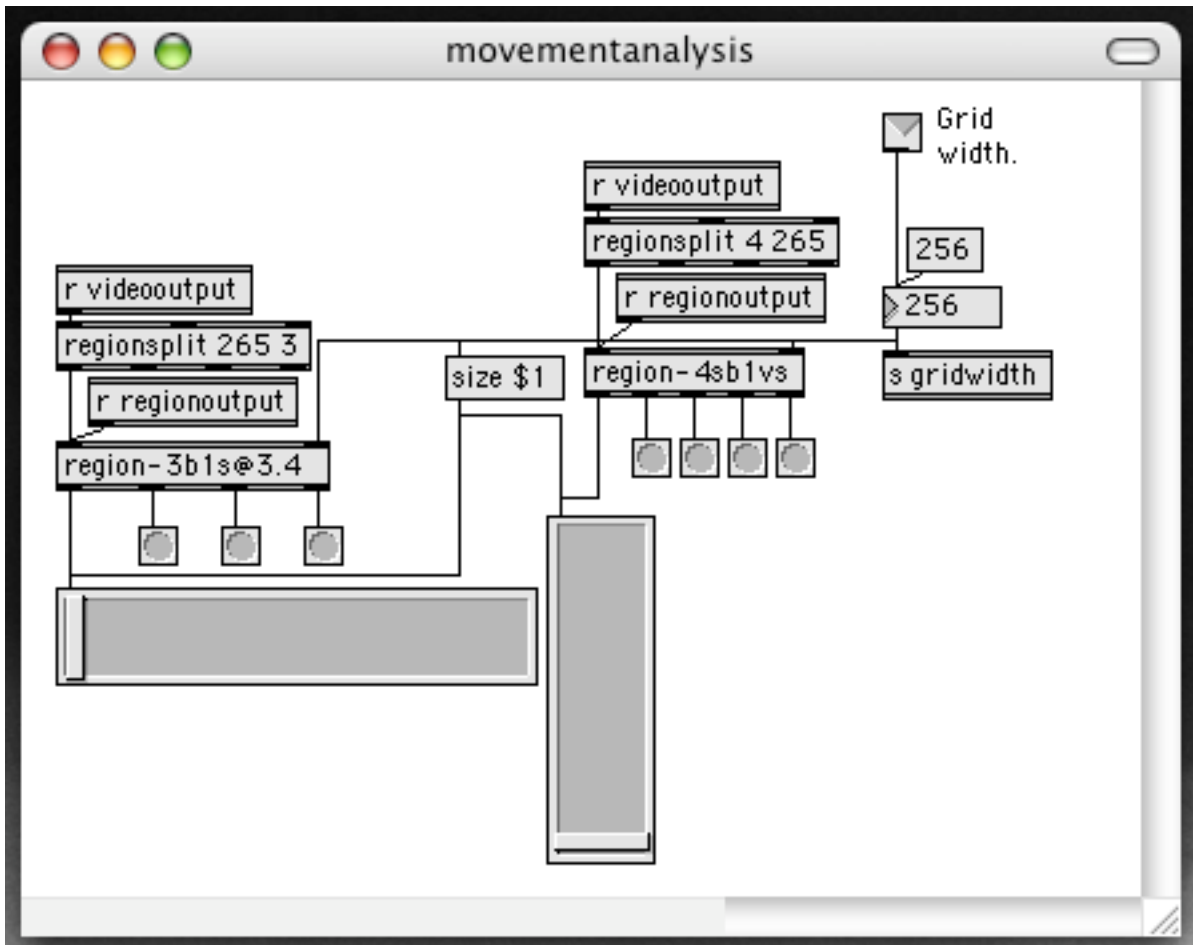


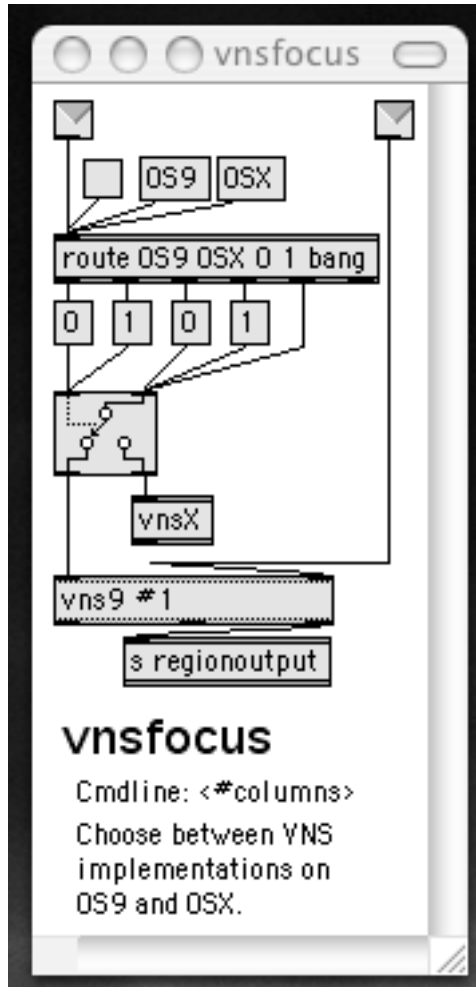
