T3X2R

VISUALIZE YOUR AUDIO

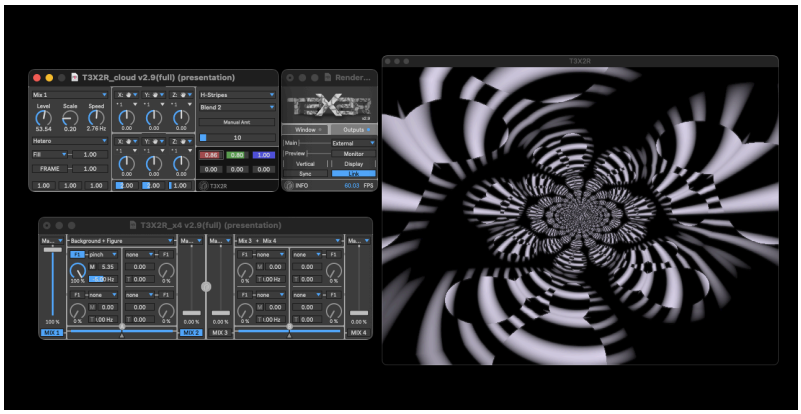
User Manual Version 2.92

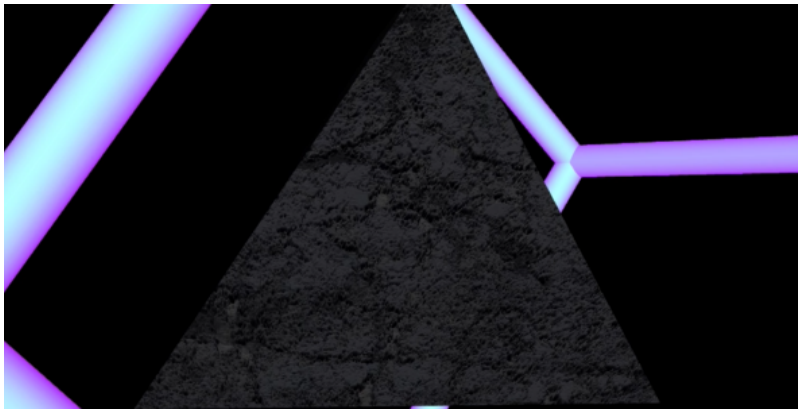
Devices Version 2.92 - Pack.init, pack.ext y pack.geo

WWW.T3X2R.COM

For custom devices and support write us.

Email: info@t3x2r.com





T3X2R

is a collection of digital devices designed for the development and creation of real-time audiovisual content.
A modular, practical, and versatile application built for sound artists, musicians, performers, and visual creators of all generations.

Through a concrete and flexible graphical interface, each module allows users to build a visual environment tailored to their needs. From generative forms to audio-reactive textures, these devices integrate various audiovisual mapping techniques, offering a dynamic palette of shapes, colors, motion, and behavior.

Each device is conceived as a standalone tool, yet fully combinable with others—each with unique characteristics in how it blends audio and visuals. The results—abstract, cinematic, or geometric—can be exported and adapted to the artist's creative context: installation, performance, projection, or streaming.

Today, contemporary audiovisual art involves multiple digital processes: visual synthesis, sonification, spectral analysis, modulation, generative systems.

T3X2R positions itself as a creative environment within Live, enabling musicians and artists to explore these possibilities without sacrificing real-time responsiveness or expressive nuance.

Requirements

Minimum versions required:
Live v10 or upper (Older versions need install Max). Max for Live is a mandatory download. Live Intro and Lite require separate downloads.

Live 11 and earlier: Last compatible **Max v8.6.5**.
Live 12: Max v9.0.5 and later.

Operating Systems supported:
Apple *Mac OS X*, Intel or ARM (M1 & M2)
Win +10 (might need ffmpeg reinstall)
(source www.ffmpeg.org)

Minimum Hardware recommended:
Intel CPU 2.2 GHz or faster
Apple Silicon with 8-core CPU and 12-core GPU
Dedicated GPU with 2 GB minimum (4–6 GB recommended for working with multiple generators, environments, and real-time processes)

Installing

- Place all the devices where you want them. A good practice is to place them in **Ableton presets/User-Library/Presets**, there you can create a new folder called T3X2R.
- Download Max from cycling74.com and install it.
- Open Max go to Preferences (cmd/ctrl + ,) in **Jitter/Graphics engine** you can use **GLCore** to new features or keep **GL2**. In **Jitter/Video Engine** select **viddll**. Close Max.
- Open Live go to Preferences (cmd/ctrl + ,) in **File/Folder - Max Application** and **Browse** Max you just install. For example:
  - Mac OSX: Applications/Max.app
  - Win: Disc C/Programs/Cycling74/Max
- Ready to **Visualise Your Audio**.
- Load **Render** into track and turn on (logo) to get a visualisation window. Load a **generator** device and send signal to T3X2R.
- **Enjoy it.**

Masters

These audio effects can be loaded into any channel, instrument rack, or effect. A master device will directly affect the entire 3D environment of T3X2R. Audio entering these devices comes out without any processing.
The series has 3 master devices, Render, Light and F1 which will be detailed separately, each one in its section. Broadly speaking. . .
Render is the main engine of T3X2R. When it is turned on, all generative type devices are driven to work (regardless of whether they are turned on or not), that is, if render does not turn on, the system is off. He is also the one who owns the preview and display windows.

Important! *You should only load one Render device. If you load 2 Renders the software may become unresponsive and show a grey screen. If you open the device in the Max editor, when you close it you may need to load it again in the live channel.*

R3C is the new audiovisual recording device from T3X2R. Before it was a button on the render device. Now it is an independent device and with extra features.

Light is a light source that illuminates all 3D objects that are sent to the scene or window (Render).

F1 This is the first master effect in the series. All the effects that are selected will modify the final result of the composition in the scene.

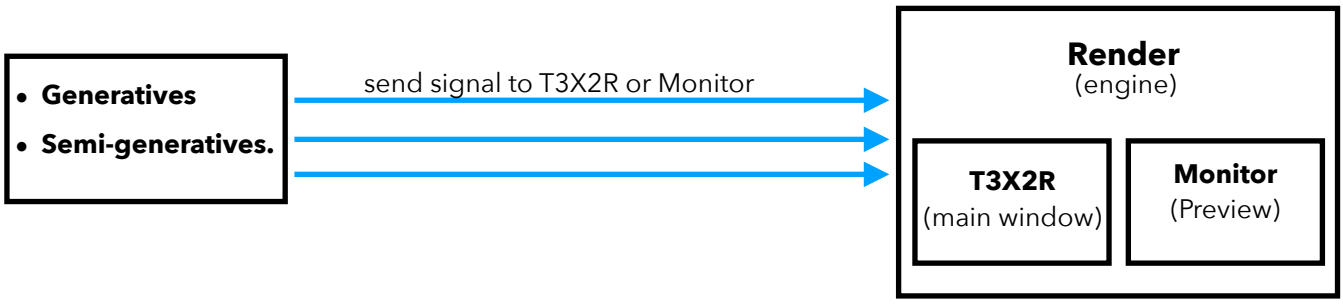
4x offers you 4 environments to mix and process at a time with different types of mixing.

Enviro (semi-generative) transforms your T3X2R space into an immersive 3D environment. Enviro acts within the selected context — either the main window or a mixer blend — defining the environment for that context.

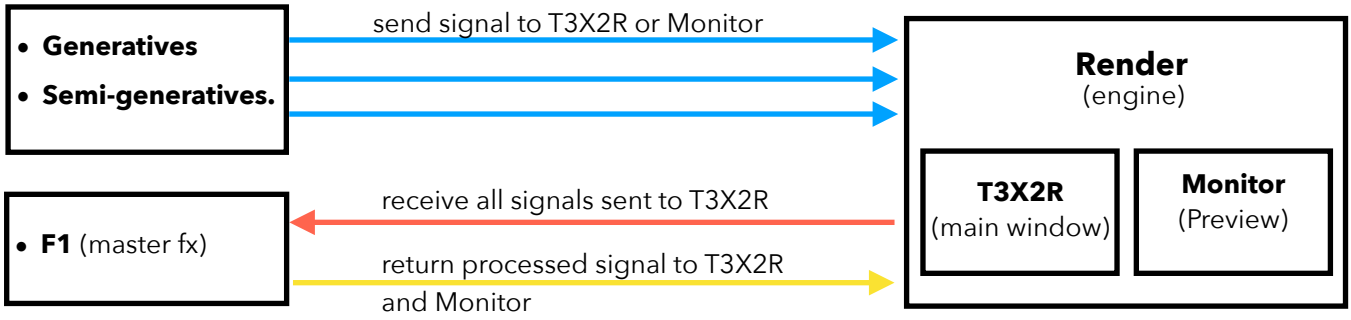
C4m-one precise control over position, lens angle, and focus, allowing you to define the exact perspective from which you want to observe your three-dimensional space. The camera acts within the selected context — either the main window or a mixer blend — defining the point of view for that context.

