
Kara Effector Documentation

Versión 3.4

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Sobre la utilidad Kara Effector

El proyecto Effector es un archivo lua que tiene la capacidad de implementar Efectos Karaoke y de Líneas de Traducción prediseñados, también brinda la opción de poderlos modificar y crear nuevos Efectos si así se desea. El Effector está dotado de una amplia Librería que permite ejecutar los fx que tiene por Default y también crear nuevas y múltiples combinaciones. El uso del Effector es libre, si se desea se pueden colocar los respectivos créditos de su autor y/o colaboradores. La mayor parte de las combinaciones de Efectos y Funciones son capaces de reproducir casi cualquier tipo de fx, además de poseer una amplia variedad de figuras Shapes para los efectos que así lo requieran. Deseamos que el Effector les sea de gran utilidad y sirva de punto de inicio para que cada uno pueda hacer libremente sus propios efectos y lograr combinaciones que sean usadas cuando se necesiten. Recomendamos evitar cualquier forma de modificación en el código del Effector o de su Librería, a menos que estén completamente seguros de lo que están haciendo ya que lo que más factible es que deje de funcionar de manera correcta. Sin más, nos despedimos, esperando que este trabajo sea del agrado de todos ustedes.

v3.4 Math kurisu
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2.1 News Defaults Functions: (46)

table library

- table.combine(Table, n_combinations)
- table.set(color_masktable)
- table.delete(Table, ...)
- table.permute(Table)
- table.ipol(Values, Size)

string library

- string.count(String, Capture)
- string.toval(String)
- string.i(String)
- string.change(String, Capture, NoDelete, NoCapture)
- string.cap(String, Capture, Extra_Capture, Filter)

math library

- math.format(String, val)
- math.format2(String, val)
- math.circle(Shape)
- math.rotate(p, axis, angle)

tag library

- tag.default2(String)

```
tag.Pclip( size_clip, left_cx, top_cy, width_clip, height_clip )  
tag.Piclip( size_clip, left_cx, top_cy, width_clip, height_clip )  
tag.movePclip( size_clip, left_cx, top_cy, width_clip, height_clip )  
tag.movePiclip( size_clip, left_cx, top_cy, width_clip, height_clip )  
tag.cyclic( Dur, Dur_tr, Delay, Fad_i, Fad_f, tags_ini, tags_fin )  
tag.filter( String, Tag, Filter )
```

color library

```
color.vector( color1, color2 )  
color.moduler( color1_or_table, color2_or_table )
```

alpha library

```
alpha.moduler( alpha1_or_table, alpha2_or_table )  
alpha.ipol( ... )  
alpha.loop( ... )
```

shape library

```
shape.to_bezier( Shape )  
shape.lineclip( Mode, Dur, Ini )  
shape.setclip( Set_clips, Set_tagfx, Indx_line )  
shape.multi6( Size, Bord, Part )  
shape.multi7( Part, Radius )  
shape.multi8( Shape, Size_ini, Size_fin, Loop )  
shape.multi9( Shape, Loop, Tags )  
shape.fxline( P1, P2, Radius )  
shape.fxcircle( Shape )  
shape.trim( Shape, Lines, Mark, Ratio )  
shape.reduce( Shape )  
shape.inclip( Tags )  
shape.allin( Shape, Tags )  
shape.fusion( Shapes, Tags )
```

text library

```
text.rand( Text_ran, num_tran, dur_tran, extra_tags, table_rand, text_all )  
text.inclip( Text )  
text.outclip( Text )
```

image library

```
image.data( bmp_image, Return )  
image.to_pixels( bmp_image, Size )
```

effector library

```
effector.keeptags( template_type, keeptags_type )
```


2.2 News Defaults fx: (1502)

lead-in FX List

ABC Create New fx
Agitation Char I buttlne
Agitation Char I inverse
Agitation Char I midline
Animated Clip I buttlne
Animated Clip I inverse
Animated Clip I midline
Animated Clip II fry buttlne
Animated Clip II fry inverse
Animated Clip II fry midline
Animated Clip III Top buttlne
Animated Clip III Top inverse
Animated Clip III Top midline
Animated Clip IV Bottom buttlne
Animated Clip IV Bottom inverse
Animated Clip IV Bottom midline
Animated Clip V Alternate buttlne
Animated Clip V Alternate inverse
Animated Clip V Alternate midline
Animated Clip VI tags functions buttlne
Animated Clip VI tags functions inverse
Animated Clip VI tags functions midline
Animated Clip VII tags functions oscill buttlne
Animated Clip VII tags functions oscill inverse
Animated Clip VII tags functions oscill midline
Animated Clip VIII loop 4 buttlne
Animated Clip VIII loop 4 inverse
Animated Clip VIII loop 4 midline
Animated Clip IX loop 4 faxy buttlne
Animated Clip IX loop 4 faxy inverse
Animated Clip IX loop 4 faxy midline
Animated Clip X loop 4 tags functions buttlne
Animated Clip X loop 4 tags functions inverse
Animated Clip X loop 4 tags functions midline
Asault buttlne
Asault inverse
Asault midline
Asault II
Asault II leadin
Asault II buttlne
Asault II inverse
Asault II midline
Asault Line I Bottom buttlne
Asault Line I Bottom inverse

Asault Line I Bottom midline
Asault Line II Top
Asault Line II Top leadin
Asault Line II Top butline
Asault Line II Top inverse
Asault Line II Top midline
Asault Line III BT
Asault Line III BT leadin
Asault Line III BT butline
Asault Line III BT inverse
Asault Line III BT midline
Auxiliar Bord Shine I butline
Auxiliar Bord Shine I inverse
Auxiliar Bord Shine I midline
Auxiliar MultiClip I H butline
Auxiliar MultiClip I H inverse
Auxiliar MultiClip I H midline
Auxiliar MultiClip II V
Auxiliar MultiClip II V butline
Auxiliar MultiClip II V inverse
Auxiliar MultiClip II V midline
Auxiliar Spark Shine I butline
Auxiliar Spark Shine I inverse
Auxiliar Spark Shine I midline
Auxiliar Spark Shine II
Auxiliar Spark Shine II butline
Auxiliar Spark Shine II inverse
Auxiliar Spark Shine II midline
Auxiliar Spark Shine III butline
Auxiliar Spark Shine III inverse
Auxiliar Spark Shine III midline
Auxiliar Spark Shine IV butline
Auxiliar Spark Shine IV inverse
Auxiliar Spark Shine IV midline
Baker Street I LR butline
Baker Street I LR inverse
Baker Street I LR midline
Baker Street II RL
Baker Street II RL butline
Baker Street II RL inverse
Baker Street II RL midline
Baker Street III RLR Alternate
Baker Street III RLR Alternate butline
Baker Street III RLR Alternate inverse
Baker Street III RLR Alternate midline
Baker Street IV TB
Baker Street IV TB butline

