

# *Windows:*

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*Show Control Window* brings the control window to the front.

*New WorldView* creates a new window looking into the simulation with its own scale

and tracking parameters. The user can create as many *WorldViews* as necessary. When the simulation is saved, all of the *WorldViews* with their current position, size, scale value and tracking parameters are saved as well.

A *WorldView* keeps its parameters and acts accordingly in all three *PhysicsWorld* modes.

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The scale of a *WorldView* is set through a system of buttons, a pop-up list, and a slider. To allow for extreme changes in the scale, the user can change the scale by

powers of ten and also with a pop-up list of typical values for scales. The scale represents the length of a single grid block.

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The user may choose to have the view follow a specific particle or the *Center of Mass* by picking that option in the *Follow:* pop-up button. The default is to follow "Nothing".

The grid and axis can be turned on and off with switch buttons found in each WorldView. At any time, the user can readjust the view so that it is centered at the

coordinate system's origin. This is done by pressing the *Goto Origin* button.