

Block Editor:

Selecting *Block* from the *Inspector* menu calls the following *Block Editor* panel. The *Block Editor* lets the user change the attributes of the block in the current simulation. Note: the name following the *Editing:* label is the filename of the document being edited.

paste_10.tiff ↵

Each item (*mass, initial velocity, width, height, Static Coefficient, and Kinetic Coefficient*) is a specific numerical attribute of the block that the user may determine.

The pop-up list allows the user to toggle between editing the basic attributes of the block and editing the external forces placed on the block. The default is *Basic*. Selecting *Forces* gets you the following editor.

paste_12.tiff ↵

Any valid mathematical expression (see documentation on *Forcing Functions*) can

be entered. There are several variables that may be used, such as time. The pop-up list near the bottom of the window allows the user to decide whether the functions are specified by components or by magnitude and direction.