region-4b1s

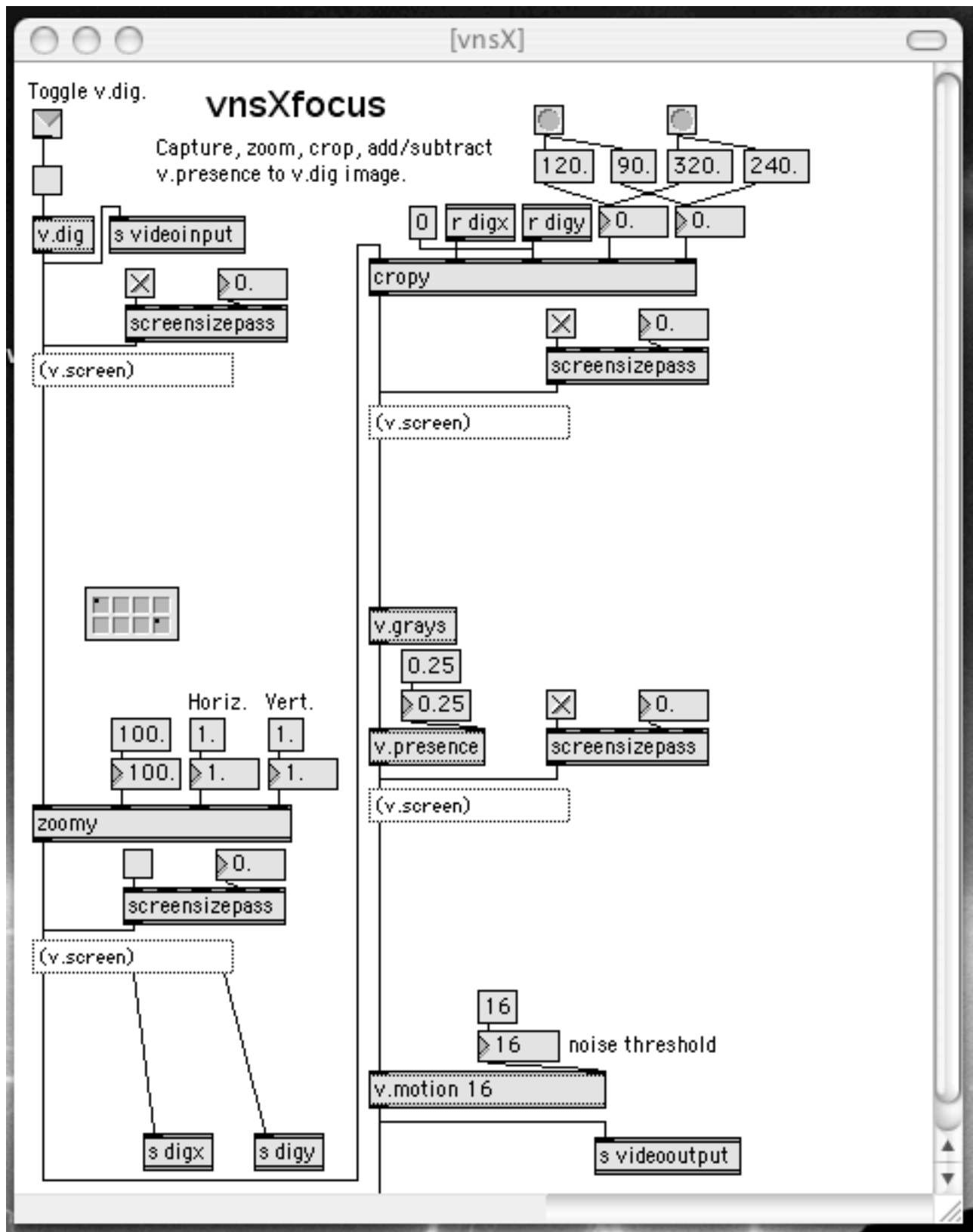
Divides region into three rows.