Baker Street IV TB inverse
Baker Street IV TB midline
Baker Street V BT
Baker Street V BT butline
Baker Street V BT inverse
Baker Street V BT midline
Baker Street VI TBT Alternate
Baker Street VI TBT Alternate butline
Baker Street VI TBT Alternate inverse
Baker Street VI TBT Alternate midline
Bord to Pixels Shine I butline
Bord to Pixels Shine I inverse
Bord to Pixels Shine I midline
Bord to Pixels Shine II butline
Bord to Pixels Shine II inverse
Bord to Pixels Shine II midline
Bord to Pixels Shine III butline
Bord to Pixels Shine III inverse
Bord to Pixels Shine III midline
Bord to Pixels Shine IV butline
Bord to Pixels Shine IV inverse
Bord to Pixels Shine IV midline
Bord to Pixels Shine V butline
Bord to Pixels Shine V inverse
Bord to Pixels Shine V midline
Bord to Pixels Shine VI butline
Bord to Pixels Shine VI inverse
Bord to Pixels Shine VI midline
Bord to Pixels Shine VII butline
Bord to Pixels Shine VII inverse
Bord to Pixels Shine VII midline
Char Clip 4 I
Char Clip 4 I butline
Char Clip 4 I inverse
Char Clip 4 I midline
Char Clip 4 II
Char Clip 4 II butline
Char Clip 4 II inverse
Char Clip 4 II midline
Char Random I butline
Char Random I inverse
Char Random I midline
Char Random II numbers butline
Char Random II numbers inverse
Char Random II numbers midline
Char Random III binary
Char Random III binary butline

Char Random III binary inverse
Char Random III binary midline
Char Random IV Ascend
Char Random IV Ascend butline
Char Random IV Ascend inverse
Char Random IV Ascend midline
Char Random V Ascend numbers
Char Random V Ascend numbers butline
Char Random V Ascend numbers inverse
Char Random V Ascend numbers midline
Char Random VI Ascend binary
Char Random VI Ascend binary butline
Char Random VI Ascend binary inverse
Char Random VI Ascend binary midline
Char Random VII Descend
Char Random VII Descend butline
Char Random VII Descend inverse
Char Random VII Descend midline
Char Random VIII Descend numbers
Char Random VIII Descend numbers butline
Char Random VIII Descend numbers inverse
Char Random VIII Descend numbers midline
Char Random IX Descend binary
Char Random IX Descend binary butline
Char Random IX Descend binary inverse
Char Random IX Descend binary midline
Char Random X ADA Alternate
Char Random X ADA Alternate butline
Char Random X ADA Alternate inverse
Char Random X ADA Alternate midline
Char Random XI ADA Alternate numbers
Char Random XI ADA Alternate numbers butline
Char Random XI ADA Alternate numbers inverse
Char Random XI ADA Alternate numbers midline
Char Random XII ADA Alternate binary
Char Random XII ADA Alternate binary butline
Char Random XII ADA Alternate binary inverse
Char Random XII ADA Alternate binary midline
Char Random XIII ADA rand
Char Random XIII ADA rand butline
Char Random XIII ADA rand inverse
Char Random XIII ADA rand midline
Char Random XIV ADA rand numbers
Char Random XIV ADA rand numbers butline
Char Random XIV ADA rand numbers inverse
Char Random XIV ADA rand numbers midline
Char Random XV ADA rand binary

Char Random XV ADA rand binary butline
Char Random XV ADA rand binary inverse
Char Random XV ADA rand binary midline
Char Random XVI LR
Char Random XVI LR butline
Char Random XVI LR inverse
Char Random XVI LR midline
Char Random XVII RL
Char Random XVII RL butline
Char Random XVII RL inverse
Char Random XVII RL midline
Char Random XVIII line numbers
Char Random XVIII line binary
Char Random XIX line Ascend
Char Random XIX line Ascend numbers
Char Random XIX line Ascend binary
Char Random XX line Descend
Char Random XX line Descend numbers
Char Random XX line Descend binary
Char Random XXI line ADA Alternate
Char Random XXI line ADA Alternate numbers
Char Random XXI line ADA Alternate binary
Char Random XXII line ADA rand
Char Random XXII line ADA rand numbers
Char Random XXII line ADA rand binary
Char Under Sea I butline
Char Under Sea I inverse
Char Under Sea I midline
Chess Multi Color butline
Chess Multi Color inverse
Chess Multi Color midline
Clip Curves I butline
Clip Curves I inverse
Clip Curves I midline
Clips Rand I frxyz
Clips Rand I frxyz butline
Clips Rand I frxyz inverse
Clips Rand I frxyz midline
Clips Rand II Colors
Clips Rand II Colors butline
Clips Rand II Colors inverse
Clips Rand II Colors midline
Clip Triangles I butline
Clip Triangles I inverse
Clip Triangles I midline
Crazy Oscill I butline
Crazy Oscill I inverse

Crazy Oscill I midline
Curve Line I butline
Curve Line I inverse
Curve Line I midline
Deformed Zoom I butline
Deformed Zoom I inverse
Deformed Zoom I midline
Deformed Zoom I Line
Deformed Zoom II Ascend
Deformed Zoom II Ascend butline
Deformed Zoom II Ascend inverse
Deformed Zoom II Ascend midline
Deformed Zoom III Descend
Deformed Zoom III Descend butline
Deformed Zoom III Descend inverse
Deformed Zoom III Descend midline
Deformed Zoom IV ADA Alternate
Deformed Zoom IV ADA Alternate butline
Deformed Zoom IV ADA Alternate inverse
Deformed Zoom IV ADA Alternate midline
Deformed Zoom V LR
Deformed Zoom V LR butline
Deformed Zoom V LR inverse
Deformed Zoom V LR midline
Deformed Zoom VI RL
Deformed Zoom VI RL butline
Deformed Zoom VI RL inverse
Deformed Zoom VI RL midline
Distort Clip In Line I LR
Emerge Clip III HVH Alternate butline
Emerge Clip III HVH Alternate inverse
Emerge Clip III HVH Alternate midline
Ghost Shake Syl Multi butline
Ghost Shake Syl Multi inverse
Ghost Shake Syl Multi midline
Ghost Shake Syl Multi Line
Ghost Shakes Simple butline
Ghost Shakes Simple inverse
Ghost Shakes Simple midline
Ghost Shakes Simple Line
Hattori Syl Cut I
Hattori Syl Cut I butline
Hattori Syl Cut I inverse
Hattori Syl Cut I midline
Meave Light I butline
Meave Light I inverse
Meave Light I midline

Move Char I butline
Move Char I inverse
Move Char I midline
Move Char II Gyre butline
Move Char II Gyre inverse
Move Char II Gyre midline
Move Char III Ascend
Move Char III Ascend butline
Move Char III Ascend inverse
Move Char III Ascend midline
Move Char III Ascend preword
Move Char IV Ascend Multi
Move Char IV Ascend Multi butline
Move Char IV Ascend Multi inverse
Move Char IV Ascend Multi midline
Move Char IV Ascend Multi preword
Move Char V Descend
Move Char V Descend butline
Move Char V Descend inverse
Move Char V Descend midline
Move Char V Descend preword
Move Char VI Descend Multi
Move Char VI Descend Multi butline
Move Char VI Descend Multi inverse
Move Char VI Descend Multi midline
Move Char VI Descend Multi preword
Move Syl from Center Line I inverse
Move Syl from Center Line II
Move Syl from Center Line II inverse
Palpitations Char butline
Palpitations Char inverse
Palpitations Char midline
Screw Char II move
Screw Char II move butline
Screw Char II move inverse
Screw Char II move midline
Screw Char III fry
Screw Char III fry butline
Screw Char III fry inverse
Screw Char III fry midline
Screw Char IV fry move
Screw Char IV fry move butline
Screw Char IV fry move inverse
Screw Char IV fry move midline
Screw Char V frz
Screw Char V frz butline
Screw Char V frz inverse