Signal Flow

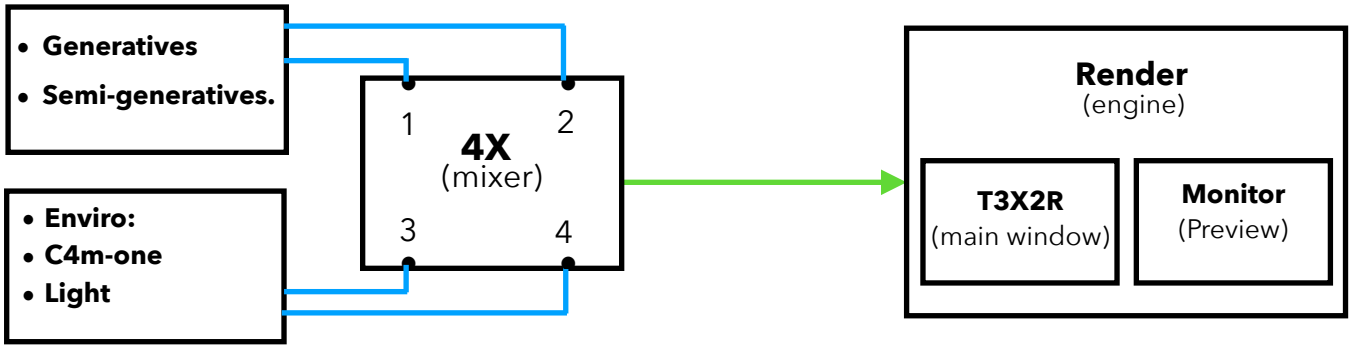
Basic visualization:



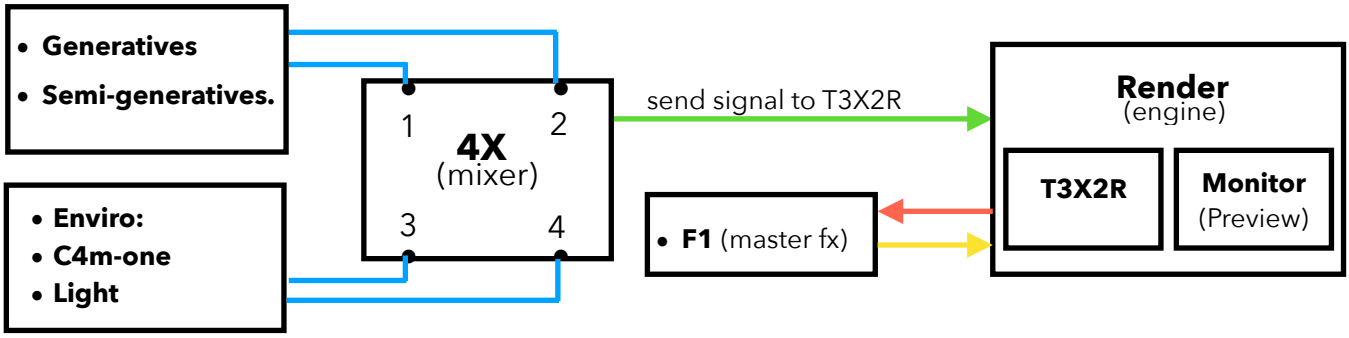
Visualization using F1 effects:

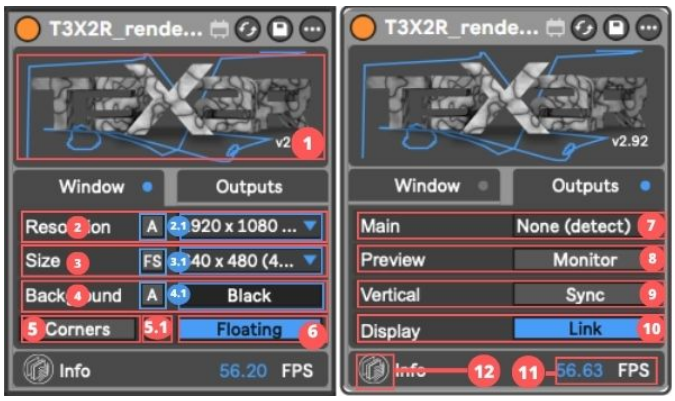


Visualization using 4X mixer:



Visualization using 4X mixer and F1 master effects :





RENDER

Fundamental module of the software, the frame-by-frame update engine. It allows the visualization of generative devices in an 3D environment scene on main external window and/or preview monitor.
Audio effect. Video tutorial

PARAMETERS

1. **T3X2R:** it's a button. Turn on the device. Without turning on RENDER, there is no display of any of the modules in the series.

*

Window Tab

2. **Resolution:** canvas resolution. This size will use R3C for the resolution to be registered.
   2.1 Preset resolution: Select a preset or customize it.
3. **Window size:** Main window size T3X2R.
   3.1 Preset window: Select a preset or customize it.

• **Esc key:** Enable full screen.

4. **Background:** background mode, black/white or color.
   4.1: Black / White: background color of the 3D scene. **Color:** RGB color selection of the 3D scene background.

5. **Corner:** determines if the "corner pin" GUI is visible. Use for remap the output.
6. **Floating:** enable floating window style (default = 1).

Outputs Tab

7. **Main:**
- **None:** window don't visible.
- **Desktop:** positions the external window within the dimensions of the desktop.
- **External:** positions the external window within the dimensions of the external physical screen if one is connected.
- **SYPHON / SPOUT:** optional send to client, need third part pack (see next page). Cancel the external window.

8. **MONITOR:** open/active preview monitor.
9. **Vertical Sync:** synchronous to the monitor's refresh.
10. **Display Link:** enable render draw sync to display swap (default = 1) (Mac only). When enabled, render draw calls are synced to the display swap.

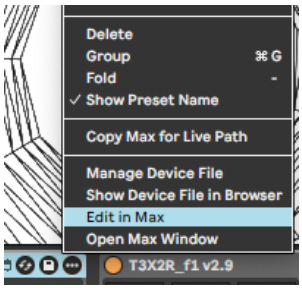
11. **FPS:** frame per seconds.
12. **INFO:** link to T3X2R.COM with device information.

3rd parts softwares

- **SYPHON & SPOUT** works with an external object that you should install for send the video from Render to **SYPHON / SPOUT** client. This take you one minute.

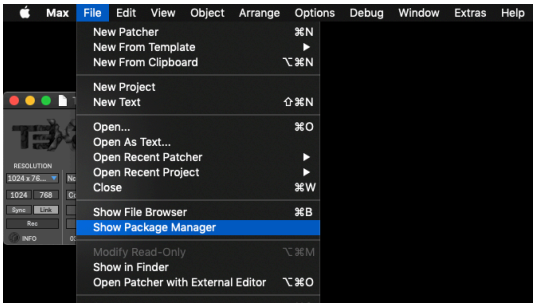
1. **Open Max editor** from a Max for Live device.

Live 11

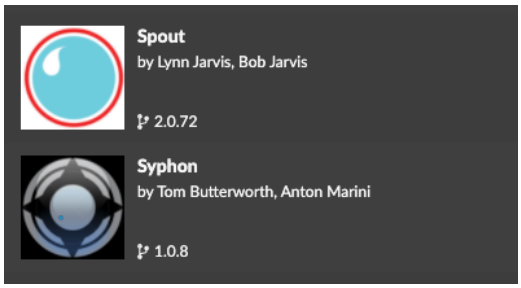


Live 12

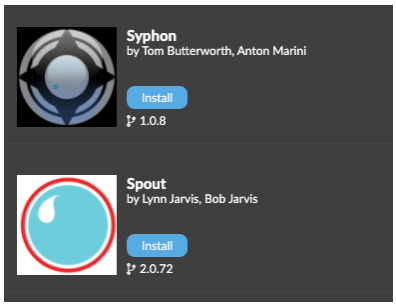
2. Into the Max application **open Package Manager** from File menu.



