

Name of Variable	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
arch		N	0.17												
asteria	Y	Y	1.80												
auger		Y	0.23	4	freq	weight	sym	scale							
barycentroid		Y	0.70	4	a	b	c	d							
bCollide		Y	0.52	2	num	a									
bent		Y	0.17												
bent2		Y	0.23	2	x	y									
bi_linear		Y	0.43												
bipolar		Y	0.17	1	shift										
blade		Y	0.21												
blade3D	Y	Y	0.21												
blob		Y	0.17	3	low	high	waves								
blob3D	Y	Y	0.17	3	low	high	waves								
blocky		Y	0.69	3	x	y	mp								
blur		N	0.17												
blur_circle		N	2.50												
blur_pixelize		Y	2.50	2	size	scale									
blur_zoom	Y	N	1.20	3	length	x	y								
blur3D	Y	N	0.17												
bMod		Y	0.52	2	radius	distance									
boarders		Y	0.23												
boarders2		Y	0.52	3	c	left	right								
bsplit	Y	Y	2.00	2	x	y									
bSwirl		Y	0.52	2	in	out									
bTransform		Y	0.52	4	rotate	power	move	split							
bubble	Y	Y	0.17												
bubble_wf	Y	Y	0.17												
bubble2	Y	Y	0.69	3	x	y	z								
bubbleT3D	Y	Y	1.20	6	number_of_strip	ratio_of_stripes	angle_of_hole	exponent_z	symmetry_z	modus_blur					
butterfly	N	Y	0.17												
butterfly_fay	N	N	2.50	10	offset	unified_inner_o	outer_mode	inner_mode	outer_spread	inner_spread	outer_spread_r	inner_spread_r	spread_split	fill	
butterfly3D	Y	Y	0.17												
bwrands	Y	Y	1.64	12	cellsize	space	gain	inner_twist	outer_twist	seed	rrot	rmin	loonie_chance	petal_chance	minpetals
bwraps7		Y	0.17	5	cellsize	space	gain	inner_twist	outer_twist						
cannabiscurve_wf		N	0.35	1	filled										
cell		Y	0.23	1	size										
checks		Y	0.43	4	x	y	size	rnd							
circleblur		N	0.72												
circlecrop		Y	0.31	5	radius	x	y	scatter_area	zero						
circlelinear		Y	2.50	8	sc	k	dens1	dens2	reverse	x	ymax	seed			
circlerand		Y	2.50	5	sc	dens	x	y	seed						
circletrans1		Y	2.50	5	sc	dens	x	y	seed						
circlize		Y	0.23	1	hole										
circlize2	N	Y	1.70	1	hole										
circus		Y	0.62	1	scale										
cloverleaf_wf		N	0.35	1	filled										
collidscope		Y	0.47	2	a	num									
colormap_wf		N	0.17	13	image_filename	inlined_image	image_src	image_desc_src	scale_x	scale_y	scale_z	offset_x	offset_y	offset_z	tile_x
colorscale_wf		N	0.26	5	scale_x	scale_y	scale_z	offset_z	reset_z						
conic		N	0.23	2	eccentricity	holes									
cos		Y	0.23												
cosh		Y	0.23												
cosine		N	0.17												
cot		Y	0.17												
coth		Y	0.23												
cpow		Y	0.23	3	r	i	power								
cpow3		Y	2.40	7	r	a	divisor	spread	discrete_spread	spread2	offset2				

Name of Variable	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
arch												
asteria												
auger												
barycentroid												
bCollide												
bent												
bent2												
bi_linear												
bipolar												
blade												
blade3D												
blob												
blob3D												
blocky												
blur												
blur_circle												
blur_pixelize												
blur_zoom												
blur3D												
bMod												
boarders												
boarders2												
bsplit												
bSwirl												
bTransform												
bubble												
bubble_wf												
bubble2												
bubbleT3D												
butterfly												
butterfly_fay												
butterfly3D												
bwrands	maxpetals											
bwraps7												
cannabiscurve_wf												
cell												
checks												
circleblur												
circlecrop												
circlelinear												
circlerand												
circletrans1												
circlize												
circlize2												
circus												
cloverleaf_wf												
collidiscopes												
colormap_wf	tile_y	reset_z	is_sequence	sequence_start	sequence_digits							
colorscale_wf												
