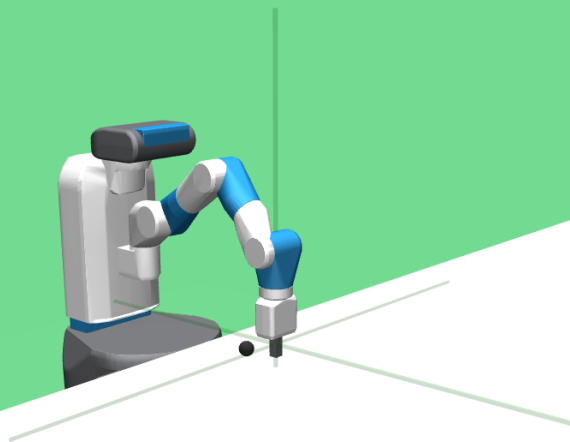


| | |
|--------------------------------|------------------------|
| Run speed = 1.000 x real time | [S]lower, [F]aster |
| Render every frame | On |
| Switch camera (#cams = 5) | [Tab] (camera ID = -1) |
| [C]ontact forces | On |
| Referenc[e] frames | On |
| T[r]ansparent | Off |
| Display [M]ocap bodies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



| | |
|-------------------|----|
| FPS | 43 |
| Solver iterations | 2 |

| | |
|------------|---------|
| Step | 600 |
| timestep | 0.00200 |
| n_substeps | 20 |