3. **Search for Syphon or Spout**, depending on your system. Syphon > Mac / Spout > Win



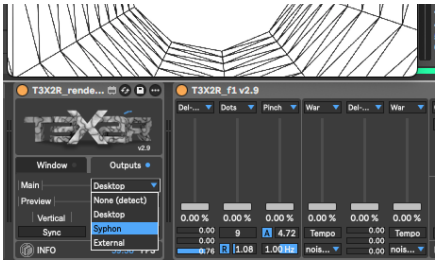
4. **Install the compatible pack**. After close up the Max application [cmd/ctrl + q]. Ready!!



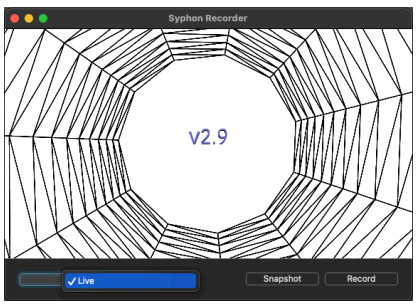
- **SYPHON**

Get **Syphon** here.

1. In Render outputs menu **Send to Syphon.**



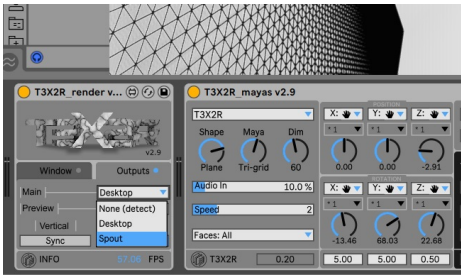
1. Select Live in **Syphon Recorder.**



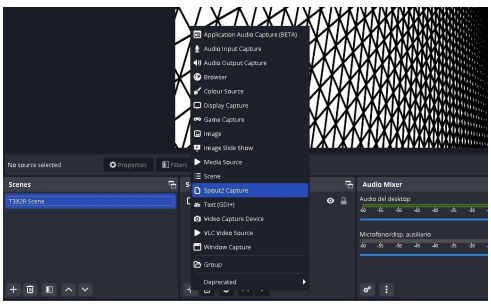
- **OBS with SPOUT**

Get **Spout2 for OBS** here and more info here.

1. In Render outputs menu **Send to Spout.**



2. Select **Spout2** in OBS sources



R3C

R3C is the new audiovisual recording device from T3X2R. The log is generated in real time. For this it uses the Render engine and the input audio to the R3C device. That is, the graphics that it will record are those that are sent to the T3X2R Render window plus the audio that enters R3C (previous device). **Audio effect.**

PARAMETERS

1. **R3C:** turn on/off record. When clicked, a popup window allows you to select where to save the file.

Audio:

2. **Audio Input:** monitor lets you know where the audio is coming from.
3. **Audio From:** this device R3C take audio signal (previous device).
4. **Bitrate:** select bitrate to record.

Visual:

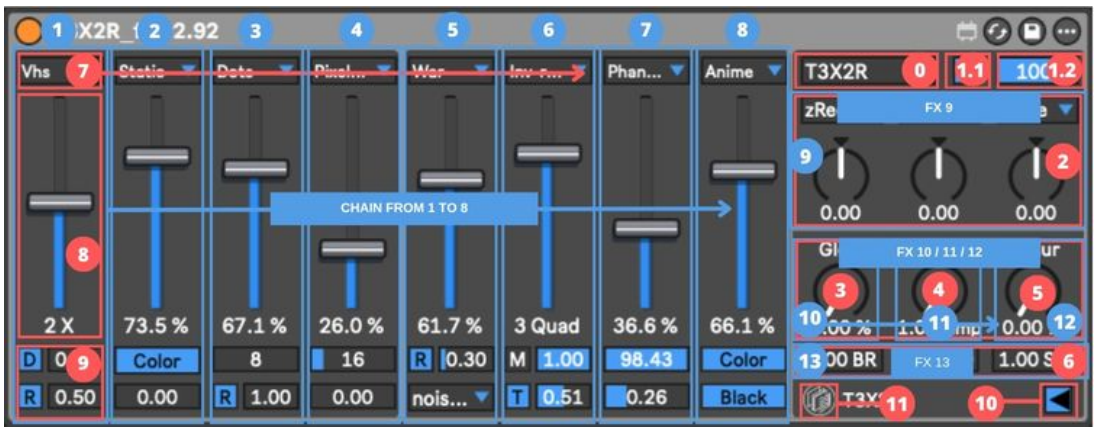
5. **Visual input:** monitor lets you know where the graphics is coming from.

6. **Codec:** select the codec with which the file will be saved. Select the most appropriate for your operating system. Differences between Mac and Win codecs.

Mac defaults:
prores4444, an excellent choice if quality is of primary importance or if an alpha channel is needed.
prores422 will bring the file size down and lose the alpha channel.
h264 will bring the size down even more at the expense of extra processing and quality loss.

On Windows:
h264: will bring the size down even more at the expense of extra processing and quality loss.
huffyuv: high quality and low processing. Support alpha channel.
Animation: support alpha channel.

7. **Info:** link to T3X2R.COM with device information.



F1

The master effect is applied to where it is sent with the view parameter. You can upload to any channel. Contains a chain of 10 effects divided into 2 sections.
The first contains 6 selectors with 17 effects each. They are processed serially, from left to right. The second block of 4 effects is in series after the first block. Contains 4 effects, also in series, from top to bottom. **Audio effect.**

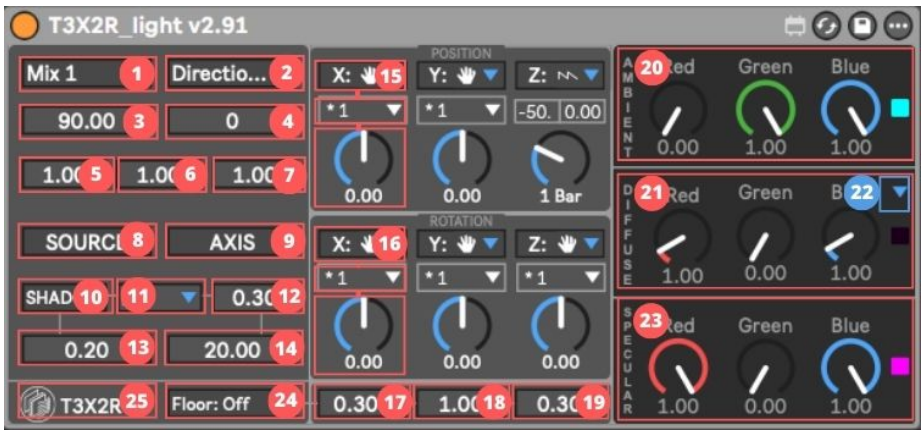
PARAMETERS

1. **View / active:** turn on/off device. And where to view the module (RENDER required).
2. **Rgb offset:** red, green and blue planes move on horizontal and vertical.
3. **Glow:** simple feedback.
4. **Color Map:** Remaps image colors using a predefined gradient.
5. **Radial Blur:** Blurs pixels outward from a center point, creating radial motion.
6. **BRCOSA:** Brightness, contrast and saturation.
7. **Effect selectors:** 6 selectors with the following 24 effects each. Alter the order or multiply the same effect at different positions in the chain for complex results.
8. **Sliders:** dry / wet to adjust the percentage of selected effect.
9. **Parameters:** Effect parameters, description in the info view window of Live. Changes with the selected effect.