Screw Char V frz midline
Screw Char VI frz move
Screw Char VI frz move butline
Screw Char VI frz move inverse
Screw Char VI frz move midline
Screw Char VII Rectangle
Screw Char VII Rectangle butline
Screw Char VII Rectangle inverse
Screw Char VII Rectangle midline
Screw Char VIII Rectangle move
Screw Char VIII Rectangle move butline
Screw Char VIII Rectangle move inverse
Screw Char VIII Rectangle move midline
Screw Char IX Rectangle fry
Screw Char IX Rectangle fry butline
Screw Char IX Rectangle fry inverse
Screw Char IX Rectangle fry midline
Screw Char X Rectangle fry move
Screw Char X Rectangle fry move butline
Screw Char X Rectangle fry move inverse
Screw Char X Rectangle fry move midline
Screw Char XI Rectangle frz
Screw Char XI Rectangle frz butline
Screw Char XI Rectangle frz inverse
Screw Char XI Rectangle frz midline
Screw Char XII Rectangle frz move
Screw Char XII Rectangle frz move butline
Screw Char XII Rectangle frz move inverse
Screw Char XII Rectangle frz move midline
Snake Char I butline
Snake Char I inverse
Snake Char I midline
Snake Char II butline
Snake Char II inverse
Snake Char II midline
SNSD Oh
SNSD Oh butline
SNSD Oh inverse
SNSD Oh midline
Spectrum Move Char butline
Spectrum Move Char inverse
Spectrum Move Char midline
Static Clip I Ascend butline
Static Clip I Ascend inverse
Static Clip I Ascend midline
Static Clip II Descend butline
Static Clip II Descend inverse

Static Clip II Descend midline
Static Clip III ADA Alternate butline
Static Clip III ADA Alternate inverse
Static Clip III ADA Alternate midline
Static Clip IV LR butline
Static Clip IV LR inverse
Static Clip IV LR midline
Static Clip V RL butline
Static Clip V RL inverse
Static Clip V RL midline
Static Clip VI LRL Alternate butline
Static Clip VI LRL Alternate inverse
Static Clip VI LRL Alternate midline
Static Clip VII LTRB Alternate
Static Clip VII LTRB Alternate butline
Static Clip VII LTRB Alternate inverse
Static Clip VII LTRB Alternate midline
Static Clip VIII Horizontal Multi I
Static Clip VIII Horizontal Multi I butline
Static Clip VIII Horizontal Multi I inverse
Static Clip VIII Horizontal Multi I midline
Static Clip IX Vertical Multi I butline
Static Clip IX Vertical Multi I inverse
Static Clip IX Vertical Multi I midline
Stela Move I LR butline
Stela Move I LR inverse
Stela Move I LR midline
Stela Move II RL
Stela Move II RL butline
Stela Move II RL inverse
Stela Move II RL midline
Stela Move III BT
Stela Move III BT butline
Stela Move III BT inverse
Stela Move III BT midline
Stela Move IV TB
Stela Move IV TB butline
Stela Move IV TB inverse
Stela Move IV TB midline
Stela Move V BTB Alternate
Stela Move V BTB Alternate butline
Stela Move V BTB Alternate inverse
Stela Move V BTB Alternate midline
Wavelet Char butline
Wavelet Char inverse
Wavelet Char midline

hi-light FX List

- ABC Create New fx
- Amorphous Syl I MultiColor
- Bee V D1
- Bee VI D2
- Bee VII DA
- Bee VIII DD
- Char Clip 4 I
- Char Clip 4 II
- Char Flame I
- Clip Rand I oscill faxy
- Halo Border Shine IV Horizontal
- Halo Border Shine V HV
- Persistence Of Color I
- Shine Twist I
- Shine Twist II
- Shine Twist III Alternate

lead-out FX List

- ABC Create New fx
- Agitation Char I
- Agitation Char I buttlne
- Agitation Char I inverse
- Agitation Char I midline
- Animated Clip I buttlne
- Animated Clip I inverse
- Animated Clip I midline
- Animated Clip II fry buttlne
- Animated Clip II fry inverse
- Animated Clip II fry midline
- Animated Clip III Top buttlne
- Animated Clip III Top inverse
- Animated Clip III Top midline
- Animated Clip IV Bottom buttlne
- Animated Clip IV Bottom inverse
- Animated Clip IV Bottom midline
- Animated Clip V Alternate buttlne
- Animated Clip V Alternate inverse
- Animated Clip V Alternate midline
- Animated Clip VI tags functions buttlne
- Animated Clip VI tags functions inverse
- Animated Clip VI tags functions midline
- Animated Clip VII tags functions oscill buttlne
- Animated Clip VII tags functions oscill inverse
- Animated Clip VII tags functions oscill midline
- Animated Clip VIII loop 4 buttlne
- Animated Clip VIII loop 4 inverse

Animated Clip VIII loop 4 midline
Animated Clip IX loop 4 faxy butline
Animated Clip IX loop 4 faxy inverse
Animated Clip IX loop 4 faxy midline
Animated Clip X loop 4 tags functions butline
Animated Clip X loop 4 tags functions inverse
Animated Clip X loop 4 tags functions midline
Asault leadout
Asault butline
Asault inverse
Asault midline
Asault II
Asault II leadout
Asault II butline
Asault II inverse
Asault II midline
Asault Line I Bottom leadout
Asault Line I Bottom butline
Asault Line I Bottom inverse
Asault Line I Bottom midline
Asault Line II Top
Asault Line II Top leadout
Asault Line II Top butline
Asault Line II Top inverse
Asault Line II Top midline
Asault Line III BT
Asault Line III BT leadout
Asault Line III BT butline
Asault Line III BT inverse
Asault Line III BT midline
Auxiliar Bord Shine I
Auxiliar Bord Shine I butline
Auxiliar Bord Shine I inverse
Auxiliar Bord Shine I midline
Auxiliar MultiClip I H
Auxiliar MultiClip I H butline
Auxiliar MultiClip I H inverse
Auxiliar MultiClip I H midline
Auxiliar MultiClip II V
Auxiliar MultiClip II V butline
Auxiliar MultiClip II V inverse
Auxiliar MultiClip II V midline
Auxiliar Spark Shine I
Auxiliar Spark Shine I butline
Auxiliar Spark Shine I inverse
Auxiliar Spark Shine I midline
Auxiliar Spark Shine II

Auxiliar Spark Shine II butline
Auxiliar Spark Shine II inverse
Auxiliar Spark Shine II midline
Auxiliar Spark Shine III
Auxiliar Spark Shine III butline
Auxiliar Spark Shine III inverse
Auxiliar Spark Shine III midline
Auxiliar Spark Shine IV
Auxiliar Spark Shine IV butline
Auxiliar Spark Shine IV inverse
Auxiliar Spark Shine IV midline
Baker Street I LR
Baker Street I LR butline
Baker Street I LR inverse
Baker Street I LR midline
Baker Street II RL
Baker Street II RL butline
Baker Street II RL inverse
Baker Street II RL midline
Baker Street III RLR Alternate
Baker Street III RLR Alternate butline
Baker Street III RLR Alternate inverse
Baker Street III RLR Alternate midline
Baker Street IV TB
Baker Street IV TB butline
Baker Street IV TB inverse
Baker Street IV TB midline
Baker Street V BT
Baker Street V BT butline
Baker Street V BT inverse
Baker Street V BT midline
Baker Street VI TBT Alternate
Baker Street VI TBT Alternate butline
Baker Street VI TBT Alternate inverse
Baker Street VI TBT Alternate midline
Bord to Pixels Shine I butline
Bord to Pixels Shine I inverse
Bord to Pixels Shine I midline
Bord to Pixels Shine II butline
Bord to Pixels Shine II inverse
Bord to Pixels Shine II midline
Bord to Pixels Shine III butline
Bord to Pixels Shine III inverse
Bord to Pixels Shine III midline
Bord to Pixels Shine IV butline
Bord to Pixels Shine IV inverse
Bord to Pixels Shine IV midline

