



simply wont exist the only number that it will hit will be 0. This happens simply because the number of dots skipped is simply because the jump size equals the number of dots on the CDS. I checked this with all dotnums going up to 48 and it worked for all of them. Netlogo has something on the side of each CTD equation saying all numbers hit by the line when the jumpsize equaling the dotnum was put in it would just result in a 0 showing up as 0 was the only number hit.

Dotnum: the number of dots on the CDS

Jump size: the number of dots the line hopes over with each jump

Circle: a plane curve

Shape: the structure created by the line

Line: the strand between eavh