Effect List

- **Blur:** basic Gaussian blur.
- **Static:** noise feedback to color or monochromatic.
- **Pinch:** radial kaleidoscope.
- **Blow:** drag the selected pixels border into the frame.
- **Echo:** zoom in/out and normal feedback.
- **Gltch:** cumulative random noise.
- **Kaled:** mirrored kaleidoscope.
- **Twirl:** twist with frequency and direction.
- **Displacement:** alpha channel X/Y offset.
- **Ripples:** synced or manual ripples with frequency.
- **War:** displace with graphic functions.
- **Strobe:** synced or temporal blinking color.
- **Eclipse:** circular mask with angle modifier.
- **SlitScan:** scan pixel border in a direction.
- **xRGB:** horizontal displace by channel.
- **yRGB:** vertical displace by channel.
- **Inv-rect:** color inverting rectangle, random and synchronized.
- **Inv-zoom:**
- **Anime:** inverted edge.
- **Solid:** blends a solid color.
- **Pixelart:** threshold pixelation.
- **Dots:** creates a dots mask.
- **Lines:** creates audio-reactive lines.
- **Matrix:** quad mask feed-back.
- **Vhs:** digital simulation of tape noise.
- **Delay-RGB:**
- **Phantom:**
- **M.Glitch:** creates pixelated motion trails.
- **Phantom:** feedback with freezer.
- **Chain:** open effect selectors section.

10. **Triangle:** open FX chain from 1 to 8.
11. **Info:** link to T3X2R.COM with device information.



LIGHT

A light source generator, which combines ambient, diffuse and specular light.
Ideal to illuminate the objects of the other modules in our 3D environment. The type of light can be selected from point, directional, spot light or hemispherical.
Enable shadow and visualize the shadows on the floor. **Audio effect.**

PARAMETERS

1. **View/active:** turn on/off device. And where to view the module (RENDER required).

2. **Mode:** light type.
- **Point:** point light.
- **Directional:** directional light.
- **Spot:** light with angulation and gradient.
- **Hemisphere:** (GLCore only) the light is cast from both above and below. Sky color is set from diffuse and ground from ambient color attributes.

3. **Degree:** opening degrees of the spot.
4. **Vanish:** spot fading

5. **Quadratic factor:** how the light source diminishes with distance 1.0 means never attenuate, 0.0 is complete attenuation..
6. **Constant factor:** 1.0 means never attenuate, 0.0 is complete attenuation.
7. **Linear factor:** 1 means attenuate evenly over the distance.

8. **Source:** visualizes the light source.
9. **Axis:** visualizes the axes of the light source.

10. **Shadow:** Enables shadows on a material surface.
11. **Shadow quality:** shadow texture quality.
12. **Shadow soft:** adjust shadow softness.
13. **Shadow blur:** sets the width of the blur in the shadow.
14. **Shadow range:** For directional lights, maximum distance a shadow-caster can be from shadow-receiver. For spot/point, maximum range a light will affect other objects.

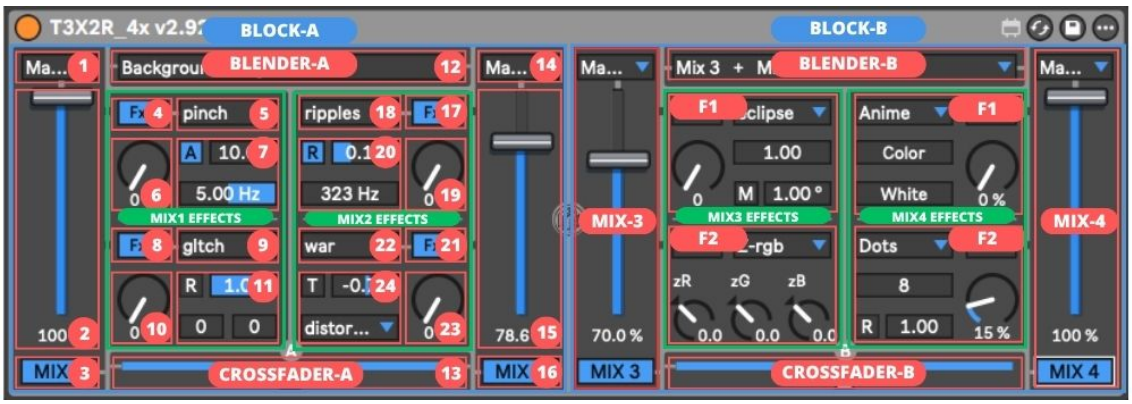
15. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

16. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

17. **Floor rotation:** Y rotation.
18. **Floor scale:** scale of floor in X/Z axes.
19. **Floor position:** Position of floor in Y axis
.
20. **Ambient** - RGB color of ambient light.
21. **Diffuse** - RGB color of diffused light, energy emitted by light.
22. **Diffuse factor:** amount of energy emitted.
23. **Specular** - RGB color of specular light.

24. **Floor:** enable floor to visualise shadow and select preset floor or load your file (.png, .jpg, .tiff)

25. **T3X2R** - Link to T3X2R.COM.



4X

Create different environments to display simultaneously or create transitions to different states. Each Mix is a new environment, like the T3X2R environment in Render. You can mix 2 Mixes (environments) as if they were layers. Add up to 2 effects per layer (Mix). When loading the 4x device, the output options of generative, semi-generative, F1, Enviro, and C4M-One devices update dynamically, allowing you to route their signal to one of the four mixer blends or directly to the monitor.
4X has 2 blocks of 2 Mixes. Both blocks behave the same way. Now you can mix and process up to 4 different mixes to send to T3X2R. Add F1 for master effects and create mind-blowing content. **Audio effect.**

PARAMETERS

Block A:

1. **Alpha Cntrl Mode:** selects how control alpha (opacity) channel with fader, manually or directly from the gain slider of a Live track. In the menu, track names are dynamically generated depending on the channels in the Live set.

2. **Mix Cntrl:** alpha channel (opacity) gain. The transparency of this mix environment.
3. **Mix On/off:** enable/disable this mix environment. Like a mute in audio.

Effects Mix-1

4. **Enable fx-1:** enable / disable this effect.
5. **Fx-1 Selector:** selects the effect for this mix environment. The mixing environment has two effects in a chain. The first effect is modulated by the second effect. The effects in 4X are the same as in F1, please see the description of each FX in F1 description.
6. **Fx-1 dry/wet :** control effect.
7. **Fx-1 Parameters:** parameter of this effect. Check each FX in F1 description and on the fly into Live info window.

8. **Enable Fx-2:** enable / disable this effect.
9. **Fx-2 dry/wet:** control effect.
10. **Fx-2 Selector:** mix-1 effect-2 selector.
11. **Fx-2 Parameters:** parameter of this effect. Check each FX in F1 description and on the fly into Live info window.

12. **Blend mode A:** selects how Mix-1 and Mix-2 are mixed.
13. **Crossfader-A:** controls the amount of each layer, Mix-1 and Mix-2.
14. **Alpha Cntrl Mode:** selects how control alpha (opacity) channel in Mix-2.
15. **Mix Cntrl:** alpha channel (opacity) gain.
16. **Mix On/off:** enable/disable this mix environment. Like a mute in audio.

Effects Mix-2

17. **Enable fx:** enable / disable this effect.
18. **Fx Selector:** selects the effect for this mix environment. The mixing environment has two effects in a chain. The first effect is modulated by the second effect. The effects in 4X are the same as in F1, please see the description of each FX in F1 description.

19. **Fx-1 dry/wet :** control effect.
20. **Fx-1 Paramameters:** parameter of this effect. Check each FX in F1 description and on the fly into Live info window.

21. **Enable Fx-2:** enable / disable this effect.
22. **Fx-2 Selector:** mix-1 effect-2 selector.
23. **Fx-2 dry/wet:** control effect.
24. **Fx-2 Parameters:** parameter of this effect. Check each FX in F1 description and on the fly into Live info window.

Block B: same as block A, but with Mix-3 and Mix-4. Mix 2 environments and add up to 2 effects to each environment.

ENVIRO

Transform your T3X2R space into an immersive 3D environment, perfect for creating realistic 360° scenes. You can load backgrounds of space landscapes, forests, urban streets, or distant buildings, giving your visuals a cinematic, depth-filled atmosphere by using .exr format images. **Audio effect.** Get free .exr files in polyhaven.

PARAMETERS

1. **Environment:** Where the enviroment is loaded. *Off*: Disables the 3D environment. T3X2R values: *T3X2R*: Enables the 3D environment in the T3X2R main environment on Render device. 4X values(only with 4X) : *Mix 1, Mix 2, Mix 3, Mix 4*: Sends the 3D environment to the selected mix.
2. **Mode:** Select how the 3D environment is presented. Gradient: control 3 axis colors. File: Upload one file at a time. Folder: load a folder with only .exr files
3. **Reflect resolution:** Use with care! Adjusting reflect edge rebuilds the reflection map which can take time depending on the size.

