

Fflo [Go Version]

This program displays the evolution of a continuous cellular automaton which is itself randomly evolving. What appears as a rectangular grid is computationally a torus, featuring both vertical and horizontal wraparound. This version has important extra features. Users can save and load filter settings called “cartridges.”

Filters and resolution are controlled using left and right shift keys and the number keys. For instance, holding **right shift** and pressing and releasing **8** will switch the system to using 8 filters. But holding **left shift** and pressing and releasing **8** will randomize only the eighth filter (if there is one.) Using the **left control** key with the number keys allows for a change of pixel resolution.

Press and release **S** to reseed the environment, and use **F** or **P** to randomize the filters. Pressing and releasing **P** also randomizes the “power” (roughly, contrast) of the filters.