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| **Keys** | **Function** |
| a | Switch to attraction mode (for when mouse is held down). |
| r | Switch to repulsion mode (for when mouse is held down). |
| s | Causes all creatures to be instantly scattered to random position on the window. |
| p | Toggles path tracing for each creature on and off |
| c | Clears the window of all creatures |
| 1 | Toggle the flock centering force on and off |
| 2 | Toggle the velocity matching force on and off |
| 3 | Toggle the collision matching force on and off |
| 4 | Toggle the wandering force on and off |
| = | Adds one new creature to the simulation |
|  | Removes one creature from the simulation |
| SPACE | Starts/Stops the simulation |