

Inspectors:

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The *Inspectors* menu contains seven inspectors which are used to create and edit the objects of a simulation. Clicking on each of the menu items brings up the appropriate inspector panel.

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Each inspector panel contains the name and number of the object to be created, changed or deleted. The *New* button will add a new object to the simulation. The arrows allow the user to select which object to modify. The *Delete* button will remove the object whose number is displayed.

The text fields allow the user to change the position, size, charge and mass of an object. For electrostatic simulations, the mass is irrelevant and for gravitational simulations, the charge is irrelevant. Once satisfied with the setting, click the *OK* button and the new object will be displayed in the main window.