



X MULTIMEDIA SYSTEM

349. EQUATRONIC - SEARING EYES
122 kbps 44 kHz **STEREO**

PLAYLIST EDITOR

- nt Machinery - Feel t... 5:10
- nt Machinery - Fadin... 3:42
- nt Machinery - A mat... 3:44
- nt Machinery - Entw... 3:57
- nt Machinery - Panto... 3:18
- nt Machinery - Love ... 3:43
- nt Machinery - Like l... 3:30
- nt Machinery - In yo... 3:31
- ronic - Insanity 3:37
- ronic - Nightmare 3:11
- ronic - Assistant V... 3:29
- ronic - Follow Your ... 3:32
- ronic - Shadowland 4:17
- ronic - Late Night ... 3:21
- ronic - Silent Sea 3:33
- ronic - Close To You 3:24
- ronic - Searing Eyes 3:39
- ronic - Awake 3:56
- ronic - No Tomorrow 5:38
- ronic - Tango 2:54
- ronic - Blue 3:29
- ronic - Far Away 4:04
- us Artists - Siren So... 4:29
- re - Lay All Your Lov... 4:43
- re - S.O.S. 3:44
- re - Take A Chance ... 3:45
- re - Voulez Vous 5:28
- re - Intro: Guess I'm ... 3:37
- re - Rescue Me 3:45
- re - Sono Luminus 7:51
- re - Fingers & Thum... 6:43
- re - Rock Me Gently 10:01

MISC OPT. 8:08/48:58:38+ LOAD LIST
88:14

step takes an ant id, finds that ant in the world (if it is still alive), gets the instruction corresponding to its current state, evaluates the instruction, and changes the ant's internal state and the state of the world. Note that the step for Move instructions takes into account the rest period needed after an ant moves. It also checks whether the ant's movement has caused an enemy to become surrounded.