**PARAMETERS TO CHANGE FOR BIG MAP**

* fd-amt
* inactive prob of scouting

**General Parameters**

* Patch parameters
  + R of must be within 0.03 of desired value
  + E-res = net energy gained / energy expended
  + Dense
    - 0.4: c1\_mult=201, c2\_mult=81, patchiness=21
    - 0.6: c1\_mult=121, c2\_mult= 1, patchiness=13
    - 0.8: c1\_mult= 41, c2\_mult= 1, patchiness=21
  + Sparse
    - 0.4: c1\_mult=1351, c2\_mult=1251, patchiness=13
    - 0.6: c1\_mult=1501, c2\_mult=1051, patchiness=10
    - 0.8: c1\_mult=1051, c2\_mult= 951, patchiness=19
* Foraging time: 12 min
  + 1/5 of Dornhaus time since sim is 1/5 of time
* Energy content of nectar was assumed to be 5.819 J/μl
  + 30% sugar per weight
* Flight: 6.5 J/km = 0.0065 J/m = 0.0009745 J/NetLogo unit

**TODO**

* Patch set up
  + Fix sparse qualities
* State Machine
  + fix inactive-emp (move recruits to unemp
  + What to do if go to patch and it’s empty?
  + return-to-hive
    - energy stuff-dancing
      * e-res
      * dancing?
  + dance
* Ephemeral

**QUESTIONS**