Bord to Pixels Shine V buttl
Bord to Pixels Shine V inverse
Bord to Pixels Shine V midline
Bord to Pixels Shine VI buttl
Bord to Pixels Shine VI inverse
Bord to Pixels Shine VI midline
Bord to Pixels Shine VII buttl
Bord to Pixels Shine VII inverse
Bord to Pixels Shine VII midline
Char Clip 4 I
Char Clip 4 I buttl
Char Clip 4 I inverse
Char Clip 4 I midline
Char Clip 4 II
Char Clip 4 II buttl
Char Clip 4 II inverse
Char Clip 4 II midline
Char Random I buttl
Char Random I inverse
Char Random I midline
Char Random II numbers buttl
Char Random II numbers inverse
Char Random II numbers midline
Char Random III binary
Char Random III binary buttl
Char Random III binary inverse
Char Random III binary midline
Char Random IV Ascend
Char Random IV Ascend buttl
Char Random IV Ascend inverse
Char Random IV Ascend midline
Char Random V Ascend numbers
Char Random V Ascend numbers buttl
Char Random V Ascend numbers inverse
Char Random V Ascend numbers midline
Char Random VI Ascend binary
Char Random VI Ascend binary buttl
Char Random VI Ascend binary inverse
Char Random VI Ascend binary midline
Char Random VII Descend
Char Random VII Descend buttl
Char Random VII Descend inverse
Char Random VII Descend midline
Char Random VIII Descend numbers
Char Random VIII Descend numbers buttl
Char Random VIII Descend numbers inverse
Char Random VIII Descend numbers midline

Char Random IX Descend binary
Char Random IX Descend binary buttline
Char Random IX Descend binary inverse
Char Random IX Descend binary midline
Char Random X ADA Alternate
Char Random X ADA Alternate buttline
Char Random X ADA Alternate inverse
Char Random X ADA Alternate midline
Char Random XI ADA Alternate numbers
Char Random XI ADA Alternate numbers buttline
Char Random XI ADA Alternate numbers inverse
Char Random XI ADA Alternate numbers midline
Char Random XII ADA Alternate binary
Char Random XII ADA Alternate binary buttline
Char Random XII ADA Alternate binary inverse
Char Random XII ADA Alternate binary midline
Char Random XIII ADA rand
Char Random XIII ADA rand buttline
Char Random XIII ADA rand inverse
Char Random XIII ADA rand midline
Char Random XIV ADA rand numbers
Char Random XIV ADA rand numbers buttline
Char Random XIV ADA rand numbers inverse
Char Random XIV ADA rand numbers midline
Char Random XV ADA rand binary
Char Random XV ADA rand binary buttline
Char Random XV ADA rand binary inverse
Char Random XV ADA rand binary midline
Char Random XVI LR
Char Random XVI LR buttline
Char Random XVI LR inverse
Char Random XVI LR midline
Char Random XVII RL
Char Random XVII RL buttline
Char Random XVII RL inverse
Char Random XVII RL midline
Char Random XVIII line numbers
Char Random XVIII line binary
Char Random XIX line Ascend
Char Random XIX line Ascend numbers
Char Random XIX line Ascend binary
Char Random XX line Descend
Char Random XX line Descend numbers
Char Random XX line Descend binary
Char Random XXI line ADA Alternate
Char Random XXI line ADA Alternate numbers
Char Random XXI line ADA Alternate binary

Char Randon XXII line ADA rand
Char Randon XXII line ADA rand numbers
Char Randon XXII line ADA rand binary
Chess Multi Color
Chess Multi Color butline
Chess Multi Color inverse
Chess Multi Color midline
Clip Curves I
Clip Curves I butline
Clip Curves I inverse
Clip Curves I midline
Clip Curves II Line
Clips Rand I frxyz
Clips Rand I frxyz butline
Clips Rand I frxyz inverse
Clips Rand I frxyz midline
Clips Rand II Colors
Clips Rand II Colors butline
Clips Rand II Colors inverse
Clips Rand II Colors midline
Clip Triangles I
Clip Triangles I butline
Clip Triangles I inverse
Clip Triangles I midline
Clip Triangles II Line
Crazy Oscill I
Crazy Oscill I butline
Crazy Oscill I inverse
Crazy Oscill I midline
Curve Line I
Curve Line I butline
Curve Line I inverse
Curve Line I midline
Deformed Zoom I
Deformed Zoom I butline
Deformed Zoom I inverse
Deformed Zoom I midline
Deformed Zoom I Line
Deformed Zoom II Ascend
Deformed Zoom II Ascend butline
Deformed Zoom II Ascend inverse
Deformed Zoom II Ascend midline
Deformed Zoom III Descend
Deformed Zoom III Descend butline
Deformed Zoom III Descend inverse
Deformed Zoom III Descend midline
Deformed Zoom IV ADA Alternate

Deformed Zoom IV ADA Alternate butline
Deformed Zoom IV ADA Alternate inverse
Deformed Zoom IV ADA Alternate midline
Deformed Zoom V LR
Deformed Zoom V LR butline
Deformed Zoom V LR inverse
Deformed Zoom V LR midline
Deformed Zoom VI RL
Deformed Zoom VI RL butline
Deformed Zoom VI RL inverse
Deformed Zoom VI RL midline
Distort Clip In Line II RL
Emerge Clip III HVH Alternate
Emerge Clip III HVH Alternate butline
Emerge Clip III HVH Alternate inverse
Emerge Clip III HVH Alternate midline
Ghost Line postline Clips
Ghost Shake Syl Multi
Ghost Shake Syl Multi butline
Ghost Shake Syl Multi inverse
Ghost Shake Syl Multi midline
Ghost Shake Syl Multi Line
Ghost Shakes Simple
Ghost Shakes Simple butline
Ghost Shakes Simple inverse
Ghost Shakes Simple midline
Ghost Shakes Simple Line
Hattori Syl Cut I
Hattori Syl Cut I butline
Hattori Syl Cut I inverse
Hattori Syl Cut I midline
Meave Light I
Meave Light I butline
Meave Light I inverse
Meave Light I midline
Move Char I butline
Move Char I inverse
Move Char I midline
Move Char II Gyre butline
Move Char II Gyre inverse
Move Char II Gyre midline
Move Char III Ascend
Move Char III Ascend butline
Move Char III Ascend inverse
Move Char III Ascend midline
Move Char III Ascend postword
Move Char IV Ascend Multi

