



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 29
Solver iterations 2

Step 1180
timestep 0.00200
n_substeps 20