

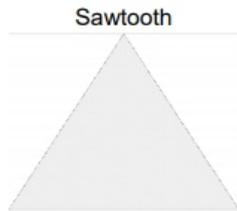
# Waveforms



Function	Waveform	Frequency	Amplitude	Phase	Speed	Size	Offset
Sine		0	0	0			
Sawtooth		0	0	0			
Ramp		0	0	0			
Ramplnv		0	0	0			
Step (1/8)		0	0	0			
Step (1/4)		0	0	0			
Step (1/2)		0	0	0			
Step (3/4)		0	0	0			
(Step 7/8)		0	0	0			
Uni blink		0	0	0			
Bi blink		0	0	0			
Tri blink		0	0	0			
Quad blink		0	0	0			
Trapezoid		0	0	0			
Lightning		0	0	0			
Emergency		0	0	0			
Emergency 2		0	0	0			
Flicker 1		0	0	0			
Flicker 2		0	0	0			
Sine*2		0	0	0			



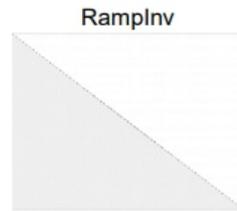
Sine



Sawtooth



Ramp



Ramplnv



Step (1/8)



Step (1/4)



Step (1/2)



Step (3/4)



(Step 7/8)



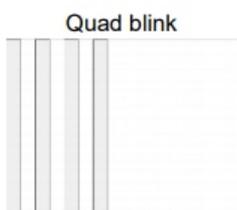
Uni blink



Bi blink



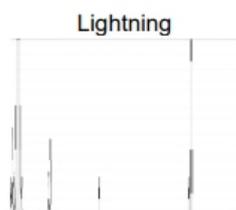
Tri blink



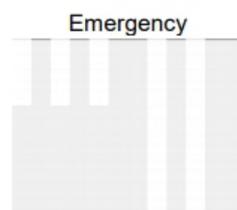
Quad blink



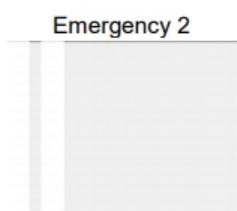
Trapezoid



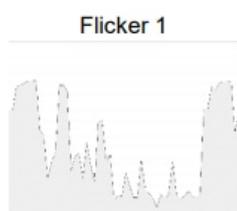
Lightning



Emergency



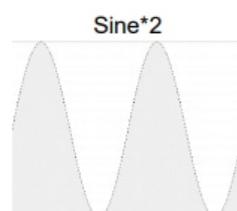
Emergency 2



Flicker 1



Flicker 2



Sine\*2

Function	Waveform	Frequency	Amplitude	Phase	Speed	Size	Offset
Sine		0	0	0			
Sawtooth		0	0	0			
Ramp		0	0	0			
Ramplnv		0	0	0			
Step (1/8)		0	0	0			
Step (1/4)		0	0	0			
Step (1/2)		0	0	0			
Step (3/4)		0	0	0			
(Step 7/8)		0	0	0			
Uni blink		0	0	0			
Bi blink		0	0	0			
Tri blink		0	0	0			
Quad blink		0	0	0			
Trapezoid		0	0	0			
Lightning		0	0	0			
Emergency		0	0	0			
Emergency 2		0	0	0			
Flicker 1		0	0	0			
Flicker 2		0	0	0			
Sine*2		0	0	0			