MarioAI Benchmark [1]. Startup options.

Option key	Description	Values range	Example
-echo	Output all command line options to console after initialization	\<on|off\>	Main -echo on
-ag	AgentName should extend RegisterableAgent in order for the native agent to be available from command line	AgentName or Agents implementations	Main -ag ForwardAgent
-zm	Observation Detalization for Map. 0 - the most detailed	\<0|1|2\>	Main -zm 0
-ze	Observation Detalization for Enemies. 0 - The most detailed	\<0|1|2\>	Main -ze 0
-vis	Enable Visualization	\<on|off\>	Main -vis on
-vaot	Set main View to be on top of other windows	\<on|off\>	Main -vaot on
-tl	Time limit. Option value: [1..MAX-INT], units: marioseconds (1 MrSEC == 16 interactions with Environment)	\<int\>	Main -tl 42
-t	World Timer. Gives the Agent the opportunity of infinite time per level	\<on|off\>	Main -t off
-ssiw	Stop Simulation when first Win obtained	\<on|off\>	Main -ssiw on
-pw	Pause of the World. Freezes animation all the sprites and disables Mario interaction with creatures. Mario still can run and get level observation	\<on|off\>	Main -pw on
-pr	Enable Power restoration. Enable Power restoration by pressing speed button (A on a keyboard)	\<on|off\>	Main -pr on
-ewf	Exit program when simulation is over	\<on|off\>	Main -ewf off
-gv	Enable Game Viewer	\<on|off\>	Main -gv on
-gvc	Enable Continuous Updates in GameViewer	\<on|off\>	

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[1] v-0.1.6 compliant

Option key	Description	Values range	Example
-mm	Mario Mode. 0 – small,1 - large, 2 - large, fire ability is available	<0|1|2>	Main -mm 1
-fps	Change FPS. 100 enables max FPS	<integers in [1..100]>	Main -fps 50
-m	Matlab file name for the report output	<[w+] >	Main -m iMarioReport
-lt	Level type. 0 - Overground, 1 - Underground, 2 - Castle	<0|1|2>	Main -lt 1
-ls	Level (Randomization) Seed	<integers in [1..maxInt]>	Main -ls 42
-ll	Level length	<integers in [1..4096]>	Main -ll 550
-lh	Level height	<integers in [1..4096]>	Main -lh 18
-ld	Level Difficulty	<integers in [0..maxInt]>	Main -ld 5
-lde	Enable/disable dead ends on the level	<on|off>	Main -lde on
-lc	Enable/disable cannons on the level	<on|off>	Main -lc off
-lhs	Enable/Disable hills on the level	<on|off>	Main -lhs off
-ltb	Enable/Disable tubes on the level	<on|off>	Main -ltb off
-lg	Enable/Disable gaps on the level	<on|off>	Main -lg off
-lhb	Enable/Disable hidden blocks on the level[2]	<on|off>	Main -lhb off
-le	Customize creatures on the level. Creatures, that will be on the level are defined with bit mask. From left to right: 1. goomba 2. green koopa 3. red koopa 4. spiky 5. winged green koopa 6. winged red koopa 7. winged spiky Replace x with 1 if you want creature to be on the level, otherwise 0. For more details and examples see `UsageExamples.pdf`	<xxxxxxx>	Main -le off
-lb	Enable/Disable blocks on the level	<on|off>	Main -lb off
-lco	Enable/Disable coins on the level	<on|off>	Main -lco off

Table 1: Generalization capacity. Performance of the