File mode:

4. **Load Files Folder:** upload a folder with only .exr files. Disable in gradient and functions mode.
5. **File selector:** selects a .exr file from folder to load into environment. Only folders with .exr files are supported.
   Transitioning from one environment/.exr to another may take a moment. We do not recommend trying to make quick transitions between environments as this may cause slowdowns in the graphical interface. We recommend using 2K or 4K files maximum.

6. **Enviro monitor:** environment raw image (.exr file, gradient or function) visualizer.

Gradient mode: Allows you to control the color on each axis of the 3D cube environment.

7. **Color X:** Changes X-axis color with RGB values.
8. **Color Y:** Changes Y-axis color with RGB values.
9. **Color Z:** Changes Z-axis color with RGB values.
10. **Active:** Enables rendering of graphics functions.
11. **Noise:** graphic functions for the floor.
12. **Inner Noise:** set inner noise, when noise is distorted.
13. **Outer Noise:** set outer noise, when noise is distorted.
14. **Fractal and noise Parameters:** sets parameters of fractal type functions. The parameters correspond to h, lacunarity, offset, and gain. Not all fractal functions respond to all parameters. Unused parameters are set to 0.
15. **Zoom:** set the X and Y scale of the function.
16. **Speed:** amount of movement of the function.

17. **X offset mode:** how the displacement is modified (manual or automatic).
18. **Direction and speed**: in what direction and at what speed does the function move along the X axis.
19. **Y offset mode:** how the displacement is modified (manual or automatic).
20. **Y offset:** manual movement.
21. **Color:** enable noise color (RGB palette).
22. **RGB Palette:** Noise color.

23. **Info:** link to T3X2R.COM with device information.

C4M-ONE

In the vast digital universe, the eye of the camera is not just an observer, but an interpreter. With **C4M-ONE**, your camera doesn't just capture; it adapts, responds, and integrates seamlessly into your T3X2R 3D environment, merging music and visuals in a single movement. **Audio effect.**

PARAMETERS

1. **View / active:** turn on/off device. Where to view the module (RENDER required).
2. **Manual X-Lookat:** modifies lookat camera manually. Lookat: 3D position at which the camera is pointed (default=0. 0. 0.)
3. **Manual Y-Lookat:** modifies lookat Y-axis camera manually.
4. **Manual Z-Lookat:** modifies lookat Z-axis camera manually.
5. **Locklook:** Force the camera to remain pointed at the lookat value, ignoring position.
6. **Ortho:** orthographic projection mode. *Off* (Perspective): orthographic projection off. *Ortho Lens*: orthographic projection on, using lens angle. *Ortho No Lens*: orthographic projection on, ignoring lens angle.
7. **Lens:** lens angle of the camera (default=45).
8. **Tag:** enable camera tag.
9. **Tag Color:** off: White. On: Red.

10. **POSICION MODES**

Manual Mode.

11. 12. 13. **Axis Mode:** Direct camera X-Y-Z control using Manual, Sync, or Audio axis modes, with ×1 / ×10 scaling and range.
    - **Manual:** controls the position manually.
    - **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw.
    - **Audio:** reacts to Low, Mid, or High filter bands with adjustable range.

14. 15. 16. **Axis Dials:** controls the axis depending on selected axis mode.

Move Mode. Automatic circular movement of the camera with reaction to the incoming audio.

17. **Speed:** move Speed**.** Speed of movement in all axis.
18. **Reactive Threshold:** value for audio to trigger random camera movement (0 - 1).
19. **Multi:** Multiplies the camera movement in all axes.
20. 21. 22. **Offset:** axis offset. Changes the automatic panning of the camera away or in.

UI Mode: click on T3X2R window to causes Ul keyboard (user interface) messages to modify camera position.

23. **UI Keys:** keys. Sets the keyboard layout for the default UI movement when it's enabled.
24. **Function:** time Function. Determines how the time of the movement is applied.
25. **Reset:** disable all animations.
26. **Time IN:** Reaction time in ms for a camera animation to transition to a new value.
27. **Time Out:** Reaction time in ms for a camera animation to transition to 0.
28. **Speed**: Animation speed (units/sec), defines camera movement rate in the UI.
29. **Near clip:** near clipping plane distance in 3D world (default = 0.1).
30. **Far clip:** The far clipping plane distance in 3D world.
31. **Tripod:** Force the camera to orient itself as if mounted on a tripod.
32. **Info:** link to T3X2R.COM.

GENERATIVES

All devices that generate content such as 3D objects, planes, meshes, or camera views. These include both 100% generative and semi-generative devices.

100% generative devices are capable of creating 3D content (spheres, planes, text, particles, etc.) without needing any external files. For example, **Mayas**, **Toxic**, **T3xt**, **Plexur**, **Cloud**, and **Psy-ground** only need to be loaded onto a track, turned on, and have the **Render** module activated to start generating their preprogrammed objects or environments.

In contrast, **semi-generative devices** like **3DCam**, **Model**, **Pic2re**, and **Enviro** require, in addition to the above, an external file that is used directly as a texture, object, or lighting source. For instance:

- 3DCam uses the webcam (p. 12),
- Model loads a 3D file (p. 13),
- Pic2re reads from an image folder (p. 17),
- Enviro uses an .exr file to simulate realistic lighting (p. 19).

All devices can be loaded on any track, following Live's audio effect rules.
Note: **Pic2re** is a MIDI effect and must be placed before the instrument.

Simply activate **Render** and the selected output (external window or monitor) to begin generating visuals.

All parameters include a brief description in Live's help view and are visible on the Push 2/3 display.

MAYAS

It is a Maya generator of primitive shapes modulated with the incoming audio spectrum.
By analyzing and visualizing the audio signal we can generate complex textures and shapes.
Opacity controlled with channel volume. **Audio effect.** Video tutorial.

PARAMETERS

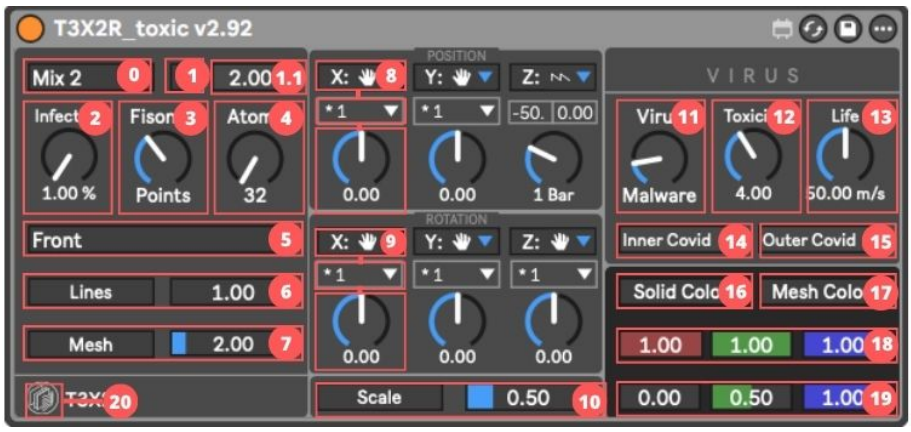
0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Shape:** select the shape of the object.
3. **Maya:** selects how the lines are drawn between vertices.
4. **Dim:** number of vertices in the object.

5. **Audio in:** gate from audio input.
6. **Speed:** spectrum velocity displacement.
7. **Face:** faces mode. Faces = no culling. Front = cull back faces. Back = cull front faces
8. **Torus radio:** radio value only with with torus shape.

9. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

10. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.
11. **Scale:** size in X, Y, Z of the object.
12. **Mode:** set solid color or histogram spectrum.
13. **Blend mode:** blend selector.
14. **RGB:** object color.
15. **Points:** set manual size or audio-reactive.
16. **Number:** point size (manual). **Range:** on audio-reactive mode.
17. **Lines:** set manual width or audio-reactive.
18. **Number:** point size (manual). **Range:** on audio-reactive mode.
19. **Slice:** audio reaction smoother.

20. **Info:** link to T3X2R.COM with device information.



TOXIC

A generator of graphical functions, which mixed with basic 3D objects generate the DNA physiognomy of the most toxic digital viruses in history.
Opacity controlled with channel volume. **Audio effect**. Video tutorial.