conic												
cos												
cosh												
cosine												
cot												
coth												
cpow												
cpow3												

Name of Variation	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
crackle		N	0.32	5	cellsize	power	distort	scale	z						
crop		Y	0.31	6	left	right	top	bottom	scatter_area	zero					
cross		Y	0.17												
csc		Y	0.17												
csch		Y	0.23												
cubic3D	Y	Y	0.51	2	xpand	style									
cubicLattice_3D	Y	Y	0.51	2	xpand	style									
curl		Y	0.17	2	c1	c2									
curl_sp		Y	2.23	6	pow	c1	c2	sx	sy	dc					
curl3D	Y	Y	0.17	3	cx	cy	cz								
curve		Y	0.23	4	xamp	yamp	xlength	ylength							
custom_wf	Y	N	0.33	8	code	a	b	c	d	e	f	g			
cylinder	Y	Y	0.17												
cylinder_apo	Y	Y	0.52												
dc_bubble	Y	Y	2.23	3	centerx	centery	scale								
dc_carpet	Y	Y	2.23	1	origin										
dc_crackle_wf	Y	Y	1.50	7	cellsize	power	distort	scale	z	color_scale	color_offset				
dc_cube	Y	N	0.46	9	c1	c2	c3	c4	c5	c6	x	y	z		
dc_hexes_wf	Y	Y	1.50	6	cellsize	power	rotate	scale	color_scale	color_offset					
dc_linear	Y	Y	2.23	3	offset	angle	scale								
dc_perlin	Y	N	0.48	13	shape	map	select_centre	select_range	centre	range	edge	scale	octaves	amps	freqs
dc_triangle	Y	Y	2.23	2	scatter_area	zero_edges									
dc_ztransl	Y	Y	0.52	5	x0	x1	factor	overwrite	clamp						
deltaA			2.50												
devil_warp	Y	Y	2.00	6	a	b	effect	warp	rmin	rmax					
diamond	Y	Y	0.17												
dinis_surface_wf	Y	Y	2.00	2	a	b									
disc		N	0.17												
disc2		N	0.23	2	rotate	twist									
disc3D	Y	Y	0.51	1	pi										
displacemap_wf		Y	1.01	12	image_filename	mode	color_mode	bias	scale_x	scale_y	offset_x	offset_y	offset_z	tile_x	tile_y
dia_wf(diffusion-ltd aggregation)			1.62	4	buffer_size	max_iter	seed	scale							
eclipse		Y	0.39	1	shift										
ecollide		Y	0.52	2	num	a									
edisc		Y	0.23												
ejulia		Y	0.17	1	power										
elliptic		Y	0.23												
eMod		Y	0.52	2	radius	distance									
eMotion		Y	0.52	2	move	rotate									
ennepers	Y	Y	1.70												
ennepers2	Y	Y	2.00	3	a	b	c								
epispiral		N	0.44	3	num	thickness	holes								
epispiral_wf		N	0.23	1	waves										
epitrochoid	Y	Y	2.60	11	radius	cusps	cusp_size	cusp_divisor	inner_mode	outer_mode	inner_spread	outer_spread	inner_spread_rat	outer_spread_	spread_split
ePush		Y	0.52	3	push	distance	rotate								
eRotate		Y	0.52	1	rotate										
eScale		Y	0.52	2	scale	angle									
escher=droste		Y	0.23	1	beta										
eSwirl		Y	0.17	2	in	out									
ex		Y	0.17												
exblur	Y	Y	2.00	5	dist	r	x_origin	y_origin	z_origin						
exp		Y	0.23												
exponential		Y	0.17												
extrude	Y	N	1.30	1	root_face										
eyefish		Y	0.17												
falloff2		Y	0.44	11	scatter	mindist	mul_x	mul_y	mul_z	mul_c	x0	y0	z0	invert	type
falloff3		Y	1.61	13	blur_type	blur_shape	blur_strength	min_distance	invert_distance	mul_x	mul_y	mul_z	mul_c	center_x	center_y
fan		Y	0.17												

Name of Variable	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
crackle												
crop												
cross												
csc												
csch												
cubic3D												
cubicLattice_3D												
curl												
curl_sp												
curl3D												
curve												
custom_wf												
cylinder												
cylinder_apo												
dc_bubble												
dc_carpet												
dc_crackle_wf												
dc_cube												
dc_hexes_wf												
dc_linear												
dc_perlin	z	select_bailout										
dc_triangle												
dc_ztransl												
deltaA												
devil_warp												
diamond												
dinis_surface_wf												
disc												
disc2												
disc3D												
displacemap_wf	inlined_image											
