EurekaSim Planetary Motion Addin Usage

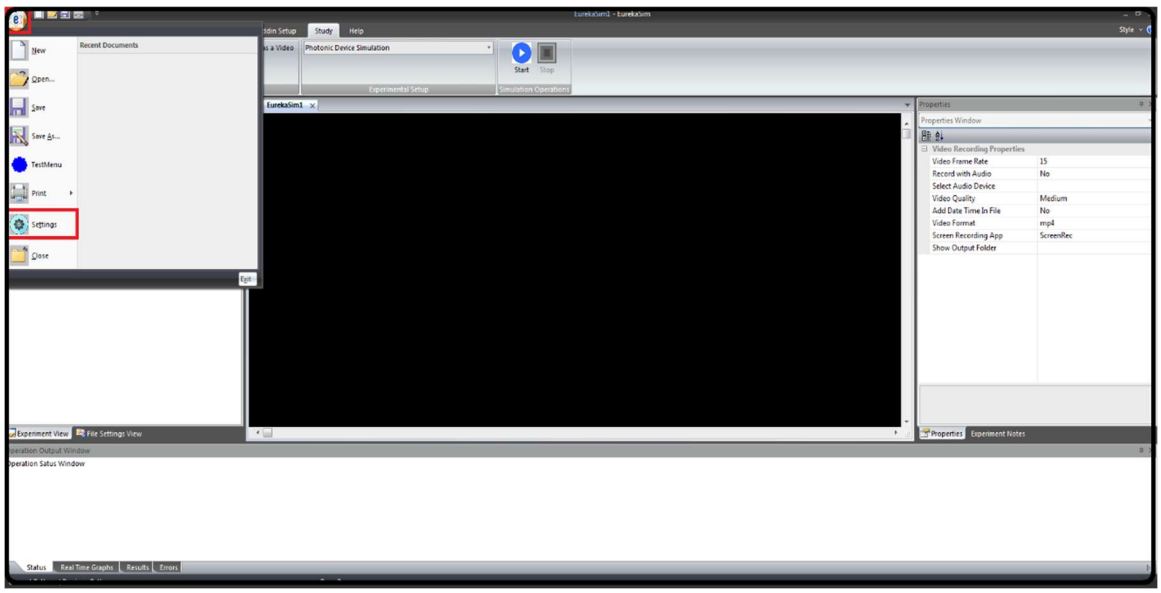
Prerequisites

- .NET 4.5.2 or above needs to be installed in your computer.
- EurekaSim Application.
- Operating System Windows 7 SP1 or Later