PARAMETERS

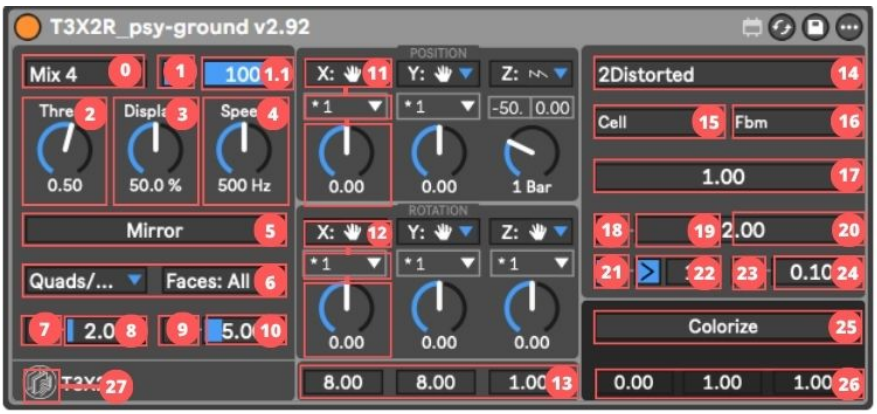
0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Infection:** degree of virus on the object.
3. **Fisonomy:** virus drawing mode.
4. **Atoms:** number of vertices (+ resolution + process).
5. **Face:** faces mode. Faces = no culling. Front = cull back faces. Back = cull front faces.
6. **Lines:** line width of fisonomy.
7. **Mesh Size:** points size or lines width.

8. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

9. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

10. **Scale:** size of the virus.
11. **Virus:** different noises that affect the shape.
12. **Toxicity:** virus definition.
13. **Life:** movement of atoms.
14. **Covid Inner:** set the inner virus, when virus is covid.
15. **Covid Outer:** set the outer virus, when virus is covid.
16. **Solid Color:** active RGB color to virus shape.
17. **Mesh Color:** vertex color or audio-reactive noise color.
18. **Virus Color:** RGB colors of the virus.
19. **Vertex Color:** modify vertices color.

20. **Info:** link to T3X2R.COM with device information.



PSY-GROUND

A 3D graph generator on a 2D plane. You can shift the vertices on the Z axis. Algorithms that generate organic visual content. Function mode selector menu. RGB colorizer. Opacity controlled with channel volume.**Audio effect.** Video tutorial.

PARAMETERS

0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Thresh:** floor threshold.
3. **Displace:** z-axis floor extrusion.
4. **Speed:** speed of floor travel.
5. **Mirror:** enable 4 mirrored sides.
6. **Draw Mode:** how the floor is drawn (fill-lines-points).
7. **Lines Mode:** scale points mode (manual for audio-reactive).
8. **Number/Menu:** allows control of the line width (manual or filter band).
9. **Points Mode:** scale points mode (manual for audio-reactive).
10. **Number/Menu:** allows control of the dot size (manual or filter band).
11. **POSITION MODE**
    - **Manual:** direct control with ×1 / ×10 multiplier.
    - **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
    - **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.
12. **ROTATION MODE**
    - **Manual:** direct control with ×1 / ×10 multiplier.
    - **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
    - **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.
13. **Scale:** sets cloud and frame scale.
14. **Noise:** graphic functions for the floor.
15. **Inner Noise:** set inner noise, when noise is distorted.
16. **Outer Noise:** set outer noise, when noise is distorted.
17. **Fractal and noise Parameters:** sets parameters of fractal type functions. The parameters correspond to h, lacunarity, offset, and gain. Not all fractal functions respond to all parameters. Unused parameters are set to 0.
18. **Zoom Mode:** sets the mode to change the amount of zoom. Manual or audio-reactive (depends on the filter).
19. **Filter:** select filter band to modulate zoom.
20. **Range:** Minimum and maximum zoom.
21. **X offset mode:** how the displacement is modified (manual or automatic).
22. **X offset:** manual or automatic modulation with speed.
23. **Y offset mode:** how the displacement is modified (manual or automatic).
24. **Y offset:** manual or automatic modulation with speed.
25. **Color:** enable noise color (RGB palette).
26. **RGB Palette:** Noise color.
27. **Info:** link to T3X2R.COM with device information.

CLOUD

Generator of graphical functions in volumetric spaces. Vector displacement using coordinates. Texture the clouds with ray, stripes, plastic, wall, dots and radial. Opacity controlled with channel volume. **Audio effect.** Video tutorial.

PARAMETERS

0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Level:** space level.
3. **Scale:** noise size on the cloud.
4. **Speed:** scroll speed.
5. **Mode:** type of graphical function to display.
6. **Draw Mode:** how the clouds are drawn (fill-lines-dots).
7. **Size:** Lines width or dots size.
8. **Frame:** enables the frame.
9. **Frame Width:** sets lines width.
10. **Frame Color:** sets frame color.

11. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

12. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

13. **Scale:** sets cloud and frame X-Y-Z scale.

14. **Textures:** sets Cloud textures.
- **Ray:** edge lighting.
- **H-Stripes and V-Stripes:** sets horizontal or vertical lines respectively.
- **Wall:** mode with horizontal and vertical stripes.
- **Dots:** sets points. Plastic, sets degraded color.

15. **Blend:** cloud mix modes. Mode 1 and 2 allow opacity control with channel volume.

- **Available Textures**
- **RAY:** edge lighting.

16. **Amount Mode:** sets how control the texture, manual or audio-reactive

17. **Amount:** sets ray amount manually or with range.

18. **Ray Color:** sets RGB color of ray.

- **H-STRIPES | V-STRIPES | PLASTIC | WALL | DOTS | RADIAL**

16. **AMOUNT MODE:** sets how control amount.
17. **Amount:** sets amount of lines, dots, radials or bright.

18. **Foreground Color:** sets RGB color of stripes.
19. **Background Color:** sets RGB color of background.

20. **Info:** link to T3X2R.COM with device information.

PLEXUR

It is the sixth module in the T3X2R series. A neural network generator. Each Neuron can be deformed with graphical functions. Create reactions and mutations with audio in real time. Opacity controlled with channel volume. **Audio effect.** Video tutorial.

PARAMETERS

0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Time:** neural movement speed.
3. **Space:** space between ribs.
4. **Scale:** size of the nerves.
5. **Dim:** number of neurons.
6. **BigBang:** charges a new nervous system.
7. **Reactive:** the system reacts to the audio.
8. **Mesh:** vertex mode (default off)
9. **Face:** faces mode. Faces = no culling. Front = cull back faces. Back = cull front faces.

10. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

11. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

12. **Stroke:** lines or nerve fillings.
13. **Stroke Width:** line width of strokes.
14. **T3X2RES:** type of texture in the neuron (MATERIAL/NOISE).

- **MATERIAL:**
15. **Color Mode:** enables manual or random system colors.
16. **Neuron:** neuron RGB color.
17. **Plexur:** nerve RGB color.
18. **Blend:** blend modes. Each mode works with track's volume to control opacity.

- **NOISE:**
19. **Noise:** type of graphic noise.
20. **Inner Noise:** set inner noise, when noise is distorted.
21. **Outer Noise:** set outer noise, when noise is distorted.
22. **Scale:** graphic function scale.
23. **Extrusion:** set neuron deform with noise.
24. **Speed:** noise displacement velocity.

25. **Colorize:** enable noise color (RGB palette).
26. **RGB Palette:** RGB noise color.

27. **Info:** link to T3X2R.COM with device information.

