



Run speed = 1.000 x real time

Ren[d]er 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	1040
timestep	0.00200
n_substeps	20