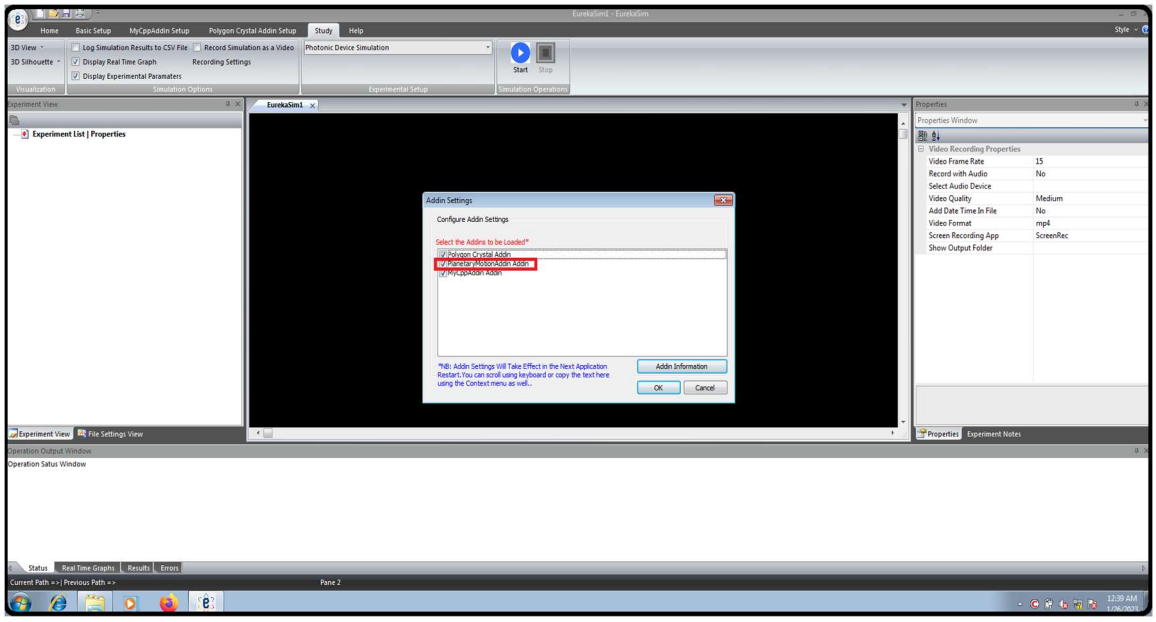
Instructions

1. Install **Planetary Motion Addin** by Right clicking on PlanetaryMotionAddin setup file and selecting Run as Administrator on and follow the instructions until ‘finish’. You can change destination folder and installation type if you want, Please Find the complete Installation Guide in the Doc Section of the setup folder.

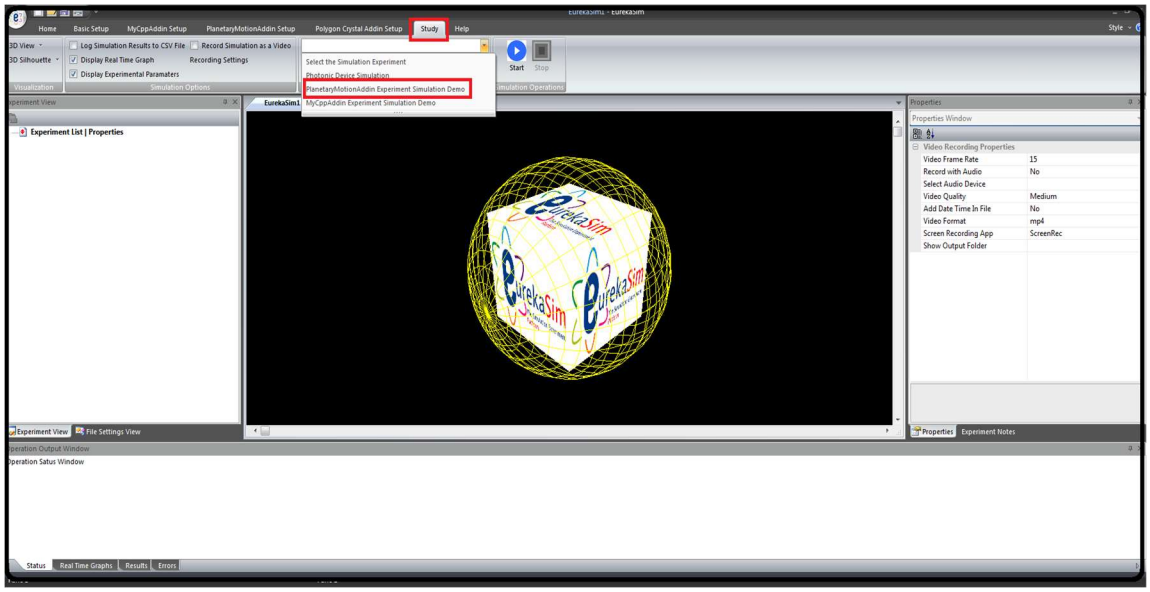
2. Launch your **EurekaSim** Application Click on the Eurekasim Logo Located on the top left corner then select setting from the options.



