

- The walls now modify the fields close to them, so pedestrians are less likely to choose those fields. Also, when calculating static field, existence of walls changes the field appropriately.
- Pedestrian, before moving, calculates possible movement options. First, list of neighbouring fields with smallest static field value is created. If the list is empty, pedestrian may try random movement. If it is not, pedestrian chooses randomly a field from the list.
- Using field type 4 and placing it on the grid, creates a blow of smoke (density is represented by colours from red to yellow). It expands and when fully expanded decays. Pedestrians on a field with higher smoke density, have higher probability of getting confused and staying on their place instead of moving.
- Also type of neighbourhood can be switched using button