

# *Boundary Inspector:*

The *Boundary Inspector* contains the following options for use with boundaries:

## Creating/Removing and Browsing the current Boundaries:

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The *New Boundary* button creates and adds another boundary to the current list of boundaries and displays its default parameter settings. The user can create as many boundaries as possible within the memory limits of the machine. When a particle collides with a boundary, it is a simple elastic collision in which the boundary always remains stationary.

The *Delete Boundary* button deletes the current boundary whose attributes are currently being displayed. If no more boundaries exist because of this action, certain buttons will become disabled until the *New Boundary* button again creates a boundary.

The arrow buttons allow the user to browse the boundaries and to change the currently displayed boundary. When the arrows try to move before the first boundary or after the last boundary, the inspector wraps around and displays the beginning or end of the list of boundaries.

## Boundary Attributes:

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Once a boundary is created, the boundary's extent is specified by its endpoints in x and y values in the coordinate system.

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The color of a boundary may be set by dragging in a new color using the *Color Panel* found in the *Tools* menu. The default color is black.

The *OK* button accepts all of the recent changes made to the current boundary, reinitializes the simulation and closes the *Boundary Inspector* panel.