Move Char IV Ascend Multi buttline
Move Char IV Ascend Multi inverse
Move Char IV Ascend Multi midline
Move Char IV Ascend Multi postword
Move Char V Descend
Move Char V Descend buttline
Move Char V Descend inverse
Move Char V Descend midline
Move Char V Descend postword
Move Char VI Descend Multi
Move Char VI Descend Multi buttline
Move Char VI Descend Multi inverse
Move Char VI Descend Multi midline
Move Char VI Descend Multi postword
Move Line Center Clip I
Move Line Center Clip II
Move Line Center Clip III Sequence
Move Syl from Center Line I inverse
Move Syl from Center Line II
Move Syl from Center Line II inverse
Palpitations Char
Palpitations Char buttline
Palpitations Char inverse
Palpitations Char midline
Screw Char II move
Screw Char II move buttline
Screw Char II move inverse
Screw Char II move midline
Screw Char III fry
Screw Char III fry buttline
Screw Char III fry inverse
Screw Char III fry midline
Screw Char IV fry move
Screw Char IV fry move buttline
Screw Char IV fry move inverse
Screw Char IV fry move midline
Screw Char V frz
Screw Char V frz buttline
Screw Char V frz inverse
Screw Char V frz midline
Screw Char VI frz move
Screw Char VI frz move buttline
Screw Char VI frz move inverse
Screw Char VI frz move midline
Screw Char VII Rectangle
Screw Char VII Rectangle buttline
Screw Char VII Rectangle inverse

Screw Char VII Rectangle midline
Screw Char VIII Rectangle move
Screw Char VIII Rectangle move butline
Screw Char VIII Rectangle move inverse
Screw Char VIII Rectangle move midline
Screw Char IX Rectangle fry
Screw Char IX Rectangle fry butline
Screw Char IX Rectangle fry inverse
Screw Char IX Rectangle fry midline
Screw Char X Rectangle fry move
Screw Char X Rectangle fry move butline
Screw Char X Rectangle fry move inverse
Screw Char X Rectangle fry move midline
Screw Char XI Rectangle frz
Screw Char XI Rectangle frz butline
Screw Char XI Rectangle frz inverse
Screw Char XI Rectangle frz midline
Screw Char XII Rectangle frz move
Screw Char XII Rectangle frz move butline
Screw Char XII Rectangle frz move inverse
Screw Char XII Rectangle frz move midline
Shigatsu Op 1
Snake Char I butline
Snake Char I inverse
Snake Char I midline
Snake Char II
Snake Char II butline
Snake Char II inverse
Snake Char II midline
SNSD Oh
SNSD Oh butline
SNSD Oh inverse
SNSD Oh midline
Spectrum Move Char butline
Spectrum Move Char inverse
Spectrum Move Char midline
Static Clip III ADA Alternate
Static Clip III ADA Alternate butline
Static Clip III ADA Alternate inverse
Static Clip III ADA Alternate midline
Static Clip VI LRL Alternate
Static Clip VI LRL Alternate butline
Static Clip VI LRL Alternate inverse
Static Clip VI LRL Alternate midline
Static Clip VII LTRB Alternate
Static Clip VII LTRB Alternate butline
Static Clip VII LTRB Alternate inverse

Static Clip VII LTRB Alternate midline
 Static Clip VIII Horizontal Multi I butline
 Static Clip VIII Horizontal Multi I inverse
 Static Clip VIII Horizontal Multi I midline
 Static Clip IX Vertical Multi I butline
 Static Clip IX Vertical Multi I inverse
 Static Clip IX Vertical Multi I midline
 Stela Move III BT
 Stela Move III BT butline
 Stela Move III BT midline
 Stela Move III BT inverse
 Stela Move IV TB
 Stela Move IV TB butline
 Stela Move IV TB midline
 Stela Move IV TB inverse
 Stela Move V BTB Alternate
 Stela Move V BTB Alternate butline
 Stela Move V BTB Alternate midline
 Stela Move V BTB Alternate inverse
 Wavelet Char
 Wavelet Char butline
 Wavelet Char inverse
 Wavelet Char midline

shape FX List

ABC Create New fx
 ?? ????? I TL
 ?? ????? I TL fscxy
 ?? ????? II TL
 ?? ????? II TL fscxy
 Bakura I TL
 Bakura II TL
 Before Line II Circle
 Bezier Heart I TL
 Bezier Heart II TL
 Bezier Snake I TL I
 Bezier Snake I TL II
 Bezier Snake II Super Star TL
 Bezier Snake III Super Start Double TL
 Big Pixel I leadin
 Big Pixel I leadin butline
 Big Pixel I leadin inverse
 Big Pixel I leadin midline
 Big Pixel I leadout
 Big Pixel I leadout butline
 Big Pixel I leadout inverse
 Big Pixel I leadout midline

Big Pixel I Line
Big Pixel I postline
Big Pixel I preline
Big Pixel I TL
Blue the Stars I leadin
Blue the Stars I leadin butline
Blue the Stars I leadin inverse
Blue the Stars I leadin midline
Blue the Stars I leadout
Blue the Stars I leadout butline
Blue the Stars I leadout inverse
Blue the Stars I leadout midline
Blue the Stars I Line
Blue the Stars I postline
Blue the Stars I preline
Blue the Stars I TL
Blue the Stars II leadin
Blue the Stars II leadin butline
Blue the Stars II leadin inverse
Blue the Stars II leadin midline
Blue the Stars II leadout
Blue the Stars II leadout butline
Blue the Stars II leadout inverse
Blue the Stars II leadout midline
Blue the Stars II Line
Blue the Stars II postline
Blue the Stars II preline
Blue the Stars II TL
Circle Color Apology I HL
Circle Color Apology I leadin
Circle Color Apology I leadin butline
Circle Color Apology I leadin inverse
Circle Color Apology I leadin midline
Circle Color Apology I leadout
Circle Color Apology I leadout butline
Circle Color Apology I leadout inverse
Circle Color Apology I leadout midline
Circle Color Apology I Line
Circle Color Apology I postline
Circle Color Apology I preline
Circle Multi Shape I leadin
Circle Multi Shape I leadin butline
Circle Multi Shape I leadin inverse
Circle Multi Shape I leadin midline
Circle Multi Shape I leadout
Circle Multi Shape I leadout butline
Circle Multi Shape I leadout inverse

Circle Multi Shape I leadout midline
Circle Multi Shape I Line
Circle Multi Shape I postline
Circle Multi Shape I preline
Cristal Fake HL
Cristal Fake leadin
Cristal Fake leadin butline
Cristal Fake leadin inverse
Cristal Fake leadin midline
Cristal Fake leadout
Cristal Fake leadout butline
Cristal Fake leadout inverse
Cristal Fake leadout midline
Cristal Fake Line
Cristal Fake preline
Dollars Bills leadin
Dollars Bills leadin butline
Dollars Bills leadin inverse
Dollars Bills leadin midline
Dollars Bills leadout
Dollars Bills leadout butline
Dollars Bills leadout inverse
Dollars Bills leadout midline
Dollars Bills Line
Dollars Bills postline
Dollars Bills preline
Feather Multi HL
Feather Multi leadin
Feather Multi leadin butline
Feather Multi leadin inverse
Feather Multi leadin midline
Feather Multi leadout
Feather Multi leadout butline
Feather Multi leadout inverse
Feather Multi leadout midline
Feather Multi Line
Feather Multi postline
Feather Multi preline
Feathers I leadin butline
Feathers I leadin inverse
Feathers I leadin midline
Feathers I leadout butline
Feathers I leadout inverse
Feathers I leadout midline
Feathers I Line
Feathers I postline
Feathers I preline

