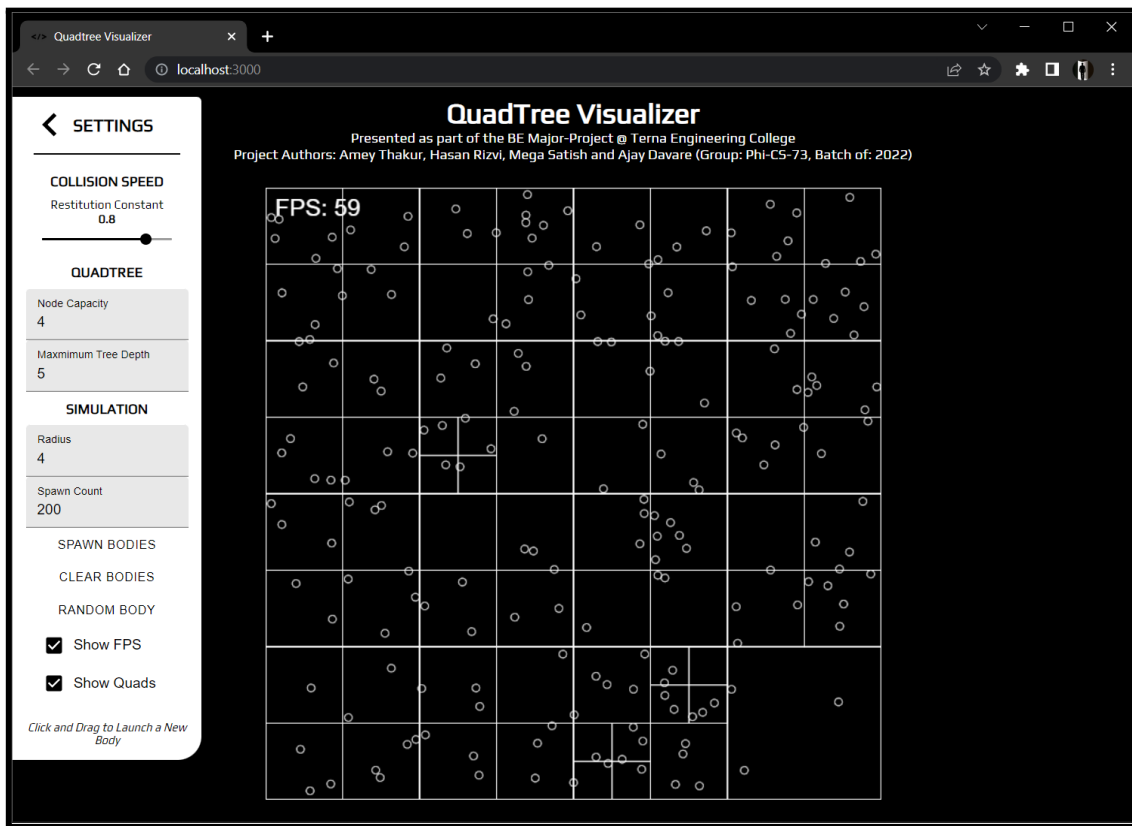