ORBITAL

Orbital unfolds an audiovisual constellation: a central sphere with PBR materials or vivid images, surrounded by 12 orbiting objects reacting to sound or MIDI notes. A hybrid generator that transforms texture, light, and motion into dynamic real-time geometry. **MIDI Effect.**

PARAMETERS

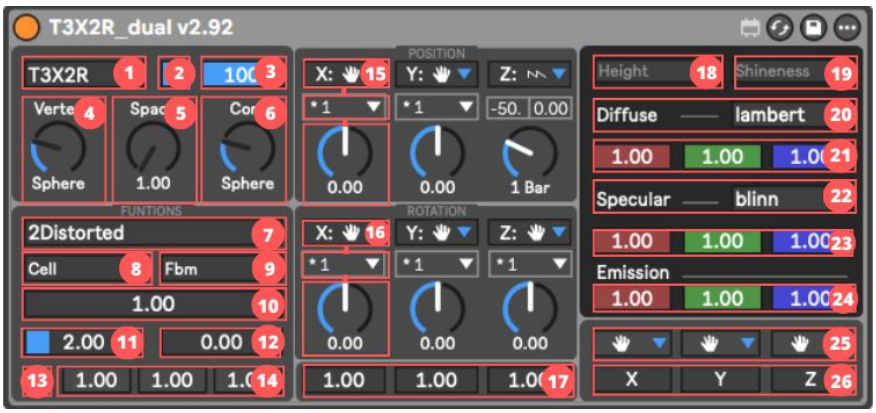
1. **View / active:** turn on/off device. And where to view the module (RENDER required).
2. **Automatic**, alpha controlled by channel gain.
3. **Manual** alpha control.
4. **Orbital:** Select Orbit shape.
5. **Space:** Orbital distance to core. Orbital diameter.
6. **Speed:** Controls velocity of orbit.
7. **Noise:** graphical functions for noise.
8. **Inner Noise:** set inner noise, when noise is distorted.
9. **Outer Noise:** set outer noise, when noise is distorted.
10. **Distortion factor:** only in distorted mode.
    * **Fractal and noise Parameters:** sets parameters of fractal type functions. The parameters correspond to h, lacunarity, offset, and gain. Not all fractal functions respond to all parameters.
11. **Noise Scale:** sets noise resolution.
12. **Noise speed:**
13. **Colorize:** enable noise color (RGB palette).
14. **RGB Palette:** RGB colors palette of noise.

15. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.

16. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced adjustable range; Line (up/down/triangle), Sine, or Saw shapes.

17. **Ratio:** X-Y-Z scale of the shape.
18. **Core texture mode:** 0 = Functions graphics. 1 = Load file folder. Core: loads PBR maps folder.
19. **Mirror:** texture multipler.
20. **Colorize:** Texture color factor.
21. **Height:** Height scale factor.
22. **Core rotation modes**: manual or synced.
23. **Core rotation:** manual rotation or sync-division factor.
24. **Core texture mode:** 0 = Functions graphics. 1 = Load file folder. Orbit: loads folder PNG images
Mirror: texture multipler.
25. **Colorize:** Texture color factor.
26. **Height:** Height scale factor.
27. **Orbit draw mode:** how orbital are drawn (fill-lines-dots).
28. **Open Folder:** select your files folder (better png without alpha).
29. **Scale mode:** mode selector.
Manual: responds to manual control.
Gradient: objects fades according to the factor.
MIDI: 12 objects reacts to 12 notes/vel. from offset.
30. **Scale mode factors:**
31. **Core rotation modes:** manual or sync.
32. **Core rotation:** manual rotation or sync division.
33. **Folders:** Loads folders of PBR material.
34. **Material Selector:** Selects PBR map folder.
35. **Folders:** Loads a folder of PNG images.
36. **Material Selector:** Selects PNG image.

Get materials at: https://ambientcg.com/list?sort=popular

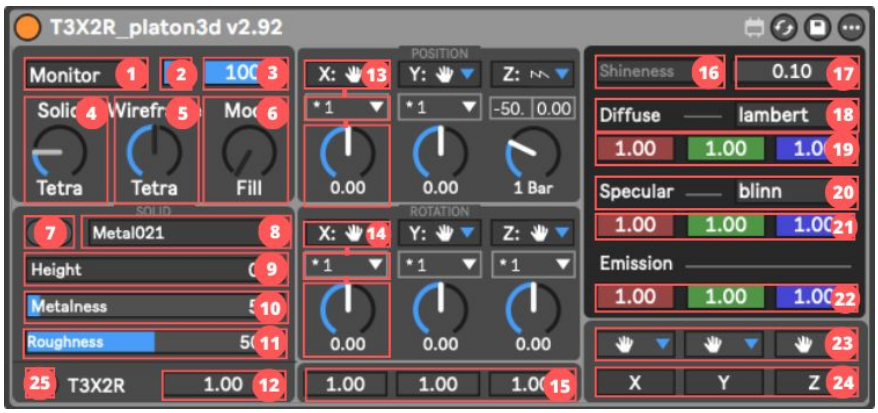


DUAL

Dual is a dual-core generator that combines two independent geometric engines with their own shapes, deformations, and materials. Both cores react to audio, allowing dynamic transformations and interconnected structures for creating complex, evolving 3D forms within the T3X2R environment. **Audio Effect.**

PARAMETERS

1. **View / active:** turn on/off device. And where to view the module (RENDER required).
2. **Automatic**, alpha controlled by channel gain.
3. **Manual** alpha control.
4. **Vertex:** Select Orbit shape.
5. **Space:** Orbital distance to core. Orbital diameter.
6. **Core:** Controls velocity of orbit.
7. **Noise:** graphical functions for noise texture.
8. **Inner Noise:** set inner noise, when noise is distorted.
9. **Outer Noise:** set outer noise, when noise is distorted.
10. **Distortion factor / Fractal & Noise Params:** sets parameters of fractal type functions. The parameters correspond to h, lacunarity, offset, and gain. Not all fractal functions respond to all parameters.
11. **Noise Scale:** sets noise resolution.
12. **Noise speed:** movement noise.
13. **Colorize:** enable noise color (RGB palette).
14. **RGB Palette:** RGB colors palette of noise.
15. **POSITION MODE**
    - **Manual:** direct control with ×1 / ×10 multiplier.
    - **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
    - **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.
16. **ROTATION MODE**
    - **Manual:** direct control with ×1 / ×10 multiplier.
    - **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
    - **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.
17. **Ratio:** core X-Y-Z scale.
18. **Height:** Height scale factor.
19. **Shininess:** the material shininess value.
20. **Diffuse type:** diffuse shading model.
21. **Diffuse:** the diffuse light material (RGB).
22. **Specular type:** specular shading model.
23. **Specular:** the specular light material (RGB).
24. **Emission:** the material emission (RGB).
25. **Core rotation modes:** manual or sync.
26. **Core rotation:** manual rotation or sync division.



PLATON3D

Platon3D is a geometric generator from pack.geo that visualizes Platonic solids with real-time audio-reactive behavior. It blends pure 3D geometry, PBR materials, and a sculptural tetra or cube wireframe, creating precise, stable forms that respond dynamically to sound within the T3X2R environment. **Audio Effect.**

PARAMETERS

1. **View / active:** turn on/off device. And where to view the module (RENDER required).
2. **Automatic:** alpha controlled by channel gain.
3. **Manual** alpha control.
4. **Solid:** Select Orbit shape.
5. **Wireframe:** Orbital distance to core. Orbital diameter.
6. **Mode:** Controls velocity of orbit.
7. **Folders:** Loads folders of PBR material.
8. **Material Selector:** Selects PBR map folder.
9. **Height:** Height scale factor.
10. **Metalness:** Determines the metallic value in the material calculation. Fully metallic materials leave only reflected or specular light and show no diffuse colors.
11. **Roughness:** Material roughness. Valid only when the diffuse shading model is oren_nayer.
12. **Solid Scale:**

13. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

14. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

15. **Ratio:** core X-Y-Z scale.
16. **Shininess:** the material shininess value.
17. Width: Wireframe width.
18. **Diffuse type:** diffuse shading model.
19. **Diffuse:** the diffuse light material (RGB).
20. **Specular type:** specular shading model.
21. **Specular:** the specular light material (RGB).
22. **Emission:** the material emission (RGB).
23. **Core rotation modes:** manual or sync.
24. **Core rotation:** manual rotation or sync division.

SEMI - GENERATIVES

Unlike fully generative devices, **semi-generative devices** need a user action or external content to initiate their behavior. They blend automation with creative input, allowing the user to inject personal material into the generative process—resulting in visual outcomes that are both dynamic and unique.

For example:

- **3DCam** uses a live webcam feed to generate real-time texture data (p. 12).
- **Model** displays a 3D object, but requires you to load your own model file (p. 13).
- **Pic2re** transforms any image into visual content, pulling from a folder with at least one image (p. 17).
- **Enviro** creates realistic 3D lighting environments, using an external .exr image as an HDR-based light source (p. 13).