dla_wf(diffusion-ltd aggregation)												
eclipse												
ecollide												
edisc												
ejulia												
elliptic												
eMod												
eMotion												
ennepers												
ennepers2												
epispiral												
epispiral_wf												
epitrochoid												
ePush												
eRotate												
eScale												
escher=droste												
eSwirl												
ex												
exblur												
exp												
exponential												
extrude												
eyefish												
falloff2												
falloff3	center_z	alpha										
fan												

Name of Variation	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
fan2		Y	0.17	2	x	y									
farblur	Y	N	0.44	6	x	y	z	x_origin	y_origin	z_origin					
fdisc	Y	Y	2.50	8	ashift	rshift	xshift	yshift	term1	term2	term3	term4			
fibonacci2		Y	0.61	2	sc	sc2									
fisheye		Y	0.17												
flatten		N	1.10												
flipcircle		N	0.44												
flipy		N	0.44												
flower		N	0.23	2	holes	petals									
flower_db	Y		2.50	7	petals	petal_split	petal_spread	stem_thickness	stem_length	petal_fold_stren gth	petal_fold_radi us				
flux		Y	0.23	1	spread										
foci		Y	0.23												
foci3D	Y	Y	0.51												
fourth		Y	0.69	5	spin	space	twist	x	y						
fract_dragon_wf		N	0.58	18	max_iter	xmin	xmax	ymin	ymax	xseed	yseed	direct_color	scalez	clip_iter_min	clip_iter_max
fract_formula_julia_wf		N	0.70	20	formula	max_iter	xmin	xmax	ymin	ymax	buddhabrot_mc	power	xseed	yseed	direct_color
fract_formula_mand_wf		N	0.70	18	formula	max_iter	xmin	xmax	ymin	ymax	buddhabrot_mc	power			direct_color
fract_julia_wf		N	0.58	21	max_iter	xmin	xmax	ymin	ymax	xseed	yseed	direct_color	scalez	clip_iter_min	clip_iter_max
fract_mandelbrot_wf		N	0.58	19	max_iter	xmin	xmax	ymin	ymax	power		direct_color	scalez	clip_iter_min	clip_iter_max
fract_meteors_wf		N	0.58	18	max_iter	xmin	xmax	ymin	ymax	z_fill	z_logscale	direct_color	scalez	clip_iter_min	clip_iter_max
fract_pearls_wf		N	0.58	20	max_iter	xmin	xmax	ymin	ymax	xseed	yseed	direct_color	scalez	clip_iter_min	clip_iter_max
fract_salemander_wf		N	0.58	20	max_iter	xmin	xmax	ymin	ymax	xseed	yseed	direct_color	scalez	clip_iter_min	clip_iter_max
funnel	Y	Y	1.70	1	funnel_effect										
gaussian_blur		N	0.17												
gdoffs		Y	0.65	8	delta_x	delta_y	area_x	area_y	centre_x	centre_y	gamma	square			
glynnia		Y	0.52												
glynnia3		Y	2.50	4	rscale	dscale	rthresh	ythresh							
glynnSim1		Y	0.38	6	radius	radius1	phi1	thickness	pow	contrast					
glynnSim2		Y	0.38	6	radius	thickness	contrast	pow	phi1	phi2					
glynnSim3		Y	0.38	5	radius	thickness	thickness2	contrast	pow						
grid3D_wf		Y	1.00	15	size	size_spread	spacing	alpha	alpha_spread	beta	beta_spread	gamma	gamma_spread	c1	c2
handkerchief		Y	0.17												
heart		Y	0.17												
heart_wf		Y	0.26	5	scale_x	scale_t	shift_t	scale_r_left	scale_r_right						
hemisphere	Y	Y	0.17												
hexaplay3D	Y	Y	0.51	3	majp	scale	zlift								
hexes		Y	0.32	4	cellsize	power	rotate	scale							
hexnix3d	Y	Y	0.51	4	majp	scale	zlift	3side							
ho (hyperbolic octahedra)	Y	Y	0.61	3	xpow	ypow	zpow								
horseshoe		Y	0.17												
hyperbolic		Y	0.17												
hypertile		Y	0.48	3	p	q	n								
hypertile1		Y	0.48	2	p	q									
hypertile2		Y	0.48	2	p	q									
hypertile3D	Y	Y	0.64	3	p	q	n								
hypertile3D1	Y	Y	0.64	2	p	q									
hypertile3D2	Y	Y	0.64	2	p	q									
hypotrochoid	Y	Y	2.60	11	radius	cusps	cuspid_size	cuspid_divisor	inner_mode	outer_mode	inner_spread	outer_spread	inner_spread_rat	outer_spread_i	spread_split
idisc			2.50												
inflateZ_1	Y	N	0.51												
inflateZ_2	Y	N	0.51												
inflateZ_3	Y	N	0.51												
inflateZ_4	Y	N	0.51												