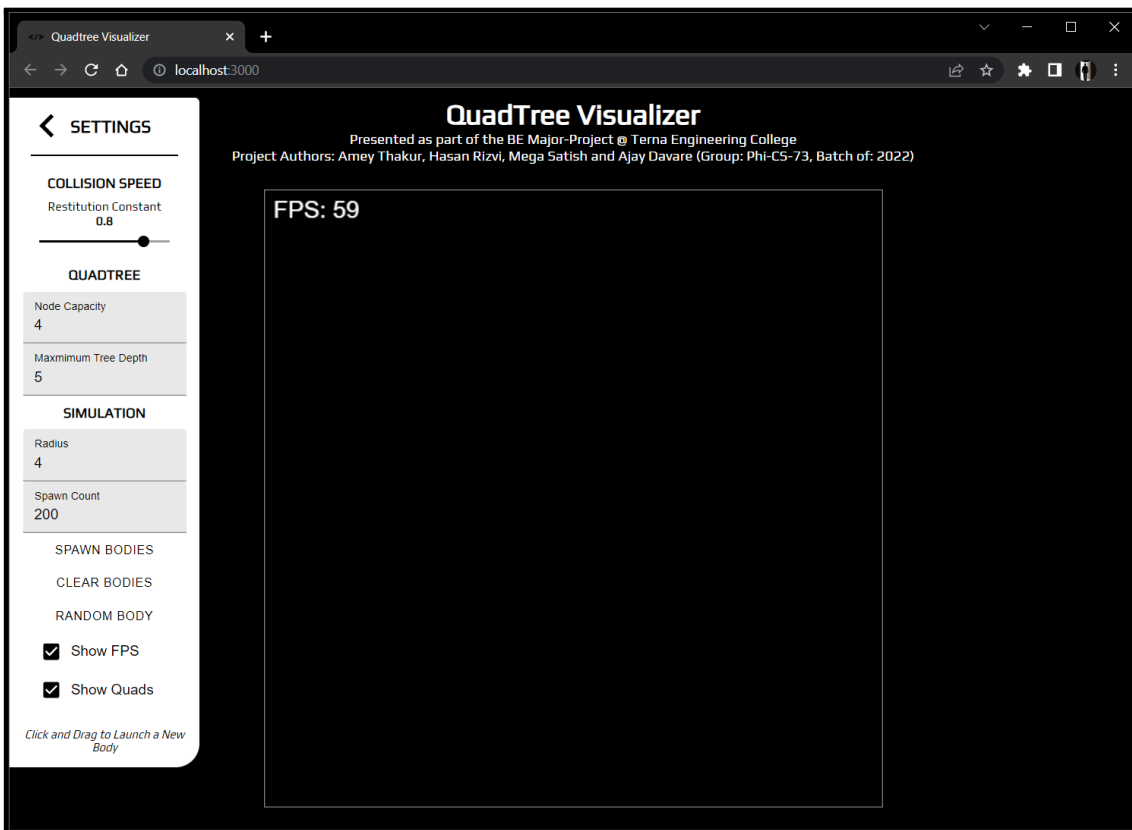# OUTPUT
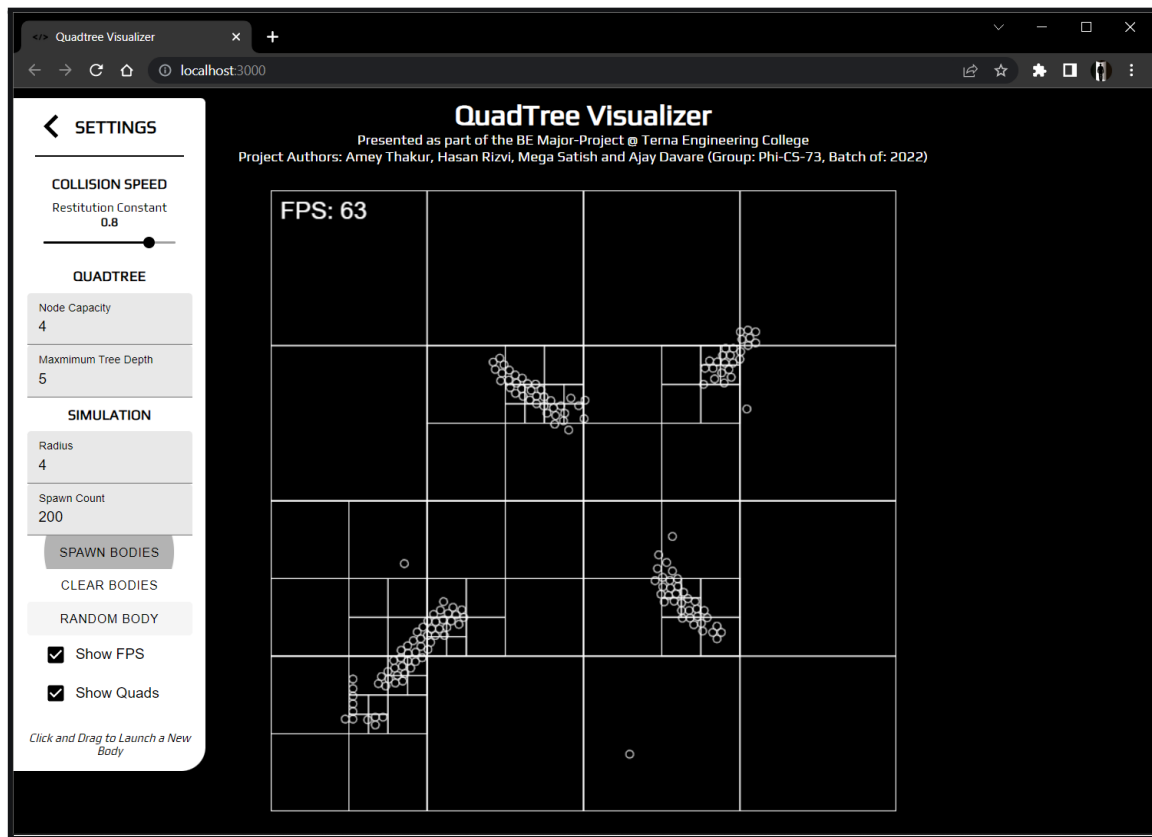
