

# Fifo image

FIFO Image is a signal recorder. This is the second iteration of a signal recorder. The first basic signal recorder exists in the [Shape Editor](#).

The FIFO Image is a dedicated solution, which provides extended functionality.

The base element is FIFO. FIFO (first in, first out) is a buffer which records the position of cursor. The recorded points form a laser frame. Inside the editor you can use mouse cursor to move recording cursor. However, recording of the cursor might be connected to BEYOND Inputs or controlled by means of Node Image. Fifo parameters Count - number of points saved in the FIFO (buffer) Record interval - time between storing cursor position into FIFO. Break up - distance between points after which the line will split. With a short distance between recorded points, you will have a solid line. If the distance is bigger than "break up" then you have separate lines. Beam mode - each recorded point will look like a single beam. FIFO Transform matrix. This part of processing has deeper implementation than the Shape. There are 9 parameters which form the matrix applied to the recorded point. 3 Size, Position, and rotation. The position part will form the flow of the points to specified direction. This is good for signal recorder, like a cardio monitor. The rotation has roots in pottery art or pouring acrylics - when your canvas is rotating, and you drop a paint into one spot and rotation form a spiral or circle. The size may form zoom in or zoom out effect. Overall, this is a linear transformation of recorded points. Cursor panel There you can move cursor using a slider. However, the main purpose is providing UI for assign of Inputs, where you can assign cursor sliders to audio, MIDI, DMX, etc. This is classic use of Channels. Morphing effect. This is another extension compared to the Shape. Main idea - take recorder points, apply effect, and after that morph between original and transformed points using rate of change (the waveform). What does it give to us? - you may recolor some part of FIFO, or move it, or spin, etc. As a remark - the morph effect does not modify the point of FIFO. Points stay as it is, effect just add an optional variation over the segments of the FIFO. Final effect. The final effect is a classic use of effects, same as in any other Image of BEYOND. You may use colors, clones, or any other effects, in same manner as you use in any BEYOND Image.

Same as morph, the final effect does not modify FIFO points, it apply the transformation of the frame and send it to the output.

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