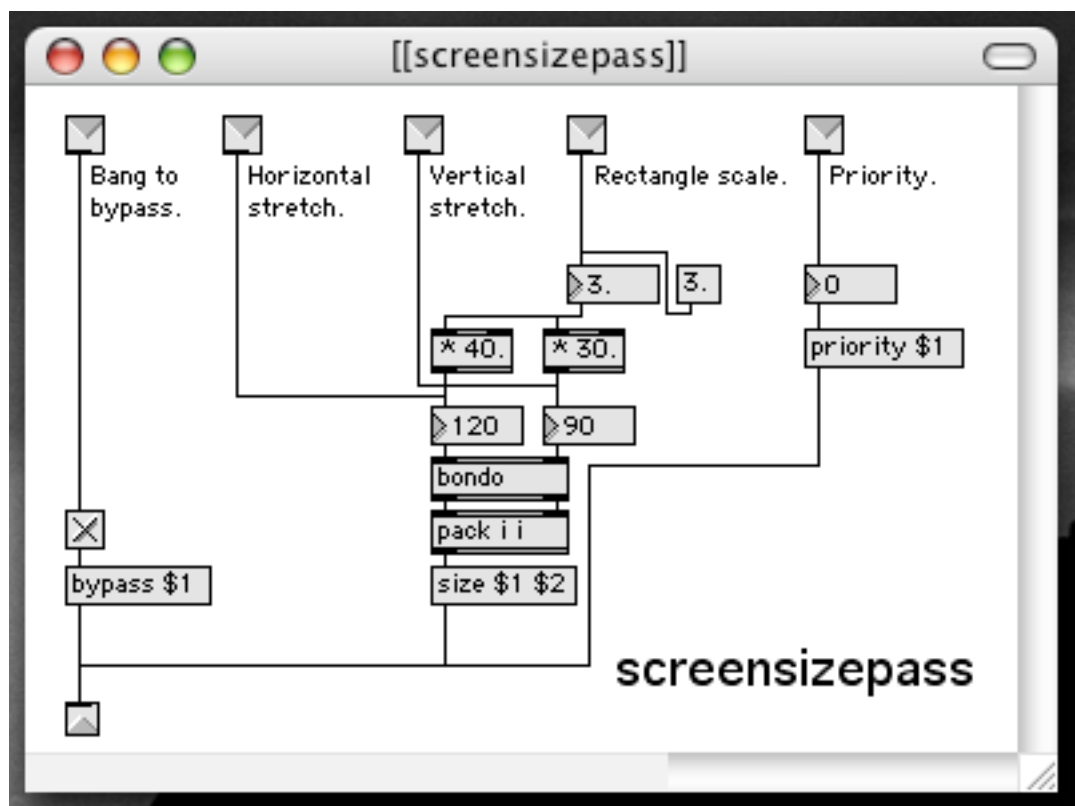
Top row is divided into four regulated "buttons." Middle row is treated as a horizontal slider. Bottom row is ignored.

