

## How to use BoxCar2D

### Starting a random population in the terrain of your choice:

- On main page, click "Input Seed/ Choose Terrain"
- Choose a different terrain by clicking the arrow next to "Default" under "Terrain"
- Click "Random population" to start the simulation running

### Importing your designed car into the program:

- In the Derp Bike Designer, click "copy to clipboard"
- Go to the main page, click "input seed/choose terrain" – keep on the same track
- Click in the box that pops up and hit control-V to paste your car's code
- Click "input seed car" to start running

Your car will show up first; the next ones in the population will be mixtures of your design and random cars

### Copying a car out of the population:

- Click on the row in the table representing the car you want
- Click "copy selected"
- Paste into a new population on a new track, or back into the designer

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