inflateZ_5	Y	N	0.51												
inflateZ_6	Y	N	0.51												
jac_cn	Y	Y	1.64	1	k										
jac_dn	Y	Y	1.64	1	k										

Name of Variation	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
fan2												
farblur												
fdisc												
fibonacci2												
fisheye												
flatten												
flipcircle												
flipy												
flower												
flower_db												
flux												
foci												
foci3D												
fourth												
fract_dragon_wf	max_clip_iter	scale	offsetx	offsety	offsetz	buddabrot_mo	buddabrot_min_iter					
fract_formula_julia_wf	scalez	clip_iter_min	clip_iter_max	max_clip_iter	buddhabrot_min	scale	offsetx	offsety	offsetz			
fract_formula_mand_wf	scalez	clip_iter_min	clip_iter_max	max_clip_iter	buddhabrot_min	scale	offsetx	offsety	offsetz			
fract_julia_wf	max_clip_iter	scale	offsetx	offsety	offsetz	buddabrot_mo	buddabrot_min_i	power	z_fill			
fract_mandelbrot_wf	max_clip_iter	scale	offsetx	offsety	offsetz	buddabrot_mo	buddabrot_min_i	z_fill	z_logscale			
fract_meteors_wf	max_clip_iter	scale	offsetx	offsety	offsetz	buddabrot_mo	buddabrot_min_iter	z_fill				
fract_pearls_wf	max_clip_iter	scale	offsetx	offsety	offsetz	buddabrot_mo	buddabrot_min_iter	z_fill				
fract_salemander_wf	max_clip_iter	scale	offsetx	offsety	offsetz	buddabrot_mo	buddabrot_min_iter	z_fill				
funnel												
gaussian_blur												
gdoffs												
glynnia												
glynnia3												
glynnSim1												
glynnSim2												
glynnSim3												
grid3D_wf	c3	c4	c5	c6								
handkerchief												
heart												
heart_wf												
hemisphere												
hexaplay3D												
hexes												
hexnix3d												
ho (hyperbolic octahedra)												
horseshoe												
hyperbolic												
hypertile												
hypertile1												
hypertile2												
hypertile3D												
hypertile3D1												
hypertile3D2												
hypotrochoid												
idisc												
inflateZ_1												
inflateZ_2												
inflateZ_3												
inflateZ_4												
inflateZ_5												
inflateZ_6												
jac_cn												
jac_dn												

Name of Variation	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
jac_sn	Y	Y	1.64	1	k										
julia		Y	0.17												
julia3d	Y	Y	0.17	1	power										
julia3dz	Y	Y	0.17	1	power										
juliac		Y	0.72	3	re	im	dist								
julian		Y	0.17	2	power	distance									
julian2		Y	0.56	8	power	distance	a	b	c	d	e	f			
julian3Dx	Y	Y	1.62	8	power	dist	a	b	c	d	edge	f			
juliaq		Y	0.72	2	power	divisor									
juliaq3Dq	Y	Y	0.72	2	power	divisor									
juliascope		Y	0.17	2	power	distance									
kaleidoscope		Y	0.37	5	pull	rotate	line_up	x_origin	y						
layered_spiral	Y	Y	0.47	1	radius										
lazyjess		Y	1.20	4	n	spin	space	corner							
lazysusan		Y	0.23	5	space	twist	spin	x	y						
lazyTravis		Y	0.63	3	spin_in	spin_out	space								
line		N	1.40	2	delta	phi									
linear		Y	0.16												
linear3D	Y	Y	0.16												
linearT		Y	0.41	2	powx	powy									
linearT3D	Y	Y	0.41	3	powx	powy	powz								
lissajous	Y	N	0.43	7	tmin	tmax	a	b	c	d	e (extrude)				
log		Y	0.23												
log_apo		Y	0.52	1	base										
log_db			1.80	2	base	fix_period									
loonie		Y	0.23												
loonie_3D	Y	Y	0.51												
loonie2			1.64	3	sides	star	circle								
loonie3			1.64												
mandelbrot		N	0.32	12	iter	xmin	xmax	ymin	ymax	invert	skin	cx	cy	seed	max_points
mask	Y	Y	2.50	5	xshift	yshift	xscale	yscale							
mcarpet	Y	Y	0.69	4	x	y	twist	tilt							
mobius		Y	0.23	8	re_a	re_b	re_c	re_d	im_a	im_b	im_c	im_d			
mobius_strip	Y	Y	2.60	10	radius	width	twists	range_x	range_y	rotate_x	rotate_y	modify_z	width_mode	radial_mode	
modulus		N	0.23	2	x	y									
