with for-loop @ **20Hz** without for-loop

```
current mouse pose at 3.81909975: z = 0.0
current mouse pose at 3.81909975: z = 0.0
current mouse pose at 3.81909975: z = 0.0
current mouse pose at 3.81909975: z = 0.0
current mouse pose at 4.141630167: z = -1.0
current mouse pose at 4.193340917: z = -1.0
current mouse pose at 4.248537: z = -1.0
current mouse pose at 4.301854667: z = -1.0
current mouse pose at 4.355432792: z = -1.0
current mouse pose at 4.410475167: z = -1.0
current mouse pose at 4.465466125: z = -1.0
current mouse pose at 4.520896667: z = -1.0
current mouse pose at 4.573344334: z = -1.0
current mouse pose at 4.628960292: z = -1.0
current mouse pose at 4.679772: z = -1.0
current mouse pose at 4.735077167: z = -0.7228571428571429
current mouse pose at 4.789716375: z = 0.0
current mouse pose at 4.842775292: z = 0.0
current mouse pose at 4.895160375: z = 0.0
current mouse pose at 4.950065292: z = 0.0
current mouse pose at 5.000492709: z = 0.0
current mouse pose at 5.051200917: z = 0.0
current mouse pose at 5.106275459: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.161111917: z = 0.0
current mouse pose at 5.539992: z = -1.0
current mouse pose at 5.594706125: z = -1.0
current mouse pose at 5.649708: z = -1.0
current mouse pose at 5.703152792: z = -1.0
current mouse pose at 5.75391975: z = -1.0
current mouse pose at 5.807682875: z = -1.0
current mouse pose at 5.86154525: z = -1.0
current mouse pose at 5.915934375: z = -1.0
current mouse pose at 5.971262917: z = -0.26857142857142857
current mouse pose at 6.02592: z = -0.022857142857142857
current mouse pose at 6.079180792: z = 0.05714285714285714
current mouse pose at 6.134512375: z = 0.0
current mouse pose at 6.188997209: z = 0.0
current mouse pose at 6.244177459: z = 0.0
current mouse pose at 6.294372542: z = 0.0
```

subsides immediately

```
current mouse pose at -1: z = 0
current mouse pose at -1: z = 0
current mouse pose at 3.272229292: z = -0.005714285714285714
current mouse pose at 3.325830125: z = -0.08571428571428572
current mouse pose at 3.379742125: z = -0.13714285714285715
current mouse pose at 3.433834542: z = -0.18571428571428572
current mouse pose at 3.488783083: z = -0.23142857142857143
current mouse pose at 3.544065667: z = -0.38857142857142857
current mouse pose at 3.598196333: z = -0.6542857142857142
current mouse pose at 3.651543375: z = -0.8485714285714285
current mouse pose at 3.706478917: z = -0.8485714285714285
current mouse pose at 3.761436042: z = -0.8628571428571429
current mouse pose at 3.816660583: z = -0.92
current mouse pose at 3.87143: z = -0.9342857142857143
current mouse pose at 3.924671625: z = -0.9457142857142857
current mouse pose at 3.977247042: z = -0.9542857142857143
current mouse pose at 4.032127167: z = -0.9571428571428572
current mouse pose at 4.083745708: z = -0.9571428571428572
current mouse pose at 4.139008167: z = -0.96
current mouse pose at 4.193481375: z = -0.96
current mouse pose at 4.248580917: z = -0.96
current mouse pose at 4.303900625: z = -0.9542857142857143
current mouse pose at 4.356873292: z = -0.9542857142857143
current mouse pose at 4.410373083: z = -0.9485714285714286
current mouse pose at 4.46392975: z = -0.9485714285714286
current mouse pose at 4.51661075: z = -0.9371428571428572
current mouse pose at 4.570447792: z = -0.9314285714285714
current mouse pose at 4.624350417: z = -0.9285714285714286
current mouse pose at 4.680330333: z = -0.92
current mouse pose at 4.731368667: z = -0.8485714285714285
current mouse pose at 4.786413708: z = -0.7142857142857143
current mouse pose at 4.838977833: z = -0.3742857142857143
current mouse pose at 4.892404208: z = -0.12857142857142856
current mouse pose at 4.946118708: z = 0.0
current mouse pose at 5.000324458: z = 0.0
current mouse pose at 5.051970375: z = 0.0
current mouse pose at 5.107010417: z = 0.0
current mouse pose at 5.161971833: z = 0.0
```

lasts a long time, Falls slowly

Approximately the same mechanical input (amplitude and duration of the input) in z richtiung