

## Controls

L - Place	r - range
R - Delete	p - processing
-----+ m - mode	
c - Clear	s - Save
q - Quit	l - Load
i - Toggle Instuct.	b - background
e - Toggle Energy	n - negate screen
f - Finite Run	g - grab screen (JPG)
^r - Neighbours Render	z - Toggle Convex
v - Sensor Render	x - perimeter

## Dynamics

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

## Physics

7 - Cohesion	+ ^7	9 - Obstacle	+ ^9
8 - Repulsion	+ ^8	0 - Destination	+ ^0
a - Sensor Range	+ ^a	_ - Concave Press	+ ^_

Frame - [ 10]/s[ 3]n [100]ms  
Sample Rate - [ 10]/s  
Participant Speed - [ 20]  
Minimum Distance - [ 45]  
Sensor Range - [ 45]  
Neighbour Range - [ 60]  
Obstacle Repulsion - [100]  
Cohesion Physics - [ 5]  
Repulsion Physics - [ 15]  
Obstacle Physics - [100]  
Destination Physics - [ 0]  
Concave Physics - [100]

BOT MODE.

NOT RECORDING.

INFINITE RUN.

NOT PROCESSING.

NEIGHBOUR RENDERING.

ALL AGENTS

CONVEX COMPRESS.

