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//create variables
let table; //object to hold results from the loadTable call
var g; // create a variable
var b; // create a variable
var px; // create a variable
var py; // create a variable
let counter = 0; // create a variable for a timestep
let blobs = []; // create an array
let c37 = []; // create an array
let tail = []; // create an array

let blob; // create a variable

poff = [] // create an array
p2off = [] // create an array

var xoff; // create a variable
var yoff; // create a variable
let wiggle = .0001 // create a variable and set initial wiggle amount
let noiseMax = [] // create an array
let temprowsmax = 252; // subset and select rows in csv holding data relevant to MPT 1 section
let temprowsmin = 173; // subset and select rows in csv holding data relevant to MPT 1 section
let d15N = [] // subset and select rows in csv holding data relevant to MPT 1 section
let size = [] // subset and select rows in csv holding data relevant to MPT 1 section

let d15Nmin = 289; // subset and select rows in csv holding data relevant to MPT 1 section
let d15Nmax = 345; // subset and select rows in csv holding data relevant to MPT 1 section
let column;
let sizemin = 1 // set minimum size of visual objects
let sizemax = 10 // set maximum size of visual objects
let sizecounter = 0 // create a variable
let sizearray = [] // create an array
let MPT = [] // create an array
let MPTspeed = [] // create an array
let drawcounter = 0 // create a variable
var fade; // create an array
var fadeAmount = 1 // select rate of visual object's fade from screen

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