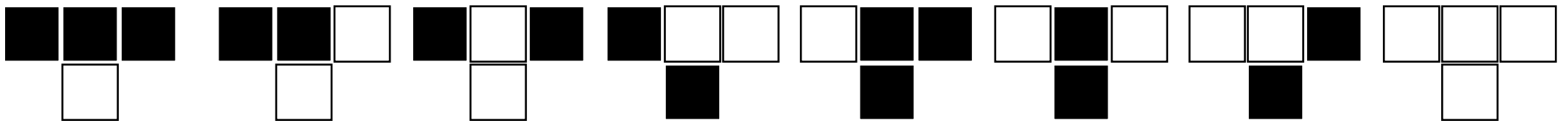
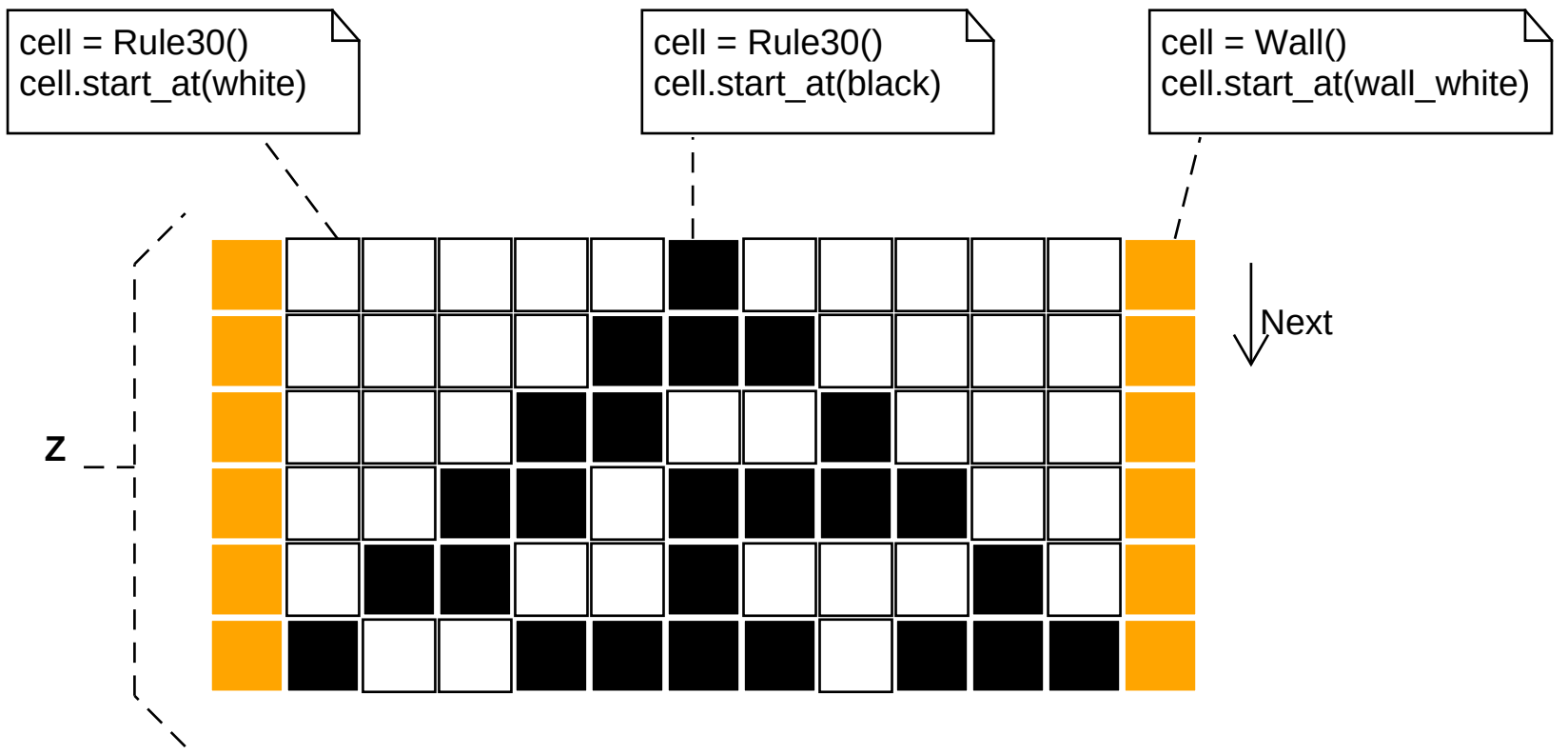
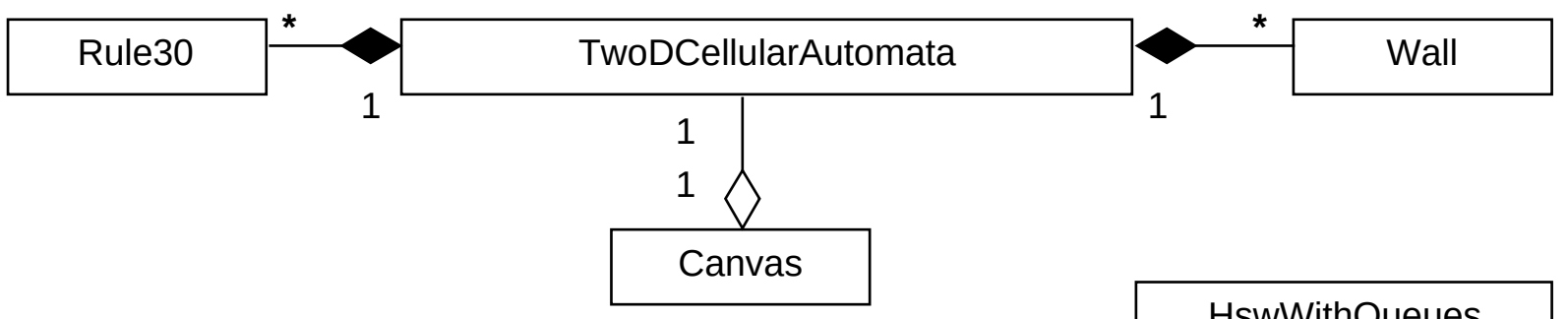
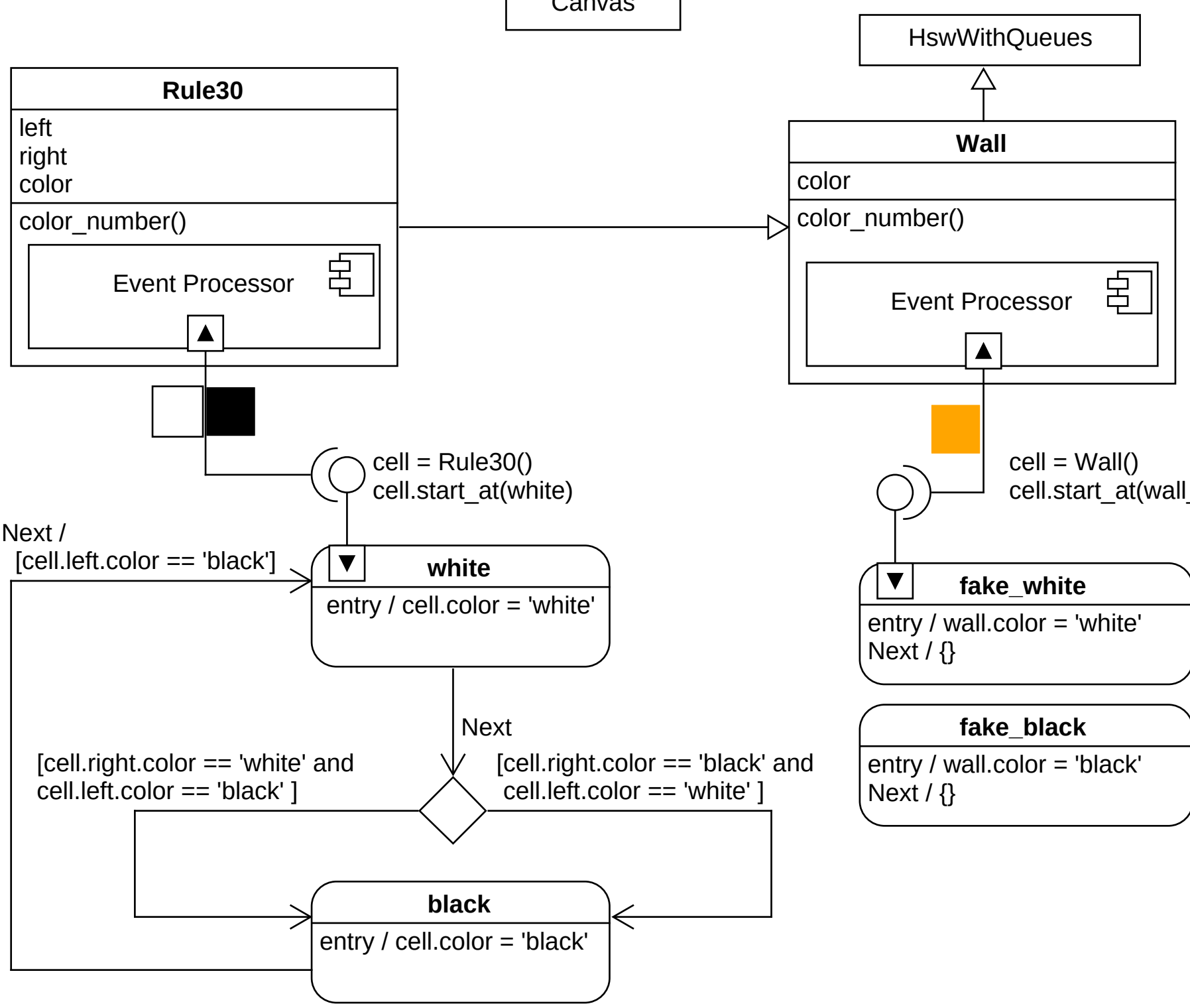



cell = Rule30()
cell.start_at(white)
cell = Rule30()
cell.start_at(black)
cell = Wall()
cell.start_at(wall_white)
Next
Z


Rule30
*
1
TwoDCellularAutomata
1
1
*
1
Wall
Canvas


HswWithQueues
Rule30
left
right
color
color_number()
Event Processor
Wall
color
color_number()
Event Processor
cell = Rule30()
cell.start_at(white)
cell = Wall()
cell.start_at(wall_white)
Next /
[cell.left.color == 'black']
white
entry / cell.color = 'white'
fake_white
entry / wall.color = 'white'
Next / {}
Next
[cell.right.color == 'white' and
cell.left.color == 'black']
[cell.right.color == 'black' and
cell.left.color == 'white']
fake_black
entry / wall.color = 'black'
Next / {}
black
entry / cell.color = 'black'