murl	Y	Y	1.60	2	c	power									
murl2	Y	Y	1.60	2	c	power									
nBlur		N	0.41	9	numEdges	numStripes	ratioStripes	ratioHole	circumCircle	adjustToLinear	equalBlur	exactCalc	highlightEdges		
ngon		Y	0.23	4	circle	corners	power	sides							
noise		N	0.17												
npolar		N	0.42	2	parity	n									
octagon	Y	Y	0.69	3	x	y	z								
onion	Y	Y	1.20	2	centre_x	centre_y									
onion2	Y	Y	1.40	8	meeting_pt	circle_a	circle_b	shift_x	shift_y	shift_z	top_crop	stretch			
ortho		Y	1.20	2	param_in	param_out									
oscilloscope		Y	0.23	4	separation	frequency	amplitude	damping							
oscilloscope2		Y	1.70	6	separation	frequencyx	frequencyy	amplitude	perturbation	damping					
ovoid3d	Y	Y	0.61	3	x	y	z								
parabola	Y	N	0.23	2	width	height									
pdj	Y	Y	0.17	4	a	b	c	d							
perspective	Y	Y	0.17	2	angle	distance									
petal	Y	Y	1.70												
phoenix_julia		Y	0.51	4	power	dist	x_distort	y_distort							
pie		N	0.17	3	slices	rotation	thickness								
pie3d	Y	N	0.17	3	slices	rotation	thickness								
poincare3D	Y	Y	0.64	3	r	a	b								
polar		Y	0.17												
polar2		Y	0.23												

Name of Variable	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
jac_sn												
julia												
julia3d												
julia3dz												
juliac												
julian												
julian2												
julian3Dx												
juliaq												
juliaq3Dq												
juliascope												
kaleidoscope												
layered_spiral												
lazyjess												
lazysusan												
lazyTravis												
line												
linear												
linear3D												
linearT												
linearT3D												
lissajous												
log												
log_apo												
log_db												
loonie												
loonie_3D												
loonie2												
loonie3												
mandelbrot	rnd_z_range											
mask												
mcarpet												
mobius												
mobius_strip												
modulus												
murl												
murl2												
nBlur												
ngon												
noise												
npolar												
octagon												
onion												
onion2												
ortho												
oscilloscope												
oscilloscope2												
ovoid3d												
parabola												
pdj												
perspective												
petal												
phoenix_julia												
pie												
pie3d												
poincare3D												
polar												
polar2												

Name of Variable	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
polylogarithm	Y	Y	2.00	2	n	zpow									
popcorn		Y	0.17												
popcorn2		Y	0.23	3	x	y	c								
popcorn2_3D	Y	Y	0.51	4	x	y	z	c							
post_axis_symmetry_wf			2.60	5	axis	centre_x	center_y	centre_z	rotation						
post_bumpmap_wf	Y	N	0.39	8	image_filename	scale_x	scale_y	scale_z	offset_x	offset_y	offset_z	reset_z			
post_bwraps2		N	0.56	5	cellsize	space	gain	inner_twist	outer_twist						
post_circlecrop		N	0.31	5	radius	x	y	scatter_area	zero						
post_colormap_wf	Y	Y	0.39	13	image_filename	inlined_image	image_src	image_desc_src	scale_x	scale_y	scale_z	offset_x	offset_y	offset_z	tile_x
post_colorscale_wf		Y	0.34	5	scale_x	scale_y	scale_z	offset_z	reset_z						
post_crop		N	0.31	6	left	right	top	bottom	scatter_area	zero					
post_curl		N	0.56	2	c1	c2									
post_curl3D	Y	Y	0.56	3	cx	cy	cz								
post_custom_wf	Y	N	0.33	8	code	a	b	c	d	e	f	g			
post_dcztransl	Y	Y	0.52	5	x0	x1	factor	overwrite	clamp						
post_depth	Y	Y	0.72	1	power										
post_displacemap_wf		Y	1.01	12	image_filename	mode	color_mode	bias	scale_x	scale_y	offset_x	offset_y	offset_z	tile_x	tile_y
post_falloff2	Y	Y	0.44	11	scatter	mindist	mul_x	mul_y	mul_z	mul_c	x0	y0	z0	invert	type
post_falloff3		Y	1.61	13	blur_type	blur_shape	blur_strength	min_distance	invert_distance	mul_x	mul_y	mul_z	mul_c	center_x	center_y
