

Render every frame	On
Switch camera (#cams = 7)	[Tab] (camera ID = -1)
[C]ontact forces	Off
T[r]ansparent	Off
Stop	[Space]
Referenc[e] frames	Off
[H]ide Menu	
Cap[t]ure frame	
Toggle geomgroup visibility	0-4

FPS	64
Solver iterations	2
Step	2450
timestep	0.00200