Geometric Figures I HL
Geometric Figures I leadin
Geometric Figures I leadin butline
Geometric Figures I leadin inverse
Geometric Figures I leadin midline
Geometric Figures I leadout
Geometric Figures I leadout butline
Geometric Figures I leadout inverse
Geometric Figures I leadout midline
Geometric Figures I Line
Geometric Figures I postline
Geometric Figures I preline
Jump Clasic Shape IV alternate HL
Motor Gear Line
Natsuo Smoke I leadin butline
Natsuo Smoke I leadin inverse
Natsuo Smoke I leadin midline
Natsuo Smoke I leadout butline
Natsuo Smoke I leadout inverse
Natsuo Smoke I leadout midline
Natsuo Smoke I Line
Natsuo Smoke I postline
Natsuo Smoke I preline
Rapsodia I leadin
Rapsodia I leadin butline
Rapsodia I leadin inverse
Rapsodia I leadin midline
Rapsodia I leadout
Rapsodia I leadout butline
Rapsodia I leadout inverse
Rapsodia I leadout midline
Rapsodia I Line
Rapsodia I postline
Rapsodia I preline
Sakura Bezier Snake I HL
Sakura Bezier Snake II Double HL
Sakura Circle I HL
Sakura Circle I leadin
Sakura Circle I leadin butline
Sakura Circle I leadin inverse
Sakura Circle I leadin midline
Sakura Circle I leadout
Sakura Circle I leadout butline
Sakura Circle I leadout inverse
Sakura Circle I leadout midline
Sakura Circle I Line
Sakura Circle I postline

Sakura Circle I preline
Sakura Circle II HL
Sakura Circle II leadin
Sakura Circle II leadin butline
Sakura Circle II leadin inverse
Sakura Circle II leadin midline
Sakura Circle II leadout
Sakura Circle II leadout butline
Sakura Circle II leadout inverse
Sakura Circle II leadout midline
Sakura Circle II Line
Sakura Circle II postline
Sakura Circle II preline
Sakura Silkworm I preHL
Sakura Silkworm II preHL
Sakura Silkworm III preHL
Smoke I Line II
Sparkling I HL
Sparkling I leadin
Sparkling I leadin butline
Sparkling I leadin inverse
Sparkling I leadin midline
Sparkling I leadout
Sparkling I leadout butline
Sparkling I leadout inverse
Sparkling I leadout midline
Sparkling I leadin
Sparkling I Line
Sparkling I postline
Sparkling I preline
Sparkling I TL
Square Random I HL
Square Random I leadin
Square Random I leadin butline
Square Random I leadin inverse
Square Random I leadin midline
Square Random I leadout
Square Random I leadout butline
Square Random I leadout inverse
Square Random I leadout midline
Square Random I Line
Star Soul I leadin
Star Soul I leadin butline
Star Soul I leadin inverse
Star Soul I leadin midline
Star Soul I leadout
Star Soul I leadout butline

Star Soul I leadout inverse
Star Soul I leadout midline
Star Soul I Line
Star Soul I postline
Star Soul I preline
Star Soul II leadin
Star Soul II leadin butline
Star Soul II leadin inverse
Star Soul II leadin midline
Star Soul II leadout
Star Soul II leadout butline
Star Soul II leadout inverse
Star Soul II leadout midline
Star Soul II Line
Star Soul II postline
Star Soul II preline
Star Soul III leadin
Star Soul III leadin butline
Star Soul III leadin inverse
Star Soul III leadin midline
Star Soul III leadout
Star Soul III leadout butline
Star Soul III leadout inverse
Star Soul III leadout midline
Star Soul III Line
Star Soul III postline
Star Soul III preline
Steam I leadin
Steam I leadin butline
Steam I leadin inverse
Steam I leadin midline
Steam I leadout
Steam I leadout butline
Steam I leadout inverse
Steam I leadout midline
Steam I Line
Steam I postline
Steam I preline
Stick I BT HL
The Damned Sakuras HL
The Damned Sakuras leadin
The Damned Sakuras leadin butline
The Damned Sakuras leadin inverse
The Damned Sakuras leadin midline
The Damned Sakuras leadout
The Damned Sakuras leadout butline
The Damned Sakuras leadout inverse

The Damned Sakuras leadout midline
The Damned Sakuras Line
The Damned Sakuras postline
The Damned Sakuras preline

translation FX List

ABC Create New fx
Agitation Char I buttlne
Agitation Char I inverse
Agitation Char I midline
Agitation Char II
Animated Clip II fry buttlne
Animated Clip II fry inverse
Animated Clip II fry midline
Animated Clip V Alternate buttlne
Animated Clip V Alternate inverse
Animated Clip V Alternate midline
Animated Clips VI LLRR Alternate Line
Animated Clips VI LLRR Mark Alternate Line
Animated Clips XI TTBB Alternate Line
Animated Clips XI TTBB Mark Alternate Line
Asault Sequence buttlne
Asault Sequence inverse
Asault Sequence midline
Auxiliar Spark Shine I buttlne
Auxiliar Spark Shine I inverse
Auxiliar Spark Shine I midline
Auxiliar Spark Shine II buttlne
Auxiliar Spark Shine II inverse
Auxiliar Spark Shine II midline
Auxiliar Spark Shine III buttlne
Auxiliar Spark Shine III inverse
Auxiliar Spark Shine III midline
Char Clip 4 I
Char Clip 4 I buttlne
Char Clip 4 I inverse
Char Clip 4 I midline
Char Clip 4 II
Char Clip 4 II buttlne
Char Clip 4 II inverse
Char Clip 4 II midline
Char Dancing I buttlne
Char Dancing I inverse
Char Dancing I midline
Char Dancing II buttlne
Char Dancing II inverse
Char Dancing II midline

Char Delay VIII frxyz
Char Random XIV RCL
Char Random XV RCL number
Char Random XVI LCR binary
Char Random XVII midline
Char Random XVIII midline numbers
Char Random XIX midline binary
Char Twister I butline
Char Twister I inverse
Char Twister I midline
Char Twister II Double butline
Char Twister II Double inverse
Char Twister II Double midline
Char Under Sea butline
Char Under Sea inverse
Char Under Sea midline
Crazy Dancing Char II
Crazy Dancing Char II butline
Crazy Dancing Char II inverse
Crazy Dancing Char II midline
Curve Line II
Curve Line II butline
Curve Line II inverse
Curve Line II midline
Distort Clip in Line I LR
Distort Clip in Line I RL
Distort Clip in Line I RR
Emerge Clip Grip III butline
Emerge Clip Grip III inverse
Emerge Clip Grip III midline
Emerge Clip VH butline
Emerge Clip VH inverse
Emerge Clip VH midline
Ghost Shake Char Simple butline
Ghost Shake Char Simple inverse
Ghost Shake Char Simple midline
Helical Char I
Helical Char I butline
Helical Char I inverse
Helical Char I midline
Keane Again and Again butline
Keane Again and Again inverse
Keane Again and Again midline
Keane Loves Is The End butline
Keane Loves Is The End inverse
Keane Loves Is The End midline
Keane Perfect Symmetry butline

