Special Options:

Possible Simulations:

The wide range of time steps and scale values allows the simulation of planetary systems as well as electron sized particle simulations.

defaultNewSimulation.phwld:

The default simulation that PhysicsWorld uses when the application first starts up and whenever the user clicks the *New* menu option in *Document* is the file: **defaultNewSimulation.phwld** in the directory: **PhysicsWorld.app/**.   You can change what this **.phwld** file is, so that you can have a custom default file, but it **must** be called: **defaultNewSimulation.phwld**.

Alternative Method for setting boundaries:

The user can set boundaries using two different methods. The first method being the *Boundary Inspector*, the second method is by using the mouse.   In order to set boundaries with the mouse, the user must depress the *Alternate* key and with the left mouse button click on the point in *World View* where the boundary will begin.   Next, move the mouse cursor to the ending point of the boundary and again depress the *Alternate* key, and click with the mouse.   A boundary will appear between these two points.   Do not hold the *Alternate* key in while moving from the beginning to

ending point of the boundary.

Alternative Method for setting connections:

There also exists an alternative to the *Connection Inspector* method for creating connections.   Use the same steps as the alternative methods for setting boundaries but use the *Control* key instead of the *Alternate* key.   Holding the *Control* key in, click on a particle or a fixed point where you wish the connection to begin, then hold the *Control* key in again and click on the second particle or fixed point where you wish the connection to end.   This will create a connection,with default settings, between the two objects that you clicked on .   The default setting for a connection created in this fashion are: it is a Spring type, it has an unstretched length of a zero, a spring constant of zero, and a damping constant of zero.