

Main Window:

paste_2.tiff ↵

Each simulation has its own simulation window similar to the above window. Each tool or editor works with the current simulation. The view above depicts several forces, the axis direction, the block which slides on the wedge, and the wedge itself.

Options in the Simulation Window:

There are three boxes options in the simulation window. These allow you to modify traits which are specific to the simulation in that window.

Scaling the View:

paste_3.tiff ↵

This box allows you to scale the view in which the simulation is displayed. This should be fairly straight forward after playing with the controls (which are very similar to Physics World TM). This box also contains the switch which will turn the drawing of the X-Y axis on or off. Turning off the axis will speed drawing and therefore the

simulation.

Scaling and Drawing the Forces:

paste_4.tiff ↵

The scaling tool in this box lets you resize the forces that are drawn in the view. The other options allow you to toggle drawing of all forces on or off and switch from drawing the forces as components to vectors. The simulation will run faster if the forces are not drawn.

Miscellaneous Options:

paste_5.tiff ↵

Clicking on *Find Box* causes the view to move the area displayed so that the block is displayed in its original position in the view while not changing the relative position of the block to the wedge.

Clicking on *Description* brings up a text field similar to the following (usually larger.)

paste_6.tiff ↵

You can create a description of your document with this editor, or add other documents to describe the system by dragging their icons from the *Workspace*. Locking the document will keep anyone from accidentally changing it. The *Print* button simply prints the editor's contents. The switches in the lower right hand corner let the user

decide whether to copy in documents and file attachments or simply read them from their current place in the file system. Copying removes the possibility of a file being moved or lost.