Homepage
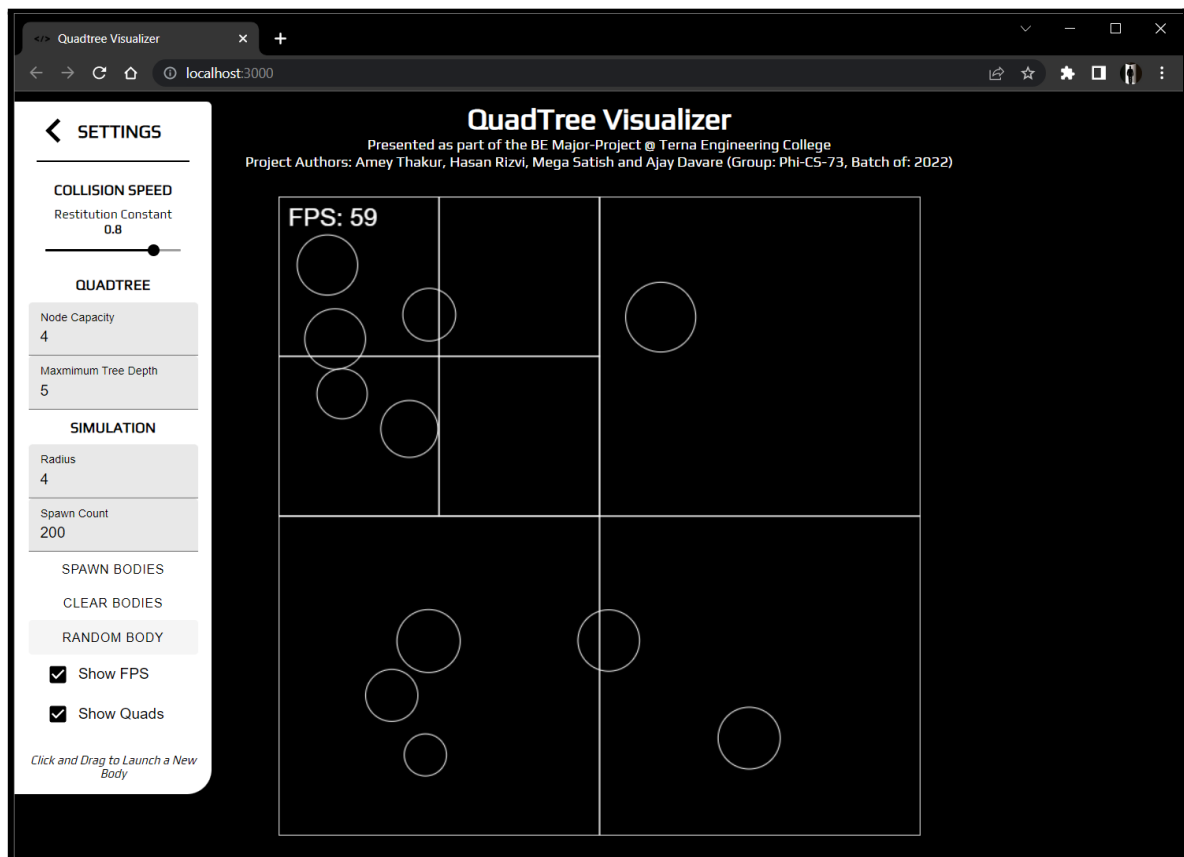