

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[16]n [63]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 - [60]

DESTINATION MODE.
 NOT RECORDING.
 INFINITE RUN.
 PROCESSING.
 RECORDING RUNNING.
 TRAINING DETECTION.

