# Team Binary Evolution

## Ben Fuhrmann, Cody Hanson, \*Eric Harris, Ross Nordstrom, Eric Weisman

### Performance Measurements:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Dipswitch | Function | Status | 100 GoL generations | 1000 GoL generations | % of max speed |
| Dipswitch 3 | Superscalar | ON | 8.22 sec | 1:18 min | 100% |
| Dipswitch 2 | Neighborhood operations | ON |
|  | | | | | |
| Dipswitch 3 | Superscalar | OFF | 11.26 sec | 1:50 min | 70.91% |
| Dipswitch 2 | Neighborhood operations | ON |
|  | | | | | |
| Dipswitch 3 | Superscalar | ON | 12.08 sec | 1:56 min | 67.24% |
| Dipswitch 2 | Neighborhood operations | OFF |
|  | | | | | |
| Dipswitch 3 | Superscalar | OFF | 16.43 sec | 2:42 min | 48.15% |
| Dipswitch 2 | Neighborhood operations | OFF |

### Game of Life Controls:

|  |  |  |
| --- | --- | --- |
| Arrows | Move cursor | |
| Space | Toggle the current pixel between dead/alive | |
| Enter | Run the game of life on the current frame buffer | |
| Backspace | Clear the game board | |
| Tab | Switch between the 2 frame buffers | |
| Esc | Escape back to the main menu | |
| S | Set the color of the screen (1 or no input sets it to a random color) | |
| C | Copy this frame buffer to the other | |
| P | Pin the current pixel to be alive (Max: 500) | |
| R | Reset the game of life | |
| A | Run accumbytes on the neighborhood of the cursor | |
| N | Run the game of life rules on the current neighborhood | |
| Lower case Letters | a | Gosper glider gun |
| b | Traffic circle |
| c | Kok’s galaxy |
| d | Hive nudger |
| e | Loaf flip flop |
| f | Monkey |
| g | Boat stretcher |
| h | Rabbits |
| i | Puffer |
| j | Pi orbital |
| k | Totally aperiodic |
| l | True gun |
| m | Puffer train |
| n | Ray gun |
| o | Infinite growth |
| p | Noah’s ark |
| q | Space-filler |
| r | Fuse |
| s | MWSS out of the blue |
| t | New gun |
| u | Phase change |
| v | Puff suppressor |
| w | Relay |
| x | Sailboat |
| y | Snail |
| z | Spaceship |
| Numbers before another key: | Space | Number of times to repeat (0 is infinite) |
|  | Enter |
|  | Tab |
|  | S | Choose which color to set the screen to. (Scheme: BBGGRRR\_) |
| **\*Note: Capslock key works, but does not set the keyboard’s “caps lock LED”** | | |
| There are some secret keys that unlock bonus features. See if you can discover them! (If you give up, they are upside down below) | | |

sdaf.bmp