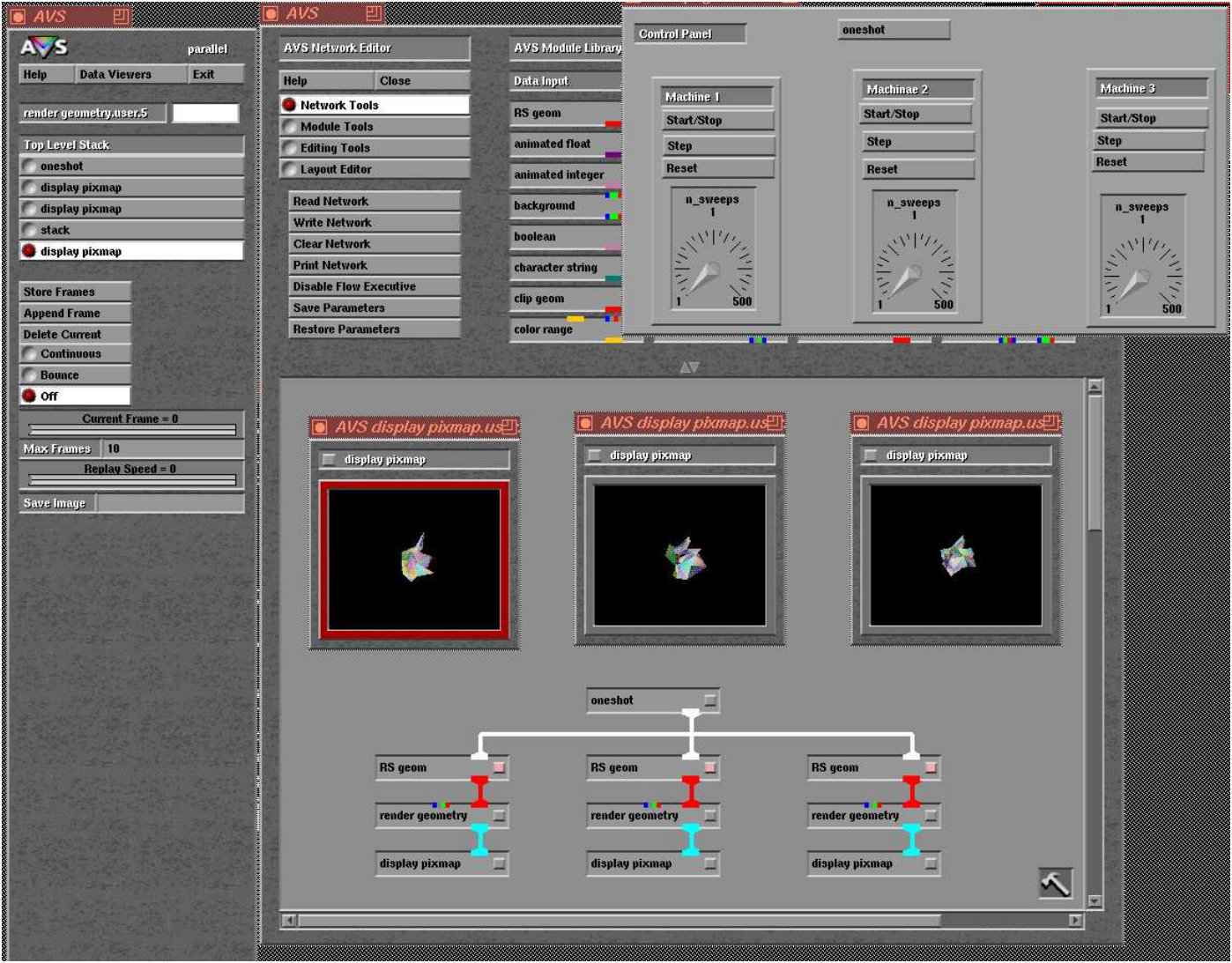
AVS
parallel
Help
Data Viewers
Exit
render geometry.user.5
Top Level Stack
oneshot
display pixmap
display pixmap
stack
display pixmap
Store Frames
Append Frame
Delete Current
Continuous
Bounce
Off
Current Frame = 0
Max Frames
10
Replay Speed = 0
Save Image
AVS Network Editor
Help
Close
Network Tools
Module Tools
Editing Tools
Layout Editor
Read Network
Write Network
Clear Network
Print Network
Disable Flow Executive
Save Parameters
Restore Parameters
AVS Module Library
Data Input
RS geom
animated float
animated integer
background
boolean
character string
clip geom
color range
Control Panel
oneshot
Machine 1
Start/Stop
Step
Reset
n_sweeps
1
1
500
Machine 2
Start/Stop
Step
Reset
n_sweeps
1
1
500
Machine 3
Start/Stop
Step
Reset
n_sweeps
1
1
500
AVS display pixmap.us
display pixmap
AVS display pixmap.us
display pixmap
AVS display pixmap.us
display pixmap
oneshot
RS geom
render geometry
display pixmap
RS geom
render geometry
display pixmap
RS geom
render geometry
display pixmap