These devices can be loaded on any audio track, following the standard Live audio effect routing.
Note: **Pic2re** is a MIDI effect, so it must be placed before the instrument in the signal chain.

To begin rendering, simply activate the **Render** toggle and choose where to display the output —either in an external window or a dedicated monitor.

All parameters are mapped with contextual descriptions in Live's Info View and are fully visible on the Push 2/3 screen for intuitive hands-on control.

MODEL

Read 3D models and destroy them with the audio. Supported model file types include: Autodesk (.fbx), Collada (.dae), glTF (.gltf, .glb), Blender 3D (.blend), 3ds Max 3DS (.3ds), 3ds Max ASE (.ase), Wavefront Object (.obj) , among others. See all formats on the assimp website. For best performance and quality we recommend the .gltf format. Supports textures and embedded animations. Change its lighting or color. Opacity controlled with channel volume. **Audio effect.** Video tutorial.

PARAMETERS

0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Group:** selects models group (also to change material color).
3. **Dna:** enables the mesh of the model.
4. **Rate:** Set an animation's rate.
5. **Load Model:** load your file.
6. **Optimize:** vertices and nodes on import.
7. **Normalize:** When enabled, the model is scaled to the range (-1.,1.) for the x, y, and z axes.
8. **Anima:** enable animation.
9. **Offset:** trigger towards the selected frame.
10. **Frame:** selects initial point of animation (ms.).

11. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

12. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

13. **Scale:** XYZ size.

14. **T3X2RES:** object texture mode,

- **Material:** preserves the object's material properties and textures, and allows modifying colors by object groups when selected.

15. **Roughness:** Material roughness. Valid only when the diffuse shading model is oren_nayer.
16. **Metalness:** Determines the metallic value in the material calculation. Fully metallic materials leave only reflected or specular light and show no diffuse Colors.
17. **Emission:** material colors (RGB).
18. **Specular:** material colors (RGB).
19. **Diffuse:** material colors (RGB).

- **Noise:** enables a new material blended with a graphic function.

20. **Noise:** graphic type to mix with the model.
21. **Inner Noise:** set inner noise, when noise is distorted.
22. **Outer Noise:** set outer noise, when noise is distorted.
23. **Zoom:** graphics size.
24. **Crash:** noise amount on the model.
25. **Speed:** graphic noise rate of change
26. **Diffuse Mode:** lighting type.
27. **Specular Mode:** lighting type.
28. **Colorize:** enable noise color (RGB palette).
29. **RGB Palette:** RGB colors palette of noise.
30. **Shininess:** the material shininess value..
31. **Info:** link to T3X2R.COM with device information.

3DCAM

External video source converted to depth analysis. The 3D parameter modifies the extrusion of the plane. Mix the incoming video with audio-reactive graphic functions. Opacity controlled with channel volume. **Audio effect.** Video tutorial.

PARAMETERS

0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Shape:** How to view the input.
3. **Mode:** How the vector unions are drawn.
4. **3D:** Extrude shape.

5. **Input:** select input video (webcam or capture).
6. **Mirror:** enable mirror camera.
7. **Monitor:** Incoming video plus noise.

8. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

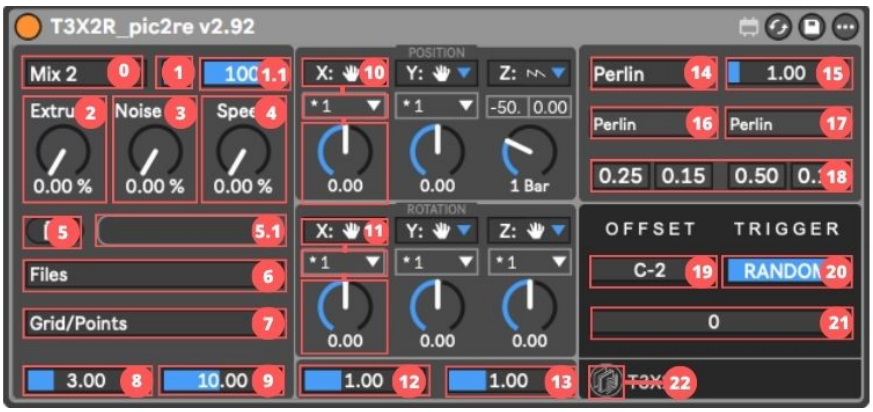
9. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

10. **Ratio:** X-Y-Z scale of the shape.
11. **Points:** manual size or audio-reactive.
12. **Number:** point size (manual). **RANGE:** on audio-reactive mode.
13. **Lines:** manual width or audio-reactive.
14. **Number:** point size (manual). **RANGE:** on audio-reactive mode.

15. **Color:** enable noise color (RGB palette).
16. **RGB Palette:** RGB colors palette of noise.

17. **Noise:** graphic noise type.
18. **Speed:** graphic noise rate of change.
19. **Gltch:** noise amount in the shape.

20. **Info:** link to T3X2R.COM with device information.



PIC2RE

A plane generator that displays images in the 3d context of the T3X2R window. Load files folder (jpg, png) from your disk and display them in one layer. They are selected with a midi note (C-2; G8) which limits the number of photos read to 128 files.
Opacity controlled with channel volume. **MIDI effect.** Video tutorial.

PARAMETERS

a. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Extrude:** extrude the image.
3. **Noise Mix:** mixes the image with a noise.
4. **Speed:** noise scrolling speed.
5. **Open Folder:** select your files folder (better png without alpha). 5.1 Folder path viewer.
6. **Pic:** manual image selector.
7. **Draw Mode:** how the image is drawn (fill-lines-dots).
8. **Line Width:** sets width when draw mode is lines.
9. **Point Size:** sets size when draw mode is dots.

10. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

11. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

12. **Aspect:** X scale of the image.
13. **Aspect:** Y scale of the image.

14. **Noise:** graphical functions for noise.
15. **Noise Scale:** sets noise resolution.

16. **Inner Noise:** set inner noise, when noise is distorted.
17. **Outer Noise:** set outer noise, when noise is distorted.

18. **Fractal and noise Parameters:** sets parameters of fractal type functions. The parameters correspond to h, lacunarity, offset, and gain. Not all fractal functions respond to all parameters. Unused parameters are set to 0.

19. **Offset:** from this note the images begin to be viewed.
20. **Trigger:** trigger notes in order or randomly.
21. **Monitor:** views the pic number

22. **Info:** link to T3X2R.COM with device information.

TXT

Text generation module. It allows writing and viewing texts in real time. Practical and intuitive use. The display of the text can be 2D or 3D. It has different textures and materials to be edited by the user. Opacity controlled with channel volume. **Audio effect.** Video tutorial.

PARAMETERS

0. **View / active:** turn on/off device. And where to view the module (RENDER required).
1. **Alpha Mode: (A)**utomatic, alpha controlled by channel gain. 1.1 **(M)**anual alpha control.
2. **Text In:** real-time text editor.
3. **Reset:** clean text input.
4. **Preset slots:** hold shift key and click to save (white). Select saved presets (cyan).
5. **Preset number:** select preset slot. It can be automated.
6. **Font:** select from installed fonts.
7. **Style:** selects the font style.
8. **Align:** text alignment mode
9. **Tracking:** intra-character spacing.
10. **Mesh:** enables text meshes.
11. **Points/lines mode:** set manual or audio-reactive mesh.
12. **Number:** mesh manually. **RANGE:** audio-reactive mode.

13. **POSITION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

14. **ROTATION MODE**
- **Manual:** direct control with ×1 / ×10 multiplier.
- **Sync:** tempo-synced loop with adjustable range; Line (up/down/triangle), Sine, or Saw shapes.
- **Audio:** reacts to filter band (Low, Mid, Hi) with adjustable range.

15. **Scale:** X-Y-Z scale of the entire text.
16. **T3X2RES:** switch dynamic graphic interface (textures mode).

- **T3X2RES**
17. **Deform:** amount of noise in the text.
18. **Zoom:** noise resolution.
19. **Speed:** noise speed.
20. **Noise:** type of noise (graphic function).
21. **Colorize:** enable RGB colors.
22. **RGB Colors:** RGB palette of noise.

- **MATERIAL**
23. **Diffuse:** the diffuse light material (RGB).
24. **Specular:** the specular light material (RGB).
25. **Emission:** the material emission (RGB).

26. **Info:** link to T3X2R.COM with device information.