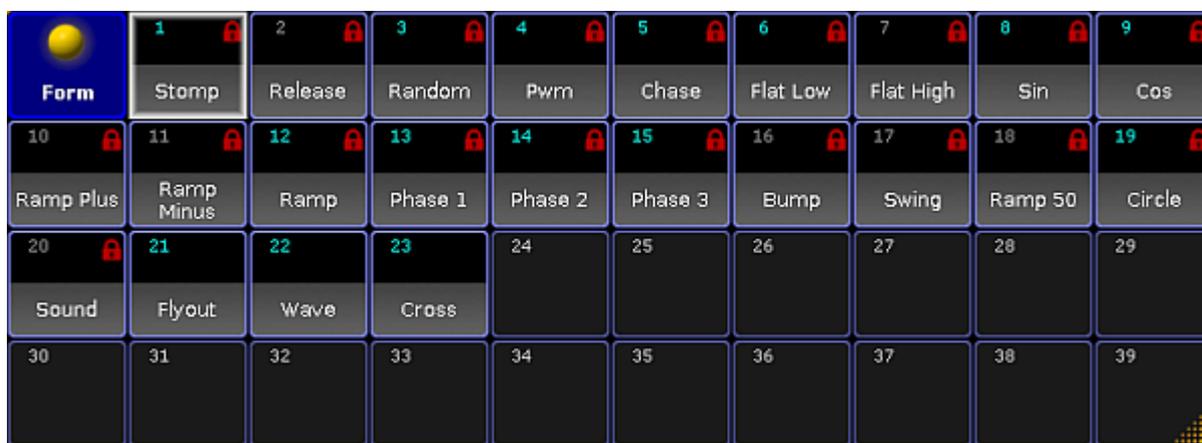


## Create Effect Forms

The form is the basis of an effect.

To create a form, open the form pool first:

1. Tap anywhere in the **user-defined area**.
2. The pop-up **Create Basic Window** opens.
3. Next, tap **Pools**.
4. Then, tap **Forms**.
5. The pool Forms opens.



Form pool

Like the image pool, the form pool displays red padlocks. For more information on padlocks and their meanings see [Image Pool](#).



**Important:**

Forms are locked so that predefined effects can fall back to the default values.

6. To edit an already existing object blocked by a red padlock, press **Copy**, then tap the object containing the red padlock, and then tap an empty cell in the pool.
7. Then, press **Edit** and tap the object you have copied.
8. To create a new form, press Edit and tap an empty cell in the form pool.
9. The graph editor opens.



Form pool – graph editor

## Settings in the Graph Editor

1. Then, set the focus by tapping the line.
2. Tap **Add Point** and move the line in one of the four directions.



**Important:**

If the focus is not precise, the line jumps to the point that was inaccurately set.

3. To remove a point, tap **Delete Point**.
4. To add an additional graph, add **Add Graph**.



**Hint:**

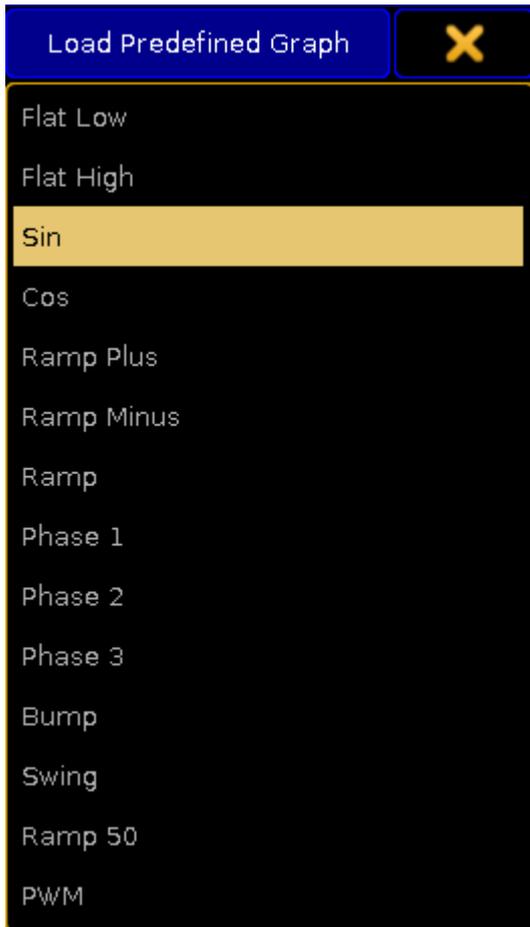
It is also possible to lock graphs so that you do not slip when editing various graphs in a row.

