

# Framsticks little how-to

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- You can disable genetic modifications of the body
- You can use a penalty in fitness function (applicable to “standard.expdef” and similar experiments), change:

```
return someformula;
```

into:

```
var f=someformula;  
if (this.numparts > ...) f=0;  
return f;
```

- You can change the experiment definition to stop big creatures from appearing, for example, check `Genotype.numparts` before calling `createFromGenotype()`

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- An example neuron script “smell\_1.neuro” is the food-only detector. Its classname is “S1”, so you can
  - change all “S” neurons in your genotype into “S1” neurons (recommended), or
  - modify the script (change “name:S1” to “name:S”). This will change the default “S” behavior for all creatures!

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- A simple way to create customized visual style:
  - Create the “mystyle” subfolder in the “3dobj” folder
  - Copy “standard.style” or “arena.style” file to your subfolder and rename it to “this.style”
  - You can open the style file in a text editor and modify some fields, like “name:My Favorite Name”
  - This style will show up in the style selector and will work like the standard one. To change the appearance, simply copy one of the graphics files from “3dobj” into your folder and edit the file, for example draw your name on “framcircle2.png” or “miniframlogo.png” .