


The Interface of „get everything“

The „get everything“ is an analyzer for all background contents. It allows you to make a new layer playing games with what's behind. You can hide or show the background while „get everything“ works with it. If you have found something you want to store for a moment and play with it, just alternate to the freeze mode.

In the example version you find a compilation of background layers. Test it and create your own constellations in an arrange module. Make sure that „get everything“ is the last of all layers. Depending on the scanning density there may be a problem with performance. If it gets very low, it might be better to stop the player than adjusting scanning density while it is running.



The screenshot shows the 'get everything' interface with various controls. Annotations with arrows point to specific features:

- refresh / freeze**: create new or freeze results
- distance vertical** (17) and **distance horizontal** (17): The density of background scanning is adjustable in a range of 24 up to 5 points distance.
- get all colors / no black pixel**: include or exclude black pixels
- cover source**: show or hide the background content
- true green music**: the color of drawing tool: true = the original color, green = all points are green, music = the color is animated by your music
- attenuation** (0.32): positions of memorized points are animated by music - this button is a controller of impact
- pointsize** (9): choose the pointsize of the drawing tool
- outputstyle** (point, circ, arc, line): choose styles of drawing