

# Переходы (Transitions)

## Background

Name	Value
dissolve	dissolve 1
dissolve2	dissolve 2
dsprmain	dissolve 0.2
flash	fade 1.0 0 1.0 #ffffff
flash_red	fade 1.0 0 1.0 #ff0000
flash_red_fast	fade 0.5 0 0.5 #ff0000
fade	fade 1.0 0 1.0 #000000
fade2	fade 1.5 0 1.5 #000000
fade3	fade 2 0 2 #000000
fade5	fade 2.5 0 2.5 #000000
fade10	fade 5 0 5 #000000
fade_pink	fade 2.0 0 2.0 #915785
fade_white	fade 2.0 0 2.0 #FFFFFF
dspr	dissolve 0.2

## [Background] Patterns

<u>angular_pattern</u>
<u>ball</u>
<u>blinds</u>
<u>bottomleft</u>
<u>bottomtop_pattern</u>

<u>criss_cross_pattern</u>
<u>diagonal_distort_pattern</u>
<u>fade1</u>
<u>fade11</u>
<u>fade12</u>
<u>fade3</u>
<u>fade4</u>
<u>fade6</u>
<u>fade7</u>
<u>fade8</u>
<u>left_pattern</u>
<u>noise_pattern</u>
<u>poke_pattern</u>
<u>right_pattern</u>
<u>saw_tooth_pattern</u>
<u>spiral_pattern</u>
<u>topbottom_pattern</u>
<u>topright</u>

# Character

Name	Value
dissolve	dissolve .5
dissolve8	dissolve 8
dissolve10	dissolve 10
fade	fade .5 .5 .5

# Screen

Name	Value
fade	fade 0.5 0.25 0.5
fade2	fade 1 1 1
fade3	fade 1.5 1.5 1.5
fade_pink	fade 2.0 0 2.0 #915785
hpunch	hpunch 1 3 10 0 true
vpunch	vpunch 1 3 10 0 true

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