

STARSHIP

This program presents a quick succession of elementary cellular automata. The base (number of cell states) and neighborhood length can be adjusted, so that the effective rule can be as small as 2 symbols or as great as 1024 (for instance.)

Originally Starship was a console app relying on escape codes and text-graphics, and this original code is still present. But the current version uses Raylib for much more detail and speed.

The automata can be seeded with a random first row, or it can be seeded in “mountain” mode, switching only the central bit of the top row on and letting this information travel down in a triangular shape. The video demonstrating this program uses shortwave and/or AM radio noise as a soundtrack.