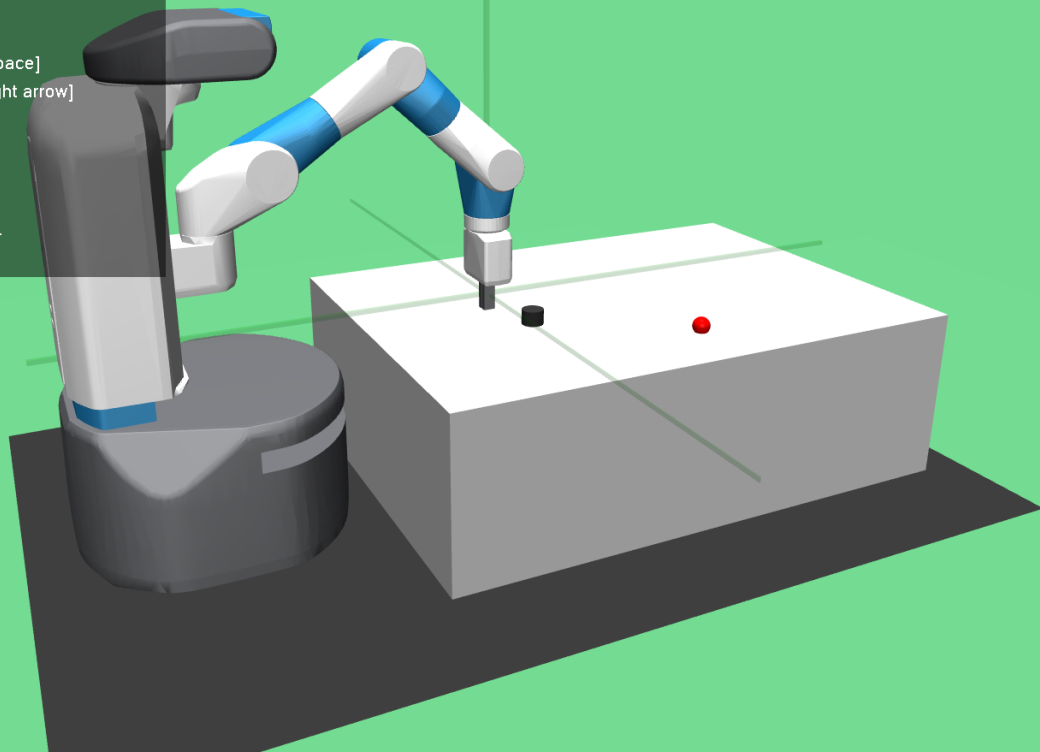


Run speed = 1.000 x real time  
Render every frame  
Switch camera (#cams = 5)  
[C]ontact forces  
Referenc[e] frames  
T[r]ansparent  
Display [M]ocap bodies  
Stop  
Advance simulation by one step  
[H]ide Menu  
Record [V]ideo (Off)  
Cap[t]ure frame  
Start [i]pdb  
Toggle geomgroup visibility

[S]lower, [F]aster  
On  
[Tab] (camera ID = -1)  
On  
On  
Off  
On  
[Space]  
[right arrow]

0-4



FPS	23
Solver iterations	2

Step	680
timestep	0.00200
n_substeps	20