Right and left are given from the perspective of who's looking into the camera. (Reversed from the perspective of the programmer.)

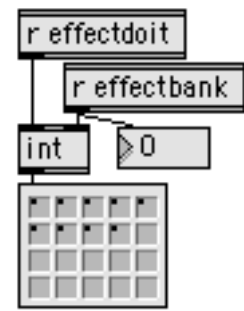
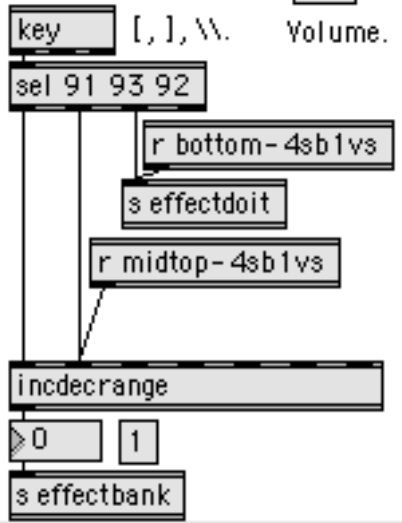
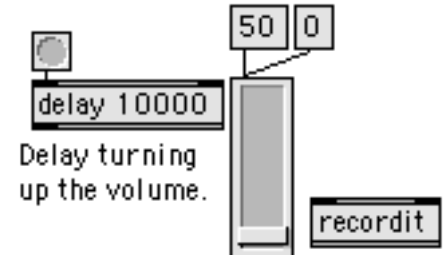
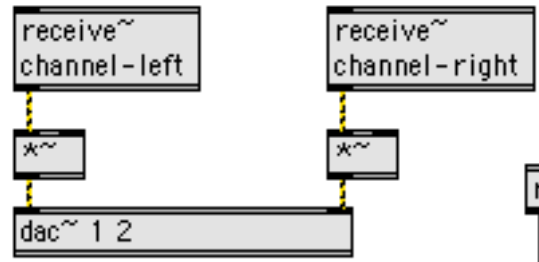
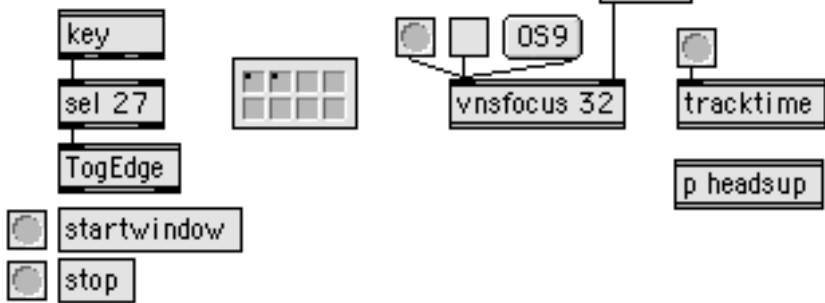