post_heat	Y	Y	2.40	9	theta_period	theta_phase	theta_amp	phi_period	phi_phase	phi_amp	r_period	r_phase	r_amp		
post_julia3Dq	Y	Y	0.72	2	power	divisor									
post_juliaq		Y	0.72	2	power	divisor									
post_mirror_wf		N	0.24	6	xaxis	yaxis	zaxis	xshift	yshift	zshift					
post_point_symmetry_wf			2.60	3	centre_x	centre_y	order								
post_rblur		Y	1.02	4	strength	offset	center_x	center_y							
post_rotate_x		N	0.17												
post_rotate_y		N	0.17												
post_smartcrop		Y	0.72	10	power	radius	roundstr	roundwidth	distortion	edge	scatter	offset	cropmode	static	
post_spin_z	Y	N	0.51												
post_zscale_wf	Y	N	0.41	1	ztranslate										
post_ztranslate	Y	N	0.41												
pow_block	N	Y	2.00	5	numerator	denominator	root	correctn	correctd						
power		Y	0.16												
pre_blur		N	0.17												
pre_boarder2		N	0.17	3	c	left	right								
pre_bwraps2		N	0.56	5	cellsize	space	gain	inner_twist	outer_twist						
pre_circlecrop		N	0.31	5	radius	xmin	y	scatter_area	zero						
pre_crop		N	0.31	6	left	right	top	bottom	scatter_area	zero					
pre_curl		Y	1.61	2	c	power									
pre_custom_wf	Y	N	0.33	8	code	a	b	c	d	e	f	g			
pre_dcztransl		N	0.52	5	x0	x1	factor	overwrite	clamp						
pre_disc3D	Y	N	0.66	1	pi										
pre_falloff3		Y	1.61	13	blur_type	blur_shape	blur_strength	min_distance	invert_distance	mul_x	mul_y	mul_z	mul_c	center_x	center_y
pre_rect_wf	Y	Y	2.00	4	x0	x1	y0	y1							
pre_rotate_x		N	0.17												
pre_rotate_y		N	0.17												
pre_sinusoidal3D	Y	N	0.66												
pre_spin_z	Y	N	0.51												
pre_subflame_wf		Y	0.36	4	flame	offset_x	offset_y	offset_z							
pre_waves3D_wf	Y	N	0.24	3	wavelen	phase	damping								
pre_zscale	Y	N	0.17												
pre_ztranslate	Y	N	0.17												
primitives_wf	Y	N	1.03	5	shape	a	b	c	filled						
pRose3D	Y	N	0.61	16	l	k	c	z1	z2	refSc	opt	optSc	opt3	transp	dist
radial_blur		N	0.17	1	angle										
rational3	Y	Y	2.50	8	a	b	c	d	e	f	g	h			
rays		N	0.23												
rays1			1.70												

Name of Variable	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
polylogarithm												
popcorn												
popcorn2												
popcorn2_3D												
post_axis_symmetry_wf												
post_bumpmap_wf												
post_bwraps2												
post_circlecrop												
post_colormap_wf	tile_y	reset_z	is_sequence	sequence_start	sequence_digits							
post_colorscale_wf												
post_crop												
post_curl												
post_curl3D												
post_custom_wf												
post_dcztransl												
post_depth												
post_displacemap_wf	inlined_image											
post_falloff2												
post_falloff3	center_z	alpha										
post_heat												
post_julia3Dq												
post_juliaq												
post_mirror_wf												
post_point_symmetry_wf												
post_rblur												
post_rotate_x												
post_rotate_y												
post_smartcrop												
post_spin_z												
post_zscale_wf												
post_ztranslate												
pow_block												
power												
pre_blur												
pre_boarder2												
pre_bwraps2												
pre_circlecrop												
pre_crop												
pre_curl												
pre_custom_wf												
pre_dcztransl												
pre_disc3D												
pre_falloff3	center_z	alpha										
pre_rect_wf												
pre_rotate_x												
pre_rotate_y												
pre_sinusoidal3D												
pre_spin_z												
pre_subflame_wf												
pre_waves3D_wf												
pre_zscale												
pre_ztranslate												
primitives_wf												
pRose3D	wagsc	crvsc	f	wigsc	offset							
radial_blur												
rational3												
rays												
rays1												

