

Warnings!

Hyperupic employs threads to perform the image transduction process. Thus, the user can change the program data space as the computation takes place and many parameters could actually affect the transduction process.

I have disabled any function that could free allocated memory, such as image and amplitude mapping file selection, while transduction is taking place. Modifying the dimensional mapping should not have any impact during computation. I have left the color mapping functions and other parameters enabled during computation because some people (like me) may like to add chaotic variation to their soundoutput via the facility of thread concurrency. I have tried to disable the most dangerous side effects (referencing freed blocks of memory) while preserving some real-time mucking facilities for twisted cybernauts.

The 'Adjust Frequency Offset' switch may scale the frequency offset in strange ways if you do not have an oscillator table already loaded into ***Hyperupic***. Also, I wish to make clear that this switch simply modifies the value of the frequency offset; it has no other (intentional) side-effects upon the state of the application. See **Oscillator Options** for more details.