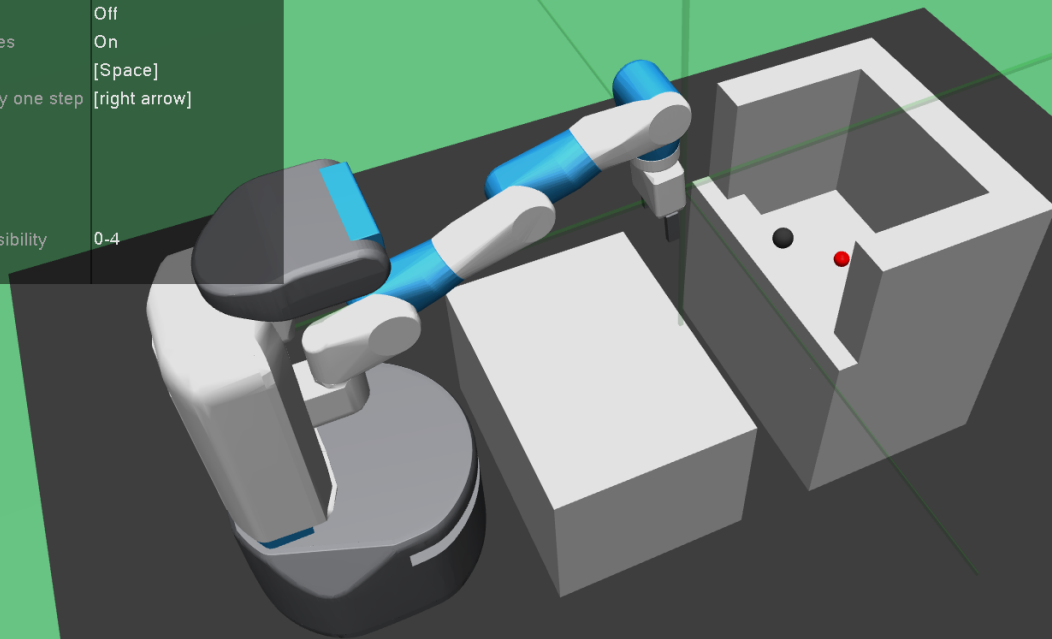


Run speed = 1.000 x real time [S]lower, [F]aster
Render every frame On
Switch camera (#cams = 5) [Tab] (camera ID = -1)
[C]ontact forces On
Referenc[e] frames On
T[r]ansparent Off
Display [M]ocap bodies On
Stop [Space]
Advance simulation by one step [right arrow]
[H]ide Menu
Record [V]ideo (Off)
Cap[t]ure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



FPS	31
Solver iterations	2

Step	860
timestep	0.00200
n_substeps	20