

Controls

L - Place	r - range
R - Delete	p - processing
	m - mode
c - Clear	s - Save
q - Quit	l - Load
i - Toggle Instruct.	b - background
e - Toggle Energy	n - negate screen
f - Finite Run	g - grab screen (JPG)
^r - Neighbours Render	z - Toggle Convex
v - Sensor Render	x - perimeter

Dynamics

1 - Neigh Dist.	+ ^1	4 - Obstacle Repel	+ ^4
2 - Min Dist.	+ ^2	5 - Sample Rate	+ ^5
3 - Bot Speed	+ ^3	6 - Frame Rate	+ ^6

Physics

7 - Cohesion	+ ^7	9 - Obstacle	+ ^9
8 - Repulsion	+ ^8	0 - Destination	+ ^0
a - Sensor Range	+ ^a	_ - Concave Press	+ ^_

Frame - [10]/s[6]n [100]ms
 Sample Rate - [10]/s
 Participant Speed - [20]
 Minimum Distance - [45]
 Sensor Range - [45]
 Neighbour Range - [60]
 Obstacle Repulsion - [50]
 Cohesion Physics - [5]
 Repulsion Physics - [15]
 Obstacle Physics - [100]
 Destination Physics - [0]
 Concave Physics - [100]

BOT MODE.

NOT RECORDING.

INFINITE RUN.

NOT PROCESSING.

NEIGHBOUR RENDERING.

ALL AGENTS

CONVEX COMPRESS.