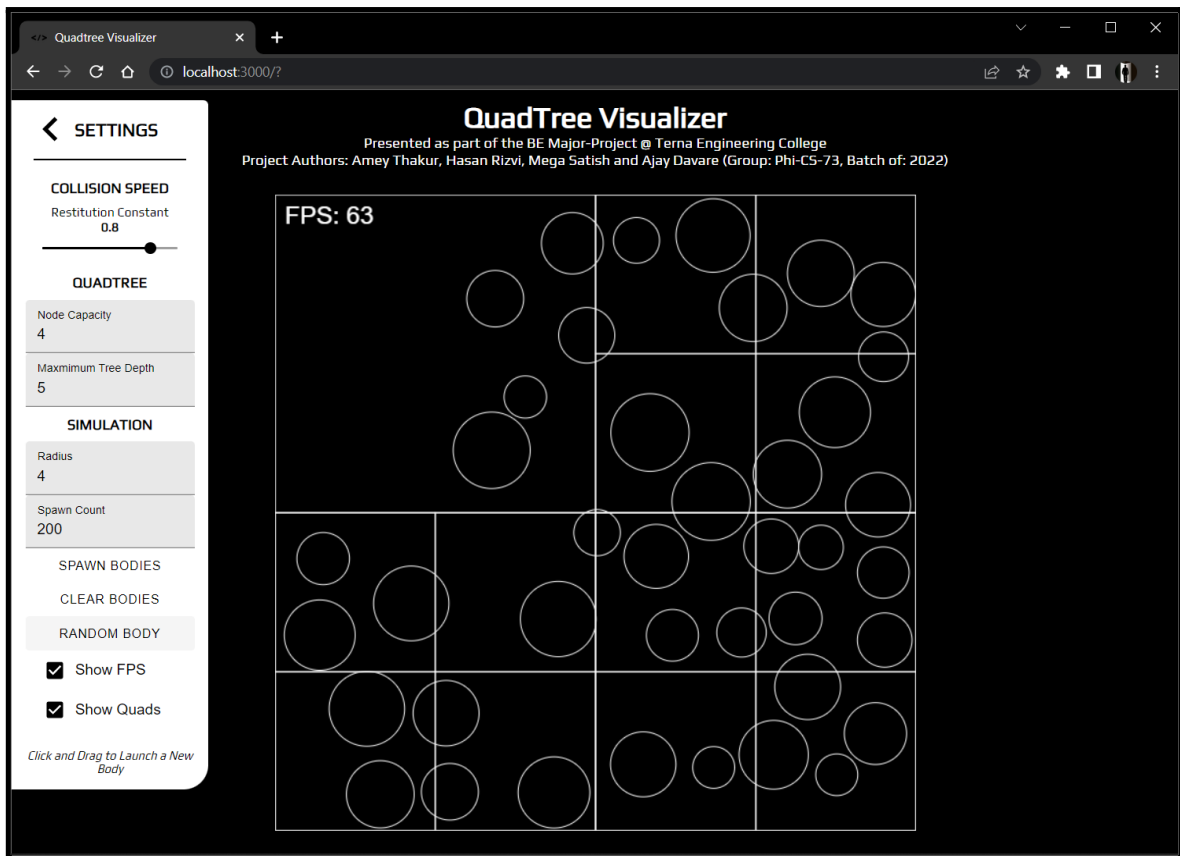

