Struct2OtherBats.

Distances
TargetAngle
Bat2TargetRelativeAngle

CurrentVelocity

PrevManCmdSrtruct.

a Total

a Alignment

a_Cohesion

a_Separation

A Food

A Obstacle

AllParams.BatFlight.

C_Alignment

C_Cohesion

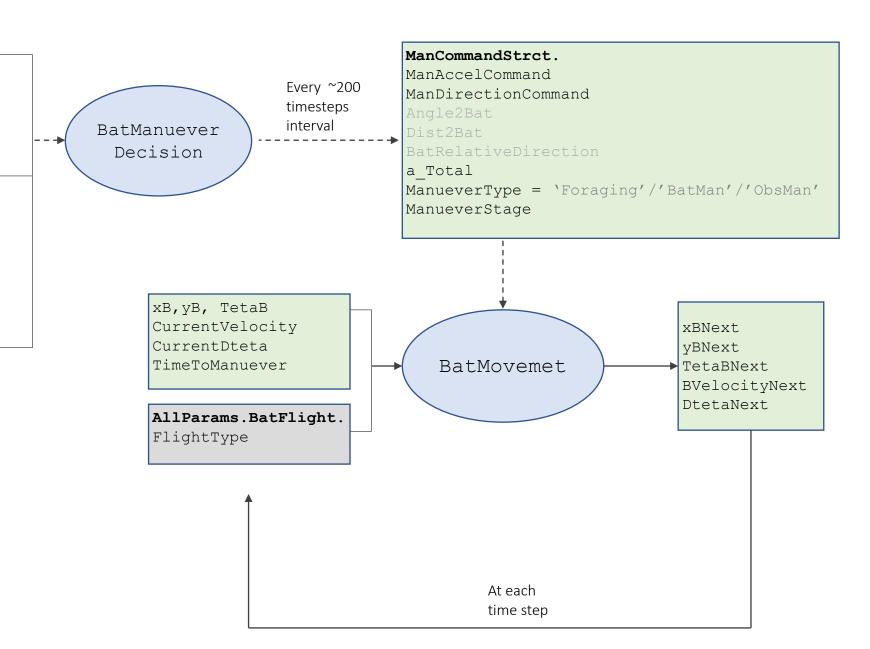
C Separation

C Obstacle

C_FoodSource

AllParams.SimParams.

TestMode = 'swarm'



Swarm Simulation params:

```
MapSize = 20

NumOfAgents = 10-20

dt = 0.1

Range = 3

Range2FS = 3

FoV_Angle = pi/2

MaxVel = 3

MinVel = 1.2
```

Bat simulation params:

```
SampleTime = 0.0005
BatBeamWidth (is it the same as FoV_Angle?)
MaxAccel = 4
NominalVelocity = 3
MaxVelocity = 2
```