

Controls

L - Place	r - range
R - Place Main Dest.	p - processing
	d - Delete
c - Clear	s - Save
q - Quit	l - Load
i - Toggle Instruct.	b - background
e - Toggle Energy	m - mode
f - Finite Run	g - grab screen (JPG)
^r - neighbours Render	n - negate screen
	x - perimeter

Dynamics

1 - Neigh Dist.	+ 2	7 - Obstacle Repel	+ 8
3 - Min Dist.	+ 4	9 - Sample Rate	+ 0
5 - Bot Speed	+ 6	^9 - Frame Rate	+ ^0

Physics

^1 - Cohesion	+ ^2	^5 - Obstacle	+ ^6
^3 - Repulsion	+ ^4	^7 - Destination	+ ^8

Frame - [20]/s[2]n [62]ms

Sample Rate - [12]/s

Participant Speed - [20]

Minimum Distance - [45]

Neighbour Range - [60]

Obstacle Repulsion - [40]

Cohesion Physics - [5]

Repulsion Physics - [15]

Obstacle Physics - [100]

Destination Physics - [35]

DESTINATION MODE.

NOT RECORDING.

INFINITE RUN.

NOT PROCESSING.

DESTINATION MODE.

NOT RECORDING.

