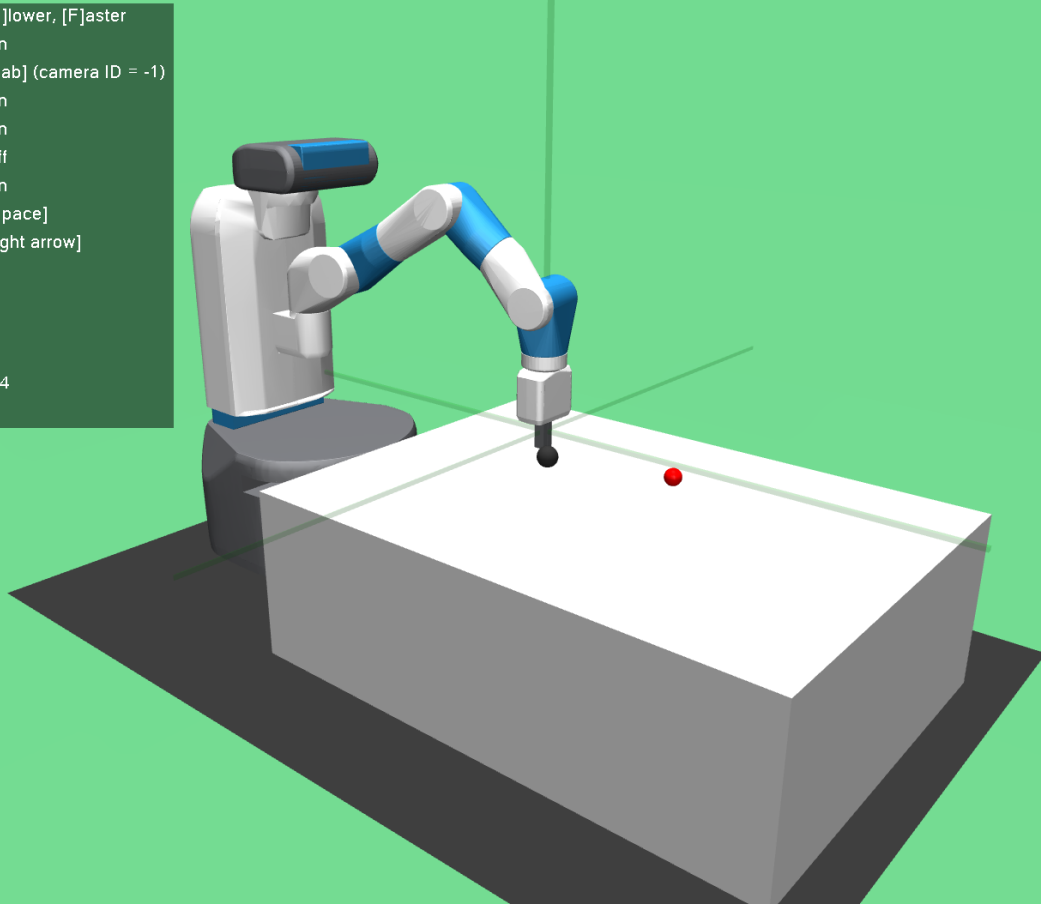


Run speed = 1.000 x real time	[S]lower, [F]aster
Render every frame	On
Switch camera (#cams = 5)	[Tab] (camera ID = -1)
[C]ontact forces	On
Referenc[e] frames	On
Trans[paren]t	Off
Display [M]ocap bodies	On
Stop	[Space]
Advance simulation by one step	[right arrow]
[H]ide Menu	
Record [V]ideo (Off)	
Capt[ur]e frame	
Start [i]pdb	
Toggle geomgroup visibility	0-4



FPS	39
Solver iterations	2

Step	520
timestep	0.00200
n_substeps	20