5. To lock a graph, tap **Lock Graph**.
6. To unlock graphs, tap **Unlock all Graphs**.
7. Depending on the form of the graph, it is possible to visualize it in 2D.  
-Tap **2D Mode**.



8. If you have several graphs, it is possible to link them.
  - Tap **Link Graphs**. Editing in one of the graphs linked together, applies the modification in all graphs linked. If the button is enabled, the font is displayed in yellow.
  - To delink the graphs, tap **Link Graphs** again. The font is now white.
9. Change the color of the graph:
  - Tap the name of the form displayed on the right or tap the graph you would like to change and then tap **Change Color**.
  - The pop-up **Select Color** opens containing a color picker.
  - Select the color and tap **Please**.
  - The color of the graph is now adjusted.
10. Label the graphs of a form:
  - Tap the name of a graph displayed on the right or tap the graph in the editor and then tap **Label Graph**.
  - The pop-up for entering names opens. Type the name and press **Please**.
  - The graph is now labeled.
11. Label the form in the form pool:
  - Tap **Label**.
  - The pop-up for entering name opens. Type the name and press **Please**.
  - The form is now labeled.

12. It is possible to use predefined graphs as well:
  - Tap **Load Predefined** on the right of the graph editor.
  - The pop-up **Load Predefined Graph** opens.



Pop-up – predefined graphs

- Tap to choose a form.
- The form is instantly applied.

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## Table Mode

1. To display the graph in form of a table, tap **Table Mode** on the right of the graph editor.  
The graph editor is now displayed in the table mode.



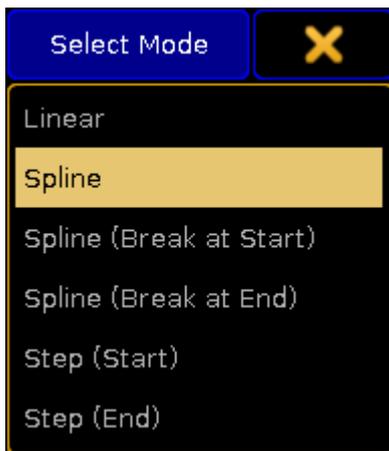
Graph editor in table mode

The table mode consists of a table and tabs.

- Each **tab** stands for a graph.
  - The columns **X** and **Y** represent the position of points.
  - The column **Mode** stands for modes of points.
2. To manually adjust the positions X and Y, tap and hold a cell or press the key **Edit** and tap a cell in the corresponding column.
    - The calculator opens.
    - Adjust the position and tap **Please**.
    - Position is modified.

3. Set the mode:

- Tap and hold a cell or press the key **Edit** and tap a cell in the column **Mode**.
- The pop-up Select Mode opens.



*Pop-up showing modes*

- Tap to choose a mode.
- The mode is applied.

4. To add a new point, tap and hold the cell in the line **New** at the bottom of the table.

To switch back to the graphic display, tap **Graphic Mode**.

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## Modes

The modes are applied between two points.

- **Linear:**  
Creates a straight line between two points.
  - **Spline:**  
Creates a soft-edged line intersecting the points.
  - **Spline (Break at Start):**  
Creates an edged corner on the point that was marked (tapped) and a curve between the point marked (tapped) and the following point.
  - **Spline (Break at End):**  
Creates an edged corner on the point following the point that was marked (tapped) and a curve between these two points.
  - **Step (Start):**  
Creates a step leading from the point marked (tapped).
  - **Step (End):**  
Creates a mirror-inverted step from the point following the point that was marked (tapped).
-



If all settings were adjusted accordingly, close the graph editor:

-Tap  in the upper right corner of the window and the editor closes.