Keane Perfect Symmetry inverse
Keane Perfect Symmetry midline
Move Char from Center Line butline
Move Char from Center Line inverse
Move Char from Center Line midline
Move Char I Random I butline
Move Char I Random I inverse
Move Char I Random I midline
Move Char I Random II frxyz butline
Move Char I Random II frxyz inverse
Move Char I Random II frxyz midline
Move Char II BB
Move Char II BB butline
Move Char II BB inverse
Move Char II BB midline
Move Char III BB frx
Move Char III BB frx butline
Move Char III BB frx inverse
Move Char III BB frx midline
Move Char IV BB fry
Move Char IV BB fry butline
Move Char IV BB fry inverse
Move Char IV BB fry midline
Move Char V BB frz
Move Char V BB frz butline
Move Char V BB frz inverse
Move Char V BB frz midline
Move Char VI BB frxyz
Move Char VI BB frxyz butline
Move Char VI BB frxyz inverse
Move Char VI BB frxyz midline
Move Char VII BT
Move Char VII BT butline
Move Char VII BT inverse
Move Char VII BT midline
Move Char VIII BT frx
Move Char VIII BT frx butline
Move Char VIII BT frx inverse
Move Char VIII BT frx midline
Move Char IX BT fry
Move Char IX BT fry butline
Move Char IX BT fry inverse
Move Char IX BT fry midline
Move Char X BT frz
Move Char X BT frz butline
Move Char X BT frz inverse
Move Char X BT frz midline

Move Char XI BT frxyz
Move Char XI BT frxyz butline
Move Char XI BT frxyz inverse
Move Char XI BT frxyz midline
Move Char XII TB
Move Char XII TB butline
Move Char XII TB inverse
Move Char XII TB midline
Move Char XIII TB frx
Move Char XIII TB frx butline
Move Char XIII TB frx inverse
Move Char XIII TB frx midline
Move Char XIV TB fry
Move Char XIV TB fry butline
Move Char XIV TB fry inverse
Move Char XIV TB fry midline
Move Char XV TB frz
Move Char XV TB frz butline
Move Char XV TB frz inverse
Move Char XV TB frz midline
Move Char XVI TB frxyz
Move Char XVI TB frxyz butline
Move Char XVI TB frxyz inverse
Move Char XVI TB frxyz midline
Move Char XVII TT
Move Char XVII TT butline
Move Char XVII TT inverse
Move Char XVII TT midline
Move Char XVIII TT frx
Move Char XVIII TT frx butline
Move Char XVIII TT frx inverse
Move Char XVIII TT frx midline
Move Char XIX TT fry
Move Char XIX TT fry butline
Move Char XIX TT fry inverse
Move Char XIX TT fry midline
Move Char XX TT frz
Move Char XX TT frz butline
Move Char XX TT frz inverse
Move Char XX TT frz midline
Move Char XXI TT frxyz
Move Char XXI TT frxyz butline
Move Char XXI TT frxyz inverse
Move Char XXI TT frxyz midline
Move Char XXII TBT Alternate
Move Char XXII TBT Alternate butline
Move Char XXII TBT Alternate inverse

Move Char XXII TBT Alternate midline
 Move Char XXIII TBT Alternate frx
 Move Char XXIII TBT Alternate frx butline
 Move Char XXIII TBT Alternate frx inverse
 Move Char XXIII TBT Alternate frx midline
 Move Char XXIV TBT Alternate fry
 Move Char XXIV TBT Alternate fry butline
 Move Char XXIV TBT Alternate fry inverse
 Move Char XXIV TBT Alternate fry midline
 Move Char XXV TBT Alternate frz
 Move Char XXV TBT Alternate frz butline
 Move Char XXV TBT Alternate frz inverse
 Move Char XXV TBT Alternate frz midline
 Move Char XXVI TBT Alternate frxyz
 Move Char XXVI TBT Alternate frxyz butline
 Move Char XXVI TBT Alternate frxyz inverse
 Move Char XXVI TBT Alternate frxyz midline
 Move Char XXVII TBT Random
 Move Char XXVII TBT Random butline
 Move Char XXVII TBT Random inverse
 Move Char XXVII TBT Random midline
 Move Char XXVIII TBT Random frx
 Move Char XXVIII TBT Random frx butline
 Move Char XXVIII TBT Random frx inverse
 Move Char XXVIII TBT Random frx midline
 Move Char XXIX TBT Random fry
 Move Char XXIX TBT Random fry butline
 Move Char XXIX TBT Random fry inverse
 Move Char XXIX TBT Random fry midline
 Move Char XXX TBT Random frz
 Move Char XXX TBT Random frz butline
 Move Char XXX TBT Random frz inverse
 Move Char XXX TBT Random frz midline
 Move Char XXXI TBT Random frxyz
 Move Char XXXI TBT Random frxyz butline
 Move Char XXXI TBT Random frxyz inverse
 Move Char XXXI TBT Random frxyz midline
 Move Line II BT
 Move Line IV TB
 Move Line VII LR
 Move Line IX RL
 Move ShineLine I LL
 Move ShineLine IV RLR Alternate
 Palpitations char butline
 Palpitations char inverse
 Palpitations char midline
 Screw Char butline

Screw Char inverse
Screw Char midline
Screw Char fry butline
Screw Char fry inverse
Screw Char fry midline
Screw Char frz butline
Screw Char frz inverse
Screw Char frz midline
Screw Char II Rectangle butline
Screw Char II Rectangle inverse
Screw Char II Rectangle midline
Screw Char II Rectangle fry butline
Screw Char II Rectangle fry inverse
Screw Char II Rectangle fry midline
Screw Char II Rectangle frz butline
Screw Char II Rectangle frz inverse
Screw Char II Rectangle frz midline
Screw III MultiColor Border butline
Screw III MultiColor Border inverse
Screw III MultiColor Border midline
Snake Char I LR
Snake Char I LR butline
Snake Char I LR inverse
Snake Char I LR midline
Snake Char II RL butline
Snake Char II RL inverse
Snake Char II RL midline
Snake Char III LR frx
Snake Char III LR frx butline
Snake Char III LR frx inverse
Snake Char III LR frx midline
Snake Char IV RL frx butline
Snake Char IV RL frx inverse
Snake Char IV RL frx midline
SNSD Oh butline
SNSD Oh inverse
SNSD Oh midline
Spectrum Move Char butline
Spectrum Move Char inverse
Spectrum Move Char midline
Static Clip I Ascend Ascend butline
Static Clip I Ascend Ascend inverse
Static Clip I Ascend Ascend midline
Static Clip II Ascend Descend
Static Clip II Ascend Descend butline
Static Clip II Ascend Descend inverse
Static Clip II Ascend Descend midline

Static Clip III Descend Ascend
Static Clip III Descend Ascend butline
Static Clip III Descend Ascend inverse
Static Clip III Descend Ascend midline
Static Clip IV Descend Descend butline
Static Clip IV Descend Descend inverse
Static Clip IV Descend Descend midline
Static Clip V ADA Alternate
Static Clip V ADA Alternate butline
Static Clip V ADA Alternate inverse
Static Clip V ADA Alternate midline
Static Clip VI LL butline
Static Clip VI LL inverse
Static Clip VI LL midline
Static Clip VII LR butline
Static Clip VII LR inverse
Static Clip VII LR midline
Static Clip VIII RL
Static Clip VIII RL butline
Static Clip VIII RL inverse
Static Clip VIII RL midline
Static Clip IX RR butline
Static Clip IX RR inverse
Static Clip IX RR midline
Static Clip X LRL Alternate
Static Clip X LRL Alternate butline
Static Clip X LRL Alternate inverse
Static Clip X LRL Alternate midline
Static Clip XI Horizontal Multi I butline
Static Clip XI Horizontal Multi I inverse
Static Clip XI Horizontal Multi I midline
Static Clip XI Horizontal Multi II butline
Static Clip XI Horizontal Multi II inverse
Static Clip XI Horizontal Multi II midline
Static Clip XII Vertical Multi I butline
Static Clip XII Vertical Multi I inverse
Static Clip XII Vertical Multi I midline
Static Clip XII Vertical Multi II butline
Static Clip XII Vertical Multi II inverse
Static Clip XII Vertical Multi II midline
Static Clip XII Vertical Multi III
Static Clip XII Vertical Multi III butline
Static Clip XII Vertical Multi III inverse
Static Clip XII Vertical Multi III midline
Stela Move Char I LL butline
Stela Move Char I LL inverse
Stela Move Char I LL midline