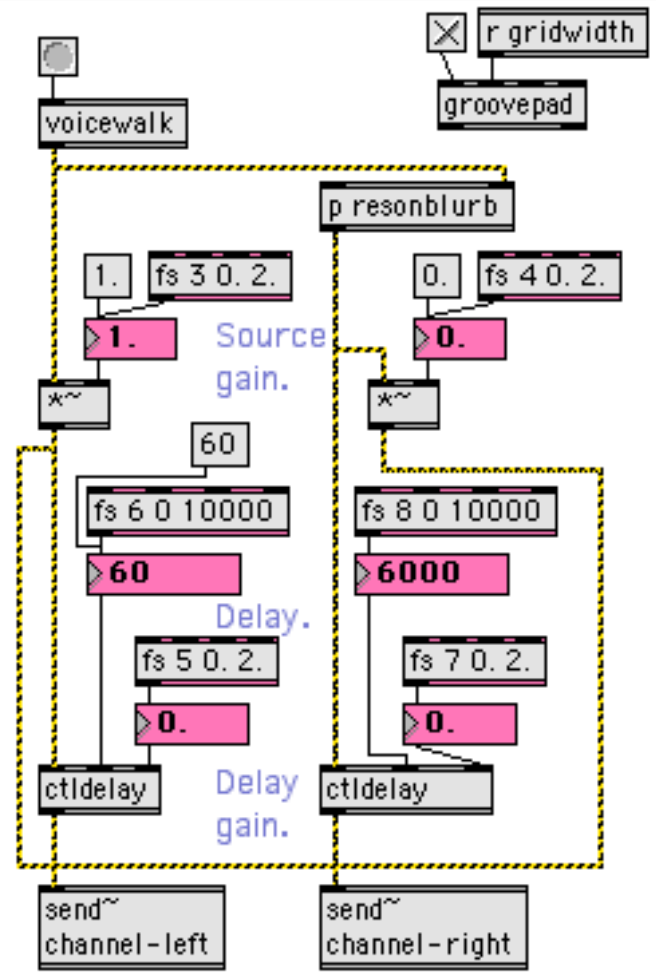
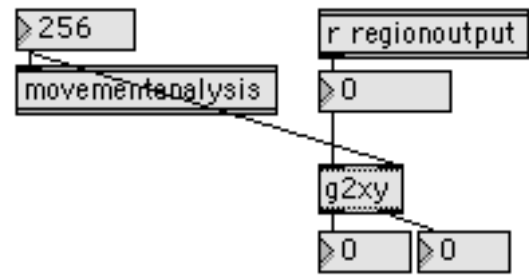


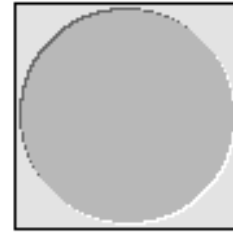
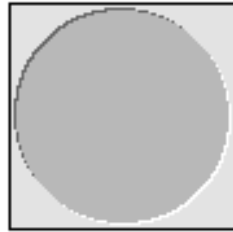


ESC to start/stop audio

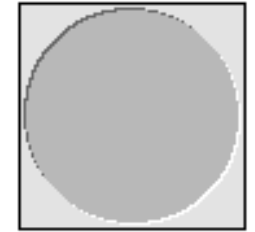


Grid width.





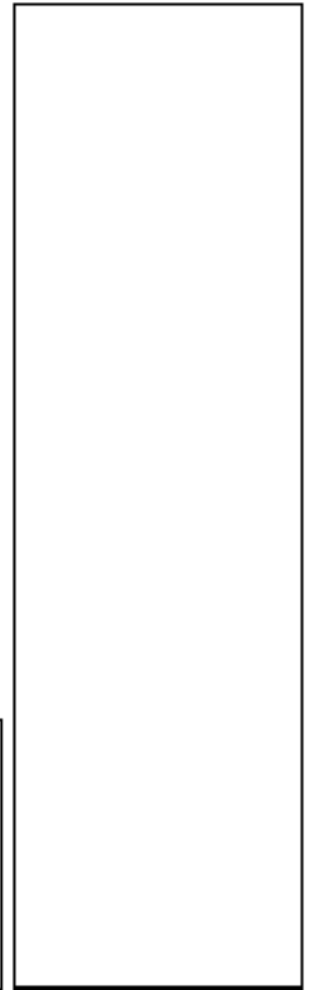
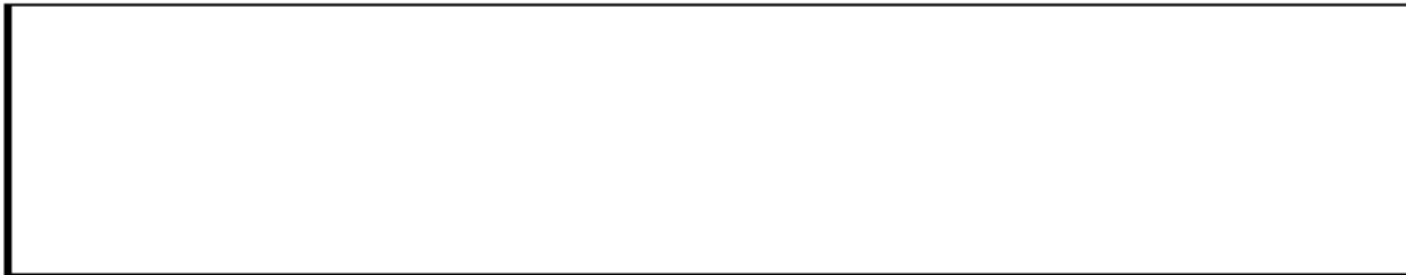
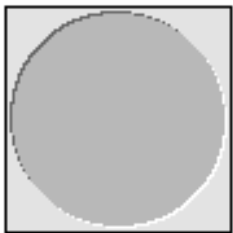
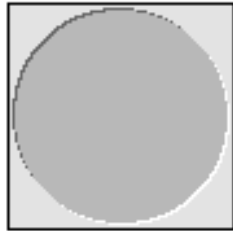
1

