UpdNum	index of present update
N	number of particles
IFN, IFP	input file name, input file pointer
IFStatBuf	input file status buffer
IFModTime	modification time of input file
X11_WWi/X11_WHe	window width/height
SimTime[n]	time after the nth update (SimTime[0] = 0.0)
X[i]	current coordinate of particle i
Xprev[i]	previous coordinate
VX[i]	current velocity component of particle i
V[i]	magnitude of current velocity of particle i
Phi[i]	preferred direction of particle i
Vdir[i]	direction of particle i's velocity
V0of[i]	preferred magnitude of velocity of particle i
Mb/Me	mem.alloc. begin/end ie. limits of current time window (see explanation of AyS in panic.par)
XS,YS	size of field
GaussFlag,GaussSet1,GaussSet2	are used by the random number generator
NInRoom	number of particles in room
Injured[i]	=1, if pedestrian i is injured =0, if not
NInjured	number of injured
BOOK-KEEPING OF PARTICLES:	
*GX*GY blocks (all same size)*	the size of a block should be: not less than R, i.e.
GX = (int)floor(XS/R) i.e. R <= XS/GX indexed with 0, 1, ... , G^2 - 1, where G = max(GX,GY) block indices of particles stored in BIndBd & BInd	
BIndBd[n] (Block + Index + Board)	= 0,1,...,N-1: the number of the nth blocks first particle // = -1: there's no particle in the nth block
BInd[i]	= 0,1,...,N-1: the next particle in the block of particle i // = -1: there are no more particles in this block