Name of Variable	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
rays2			1.70												
rays3			1.70												
rectangles		Y	0.17	2	x	yaxis									
rhodonea		Y	2.50	15	knumer	kdenom	inner_mode	outer_mode	inner_spread	outer_spread	inner_spread_ratio	outer_spread_ratio	spread_split	fill	radial_offset
rings		Y	0.17												
rings2		Y	0.17	1	val										
ripple		Y	0.54	8	frequency	velocity	amplitude	centrex	centrey	phase	scale	fixed_dist_calc			
rippled			1.70												
rose_wf		N	0.23	3	amp	waves	filled								
rosoni		Y	2.50	7	maxiter	sweetiter	altshapes	cutoff	radius	dx	dy				
roundspher			1.70												
roundspher3D	Y	Y	0.51												
scrambly			1.70	4	curl	seed	byrows	cellsize							
scry		Y	0.22												
scry_3D	Y	Y	0.51												
scry2			1.70	3	sides	star	circle								
sec		Y	0.17												
secant2		Y	0.23												
sech		Y	0.23												
separation		Y	0.23	4	x	xinside	y	yinside							
shredlin		Y	1.02	4	xdistance	xwidth	ydistance	ywidth							
sin		Y	0.23												
sineblur		N	0.72	1	power										
sinh		Y	0.23												
sinrange	Y	Y	0.67	1	w										
sinusoidal		Y	0.17												
sinusoidal3D	Y	Y	0.66												
sph3D	Y	Y	1.90	3	x	y	z								
sphere_nja	Y	Y	1.70		circle	circle_a	shift_z	shift_x	shift_y	stretch					
spherical		Y	0.17												
spherical3D	Y	Y	0.17												
spherical3D_wf		Y	0.40	2	invert	exponent									
sphericalN		Y	0.49	2	power	distance									
spiral		Y	0.17												
spiralwing			1.70												
spirograph	Y	N	0.33	9	a	b	d	tmin	tmax	ymin	ymax	c1	c2		
split		Y	0.23	2	xsize	ysize									
splitbrdr		Y	0.69	4	x	y	px	py							
splits		Y	0.23	2	x	y									
splits3D	Y		1.70	3	x	y	z								
square		N	0.17												
square3D	Y	N	0.17												
squarize	Y	Y	1.70												
squirrel	Y	Y	1.70												
squish	Y	Y	1.70	1	power										
starblur	Y	N	0.72	2	power	range									
stripes		Y	0.23	2	space	warp									
stwin	Y	Y	2.50	4	distort	offset_xy	offset_x2	offset_y2							
subflame_wf		Y	0.36	4	flame	offset_x	offset_y	offset_z							
super_shape		Y	0.23	6	rnd	m	n1	n2	n3	holes					
superShape3D	Y	Y	0.60	16	rho	phi	m1	m2	a1	a2	b1	b2	n1_1	n1_2	n2_1
svf (single value func.)	Y	Y	0.66	1	n										
svg_wf	N	N	0.71	8	scale_x	scale_y	offset_x	offset_y	resolution_multiplier	antialias	true_color	svg			
swirl		Y	0.17												
synth	Y	Y	1.20	35	a	mode	power	mix	smooth	b	b_type	b_skew	b_frq	b_phs	b_layer
			1.20		d	d_type	d_frq	d_skew	d_phs	d_layer	e	e_type	e_frq	e_skew	e_phs

Name of Variable	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
rays2												
rays3												
rectangles												
rhodonea	cycles	cycle_offset	metacycles	metacycle_expansion								
rings												
rings2												
ripple												
rippled												
rose_wf												
rosni												
roundspher												
roundspher3D												
scrambly												
scry												
scry_3D												
scry2												
sec												
secant2												
sech												
separation												
shredlin												
sin												
sineblur												
sinh												
sinrange												
sinusoidal												
sinusoidal3D												
sph3D												
sphere_nja												
spherical												
spherical3D												
spherical3D_wf												
sphericalN												
spiral												
spiralwing												
spirograph												
split												
splitbrdr												
splits												
splits3D												
square												
square3D												
squarize												
squirrel												
squish												
starblur												
stripes												
stwin												
subflame_wf												
super_shape												
superShape3D	n2_2	n3_1	n3_2	spiral	toroidmap							
svf (single value func.)												