Stela Move Char II LR
Stela Move Char II LR buttlined
Stela Move Char II LR inverse
Stela Move Char II LR midline
Stela Move Char III RL
Stela Move Char III RL buttlined
Stela Move Char III RL inverse
Stela Move Char III RL midline
Stela Move Char IV RR
Stela Move Char IV RR buttlined
Stela Move Char IV RR inverse
Stela Move Char IV RR midline
Stela Move Char V RLR Alternate
Stela Move Char V RLR Alternate buttlined
Stela Move Char V RLR Alternate inverse
Stela Move Char V RLR Alternate midline
Stela Move Char VI BB
Stela Move Char VI BB buttlined
Stela Move Char VI BB inverse
Stela Move Char VI BB midline
Stela Move Char VII BT
Stela Move Char VII BT buttlined
Stela Move Char VII BT inverse
Stela Move Char VII BT midline
Stela Move Char VIII TB
Stela Move Char VIII TB buttlined
Stela Move Char VIII TB inverse
Stela Move Char VIII TB midline
Stela Move Char IX TT
Stela Move Char IX TT buttlined
Stela Move Char IX TT inverse
Stela Move Char IX TT midline
Stela Move Char X TBT Alternate
Stela Move Char X TBT Alternate buttlined
Stela Move Char X TBT Alternate inverse
Stela Move Char X TBT Alternate midline
Tremor Clip II Word
Tremor Clip II Word leadinout
Tremor Clip II Word buttlined
Tremor Clip II Word inverse
Tremor Clip II Word midline
Tremor Clip IV Word
Tremor Clip IV Word leadinout
Tremor Clip IV Word buttlined
Tremor Clip IV Word inverse
Tremor Clip IV Word midline

3.1 ¿Qué es el Aegisub?

Aegisub es un **editor** de subtítulos SubStation Alpha (**.ssa**, **.ass**) de propósito general que ayuda en muchos aspectos a la composición tipográfica (typesetting).

Corrige algunas deficiencias de Medusa Subtitling Station y añade otras muchas características de las que éste carecía.

La primera versión pública se anunció el 4 de noviembre de 2005 como v1.00 beta. A partir de la versión 1.07 Aegisub se convirtió en software de código abierto bajo licencia BSD 3-clause.

Aegisub también soporta otros formatos de subtítulos como SubRip (**.srt**), MicroDVD (**.sub**) o Matroska (**.mks**).

3.2 Principales características

- Unicode en codificaciones UTF-7, UTF-8, UTF-16LE y UTF-16BE.
- Permite importar subtítulos no Unicode desde más de 30 codificaciones diferentes, incluyendo Shift_JIS, lo que permite reanudar el trabajo sobre cualquier subtítulo independientemente de la configuración del sistema.
- Permite cargar los formatos de subtítulo Advanced SubStation Alpha (**.ass**), SubStation Alpha (**.ssa**), SubRip (**.srt**) y de texto plano (**.txt**) (con datos de actores).
- Varios niveles de «deshacer».
- Hace uso de Advanced SubStation Alpha como formato de subtítulos predeterminado.
- Potente módulo de automatización que utiliza el lenguaje de script Lua para crear efectos avanzados de karaoke - cualquier otro tipo de manipulación sobre los subtítulos.

- Resaltado de sintaxis.
- Recolector de fuentes tipográficas.
- Apertura de vídeos vía Avisynth para una verdadera previsualización de los subtítulos mediante VSFilter en cualquier formato soportado por DirectShow.

3.3 Enlaces de interés

- [Manual de usuario](#)
- [Página web oficial](#)
- [Antigua Página web oficial archivada en web.archive.org](#)
- [Foro de Aegisub](#)
- [Blog de desarrollo](#)

CAPÍTULO 4

Lenguaje de scripting Automation4

Lenguaje de programación LUA

Lua es un lenguaje de programación imperativo, estructurado y bastante ligero que fue diseñado como un lenguaje interpretado con una semántica extendible. El nombre significa «luna» en portugués.

5.1 Historia

Lua fue creado en 1993 por Roberto Ierusalimschy, Luiz Henrique de Figueiredo y Waldemar Celes basado en C y Perl con una estructura similar. Miembros del Grupo de Tecnología en Computación Gráfica (Tecgraf) en la Pontificia Universidad Católica de Río de Janeiro. Las versiones de Lua anteriores a la 5.0 fueron distribuidas bajo una licencia similar a la BSD, de la versión 5.0 en adelante se utiliza la licencia MIT, compatible con la GPL.

Lua ha sido usado en muchas aplicaciones comerciales y no comerciales, cuyo número incrementa cada año.

5.2 Características

Lua es un lenguaje de programación suficientemente compacto para usarse en diferentes plataformas. En Lua las variables no tienen tipo, sólo los datos y pueden ser lógicos, enteros, números de coma flotante o cadenas. Estructuras de datos como vectores, conjuntos, tablas hash, listas y registros pueden ser representadas utilizando la única estructura de datos de Lua: la tabla.

Lua es un lenguaje multiparadigma porque su semántica puede ser extendida y modificada redefiniendo funciones de las estructuras de datos utilizando metatablas, casi como en Perl (así permite implementar, por ejemplo, la herencia aunque sea ajena al lenguaje). Lua ofrece soporte para funciones de orden superior, recolector de basura. Combinando todo lo anterior, es posible utilizar Lua en programación orientada a objetos.

5.3 Funcionamiento interno

Los programas en Lua no son interpretados directamente, sino compilados a código bytecode, que es ejecutado en la máquina virtual de Lua. El proceso de compilación es normalmente transparente al usuario y se realiza en tiempo de ejecución, pero puede hacerse con anticipación para aumentar el rendimiento y reducir el uso de la memoria al prescindir del compilador.

También es posible la compilación en tiempo de ejecución utilizando LuaJIT.

5.4 Códigos de ejemplo

El clásico programa Hola mundo puede ser escrito de la siguiente manera:

```
print("Hola mundo!")
```

También puede ser escrito como:

```
io.write('Hello World!\n')
```

o el ejemplo dado en el [Website de Lua](#):

```
io.write("Hello world, from ",_VERSION,"!\n")
```

Los comentarios usan la siguiente sintaxis, similar a Ada, SQL y VHDL:

```
-- Un comentario en Lua empieza con doble guión hasta la siguiente línea  
--[ Los strings y comentarios multilínea  
  se adornan con doble corchete]
```

El factorial es un ejemplo de función recursiva.

```
function factorial(n)  
  if n == 0 then  
    return 1 end  
  return n * factorial(n - 1)  
end
```

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