Clear Quadtree

Spawn Bodies

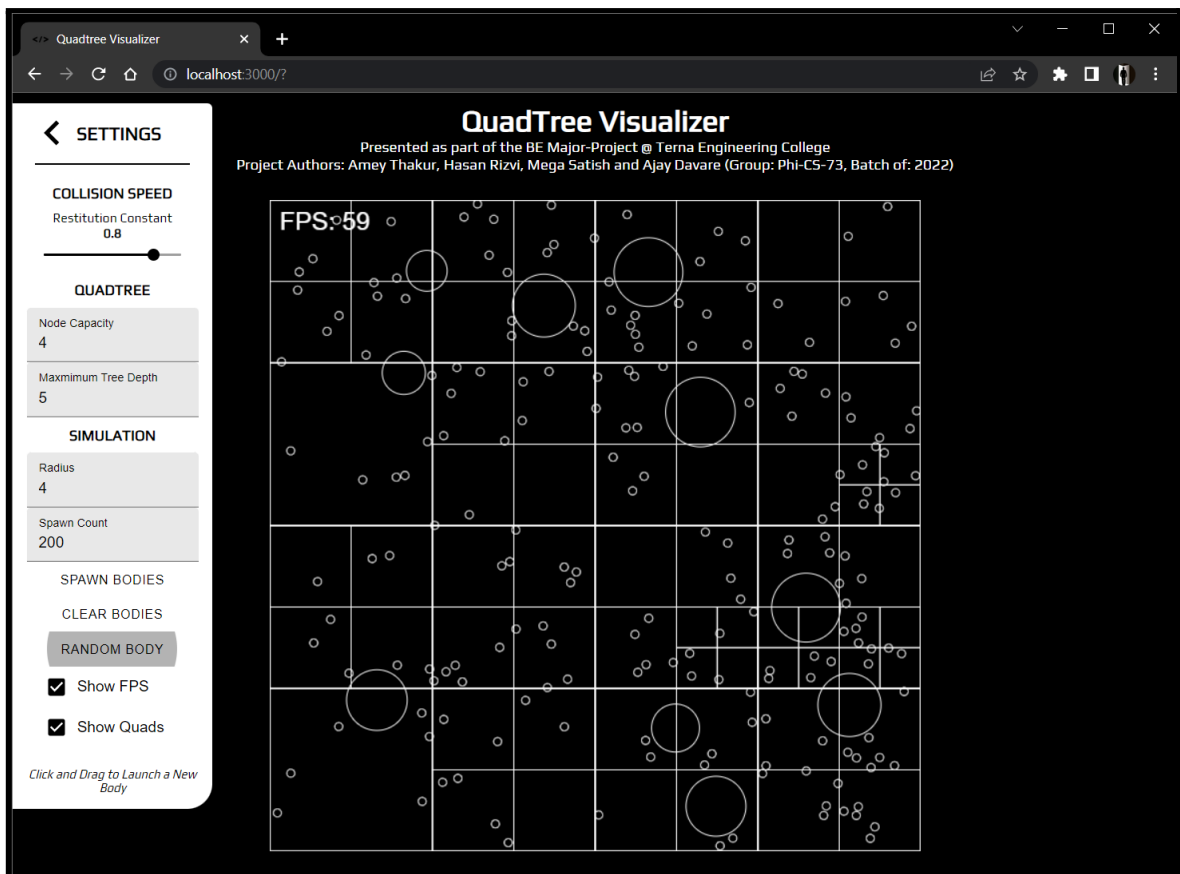## Random Bodies

Random & Spawn Bodies

❮ SETTINGS

COLLISION SPEED

Restitution Constant
0.8

QUADTREE

Node Capacity
4

Maxmimum Tree Depth
5

SIMULATION

Radius
4

Spawn Count
200

SPAWN BODIES

CLEAR BODIES

RANDOM BODY

☑ Show FPS

☑ Show Quads

Click and Drag to Launch a New Body