svg_wf												
swirl												
synth	c	c_type	c_freq	c_skew	c_phs	c_layer						
	e_layer	f	f_type	f_freq	f_skew	f_phs	f_layer					

Name of Variable	3D	FX	Version #	#Variables	Variable1	Variable2	Variable3	Variable4	Variable5	Variable6	Variable7	Variable8	Variable9	Variable10	Variable11
tan		Y	0.23												
tancos	Y	Y	1.70												
tangent		Y	0.21												
tangent3D	Y	Y	0.21												
tanh		Y	0.23												
target		Y	0.68	3	even	odd	size								
target_sp		Y	2.00	4	twist	n_of_sp	size	tightness							
taurus	Y	Y	0.66	4	r	n	inv	scr							
text_wf		N	0.60	9	text	font_name	font_size	antialias	scale_x	scale_y	offset_x	offset_y	baseline		
trade		N	2.50	4	r1	d1	r2	d2							
truchet		Y	0.34	6	extended	exponential	arc_width	rotation	size	seed					
twintrian		Y	0.23												
twoface		Y	0.69												
unpolar		Y	0.43												
vogel		Y	2.10	2	n	scale									
voron			1.20	5	k	step	num	xseed	yseed						
w			2.50	14	angle	hypergon	hypergon_n	hypergon_r	star	star_n	star_slope	lituus	lituus_a	super	super_m
waffle		N	0.43	4	slices	xthickness	ythickness	rotation							
waveblur_wf	Y	Y	2.34	7	count	amplitude_z	phase	damping_z	direct_color	color_scale	color_offset				
waves		Y	0.17												
waves2		Y	0.22	4	scalex	scaley	freqx	freqy							
waves2_3D	Y	Y	0.51	2	freq	scale									
waves2_wf		Y	0.17	8	scalex	scaley	freqx	freqy	use_cos_x	use_cos_y	dampx	dampy			
waves2b	Y	Y	1.63	10	freqx	freqy	pwpx	pwpy	scalex	scaleinfx	scaley	scaleinfy	unity	jacok	
waves3_wf		Y	0.38	8	scalex	scaley	freqx	freqy	use_cos_x	use_cos_y	dampx	dampy			
waves4_wf		Y	0.38	8	scalex	scaley	freqx	freqy	use_cos_x	use_cos_y	dampx	dampy			
wdisc	Y	Y	2.50												
wedge		Y	0.22	4	angle	hole	count	swirl							
wedge_julia		Y	0.23	4	power	distance	count	angle							
wedge_sph		Y	0.23	4	angle	hole	count	swirl							
whitney_umbrella	Y	Y	2.00												
whorl		Y	0.23	2	inside	outside									
x		Y	2.50	13	hypergon	hypergon_n	hypergon_r	star	star_n	star_slope	lituus	lituus_a	super	super_m	super_n1
xheart		Y	0.26	2	angle	ratio									
xheart_blur_wf		Y	2.00	2	angle	ratio									
xtrb=triboarder2	Y	Y	0.60	6	power	radius	width	dist	a	b					
y		Y	2.50	13	hypergon	hypergon_n	hypergon_r	star	star_n	star_slope	lituus	lituus_a	super	super_m	super_n1
yin_yang	Y	Y	2.00	5	radius	ang1	ang2	dual_t	outside						
z		Y	2.50	13	hypergon	hypergon_n	hypergon_r	star	star_n	star_slope	lituus	lituus_a	super	super_m	super_n1
zblur	Y	N	0.17												
zcone	Y	N	0.17												
zscale	Y	N	0.17												
ztranslate	Y	N	0.17												
Totals:	386			1346	266	233	176	140	106	80	63	58	40	35	32

Name of Variable	Variable12	Variable13	Variable14	Variable15	Variable16	Variable17	Variable18	Variable19	Variable20	Variable21	Variable22	Variable23
tan												
tancos												
tangent												
tangent3D												
tanh												
target												
target_sp												
taurus												
text_wf												
trade												
truchet												
twintrian												
twoface												
unpolar												
vogel												
voron												
w	super_n1	super_n2	super_n3									
waffle												
waveblur_wf												
waves												
waves2												
waves2_3D												
waves2_wf												
waves2b												
waves3_wf												
waves4_wf												
wdisc												
wedge												
wedge_julia												
wedge_sph												
whitney_umbrela												
whorl												
x	super_n2	super_n3										
xheart												
xheart_blur_wf												
xtrb=triboarder2												
y	super_n2	super_n3										
yin_yang												
z	super_n2	super_n3										
zblur												
zcone												
zscale												
ztranslate												
Totals:	386	28	24	17	16	14	10	9	4			