

Kontinuum [C 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 is the leanest and maybe the fastest. I plan to add what the Rust and Go versions both have, which is a way to store filters (“cartridges”) for reuse. Sometimes a fun pattern appears, and it’s nice to be able to generate it on demand.

The instructions for use are easy to find in the file **respond.c**. I do use the Raylib library, so you may need to install that to use the program.