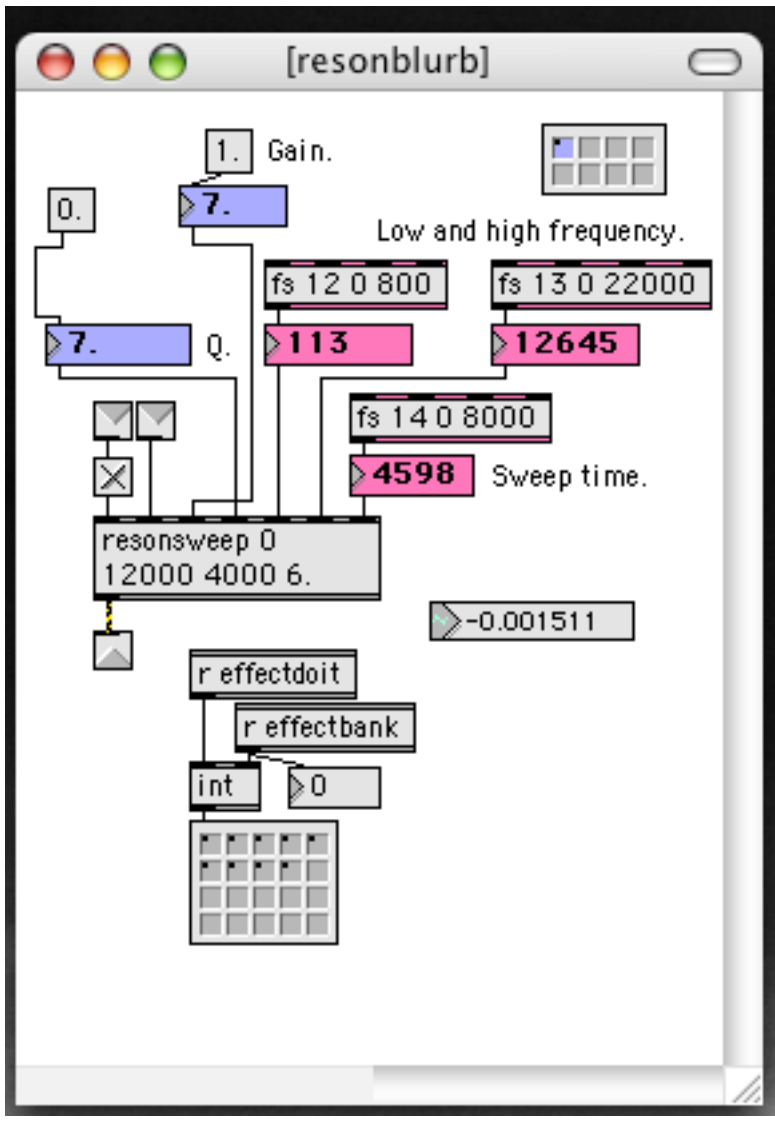


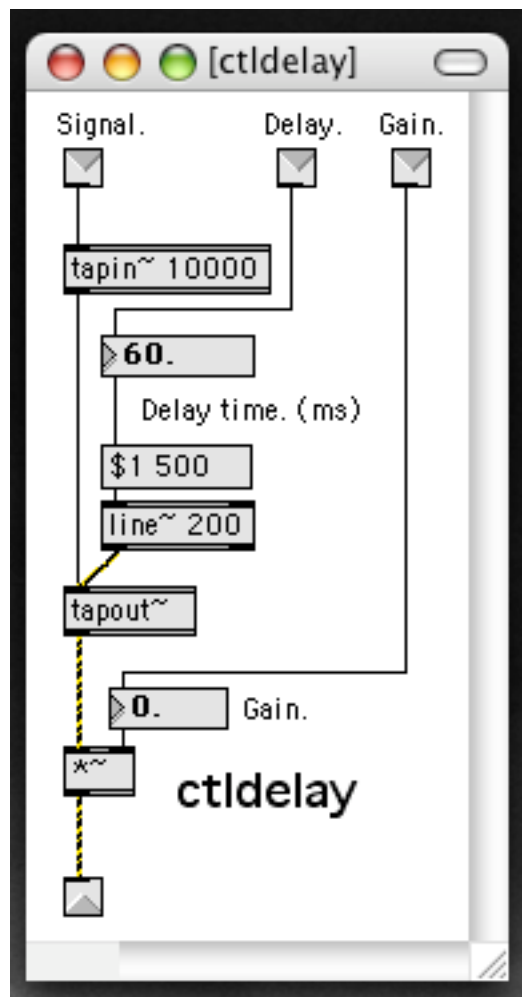
0

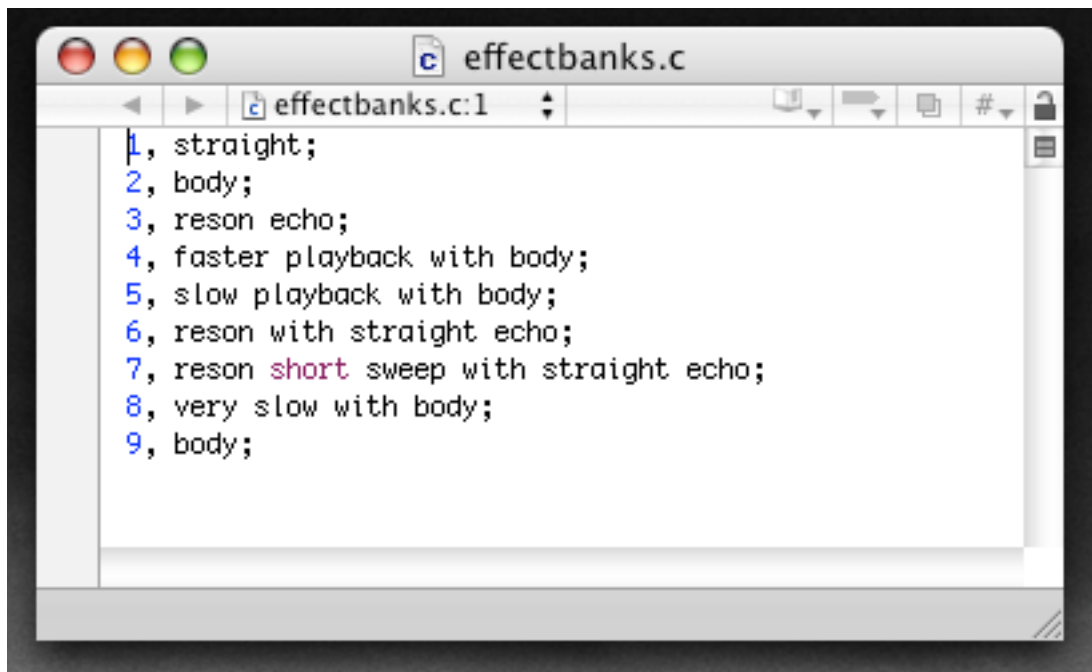
symbol body

0 : 0









```
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;
```

