Try changing the condition on the crowdativity is less than or equal to \_\_\_ under the if statement for the procedure “Be an Ant” in the Ant domain. The higher this parameter is (to a point), the more random the eventual distribution of the blocks seems to be.

Also, try decreasing the radius under the smell command for the ants.

Woot.

Also I found out that I accidentally stole a few Ant readings from dropbox awhile ago… sorry ☺. I checked and they’re back now… thanks!