```
+-------------------------------------------+
|                Controls                   |
+-------------------------------------------+
| L - Place             | r - range         |
| R - Place Main Dest.  | p - processing    |
|-----------------------+ d - Delete        |
| c  - Clear            | s - Save          |
| q  - Quit             | l - Load          |
| i  - Toggle Instuct.  | 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 - [12]/s[6]n [83]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.
INIFINITE RUN.
NOT PROCESSING.
NEIGHBOUR RENDERING.
PERIMETER DETECTION.