Main control:

~~stop~~ pause mute / resume frame rate $\boxed{\text{Modality switcher} \atop \text{show /hide}}$ (or it might be visible all time)

---

state, matrix → state   is the systems weight function

One possible version is that the system does not change matrix and only we change the matrix "Простак"

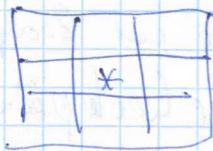another possible version is that our adjustment is fed on each step

accum pre-self.   manual mechanism we are exploring   network matrix   intu ale "Первое this приближение"
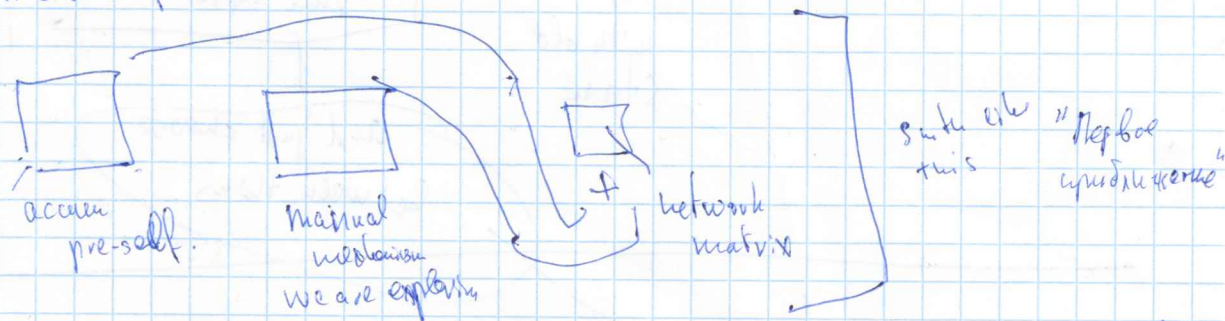
And it can (and probably will be) more sophisticated than that.

Будем делать вид, что у нас система игра "Простак"

Sample directions

say original + 8

clone the system and run 9 clones in parallel.

With sampled directions glide from $-2\Delta V$ to $+2\Delta V$ in so many frames (can control both ~~range~~ and period by a slider)