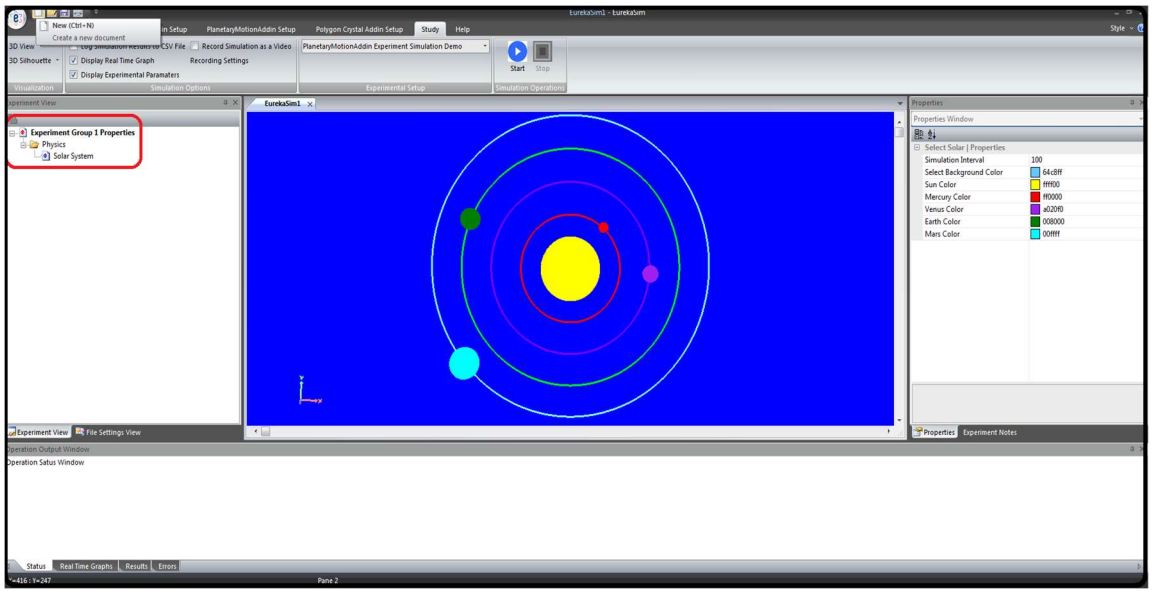
3. Check the **PlanetaryMotionAddin** Displayed in the popup Addin Setting and Restart the **EurekaSim** Application**.**



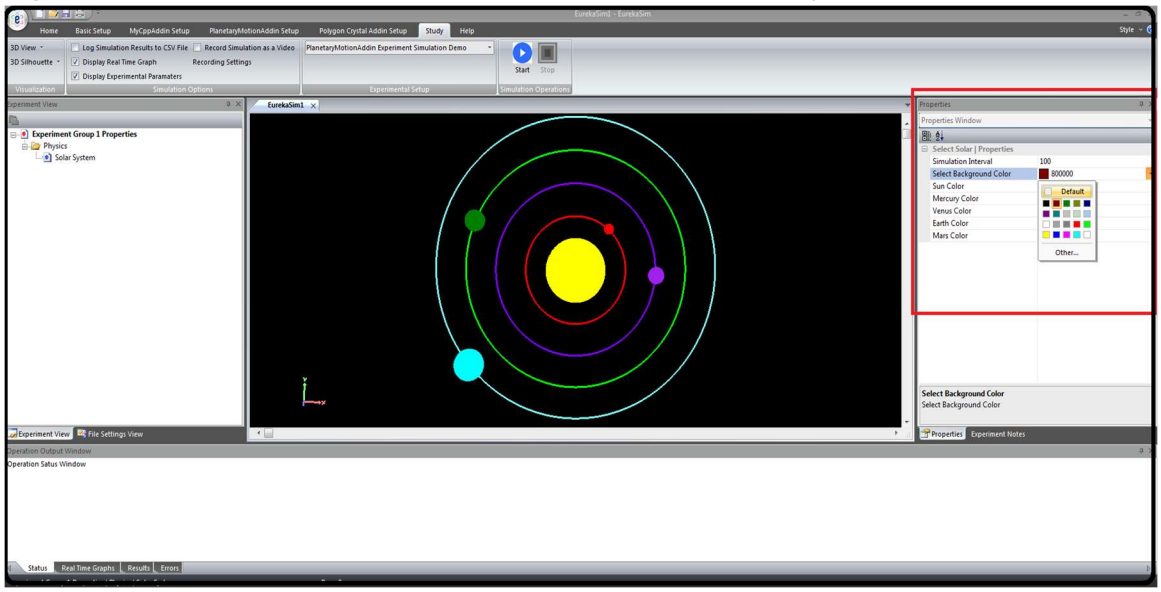
4. After Restart, you can see **PlanetaryMotionAddin Setup** name in the Menu Bar. Click on the Study tab present in the Menu bar, Then Navigate to the Experimental Setup Tab present in the Ribbon ToolBar, and select **PlanetaryMotionAddin Experiment Simulation Demo.**



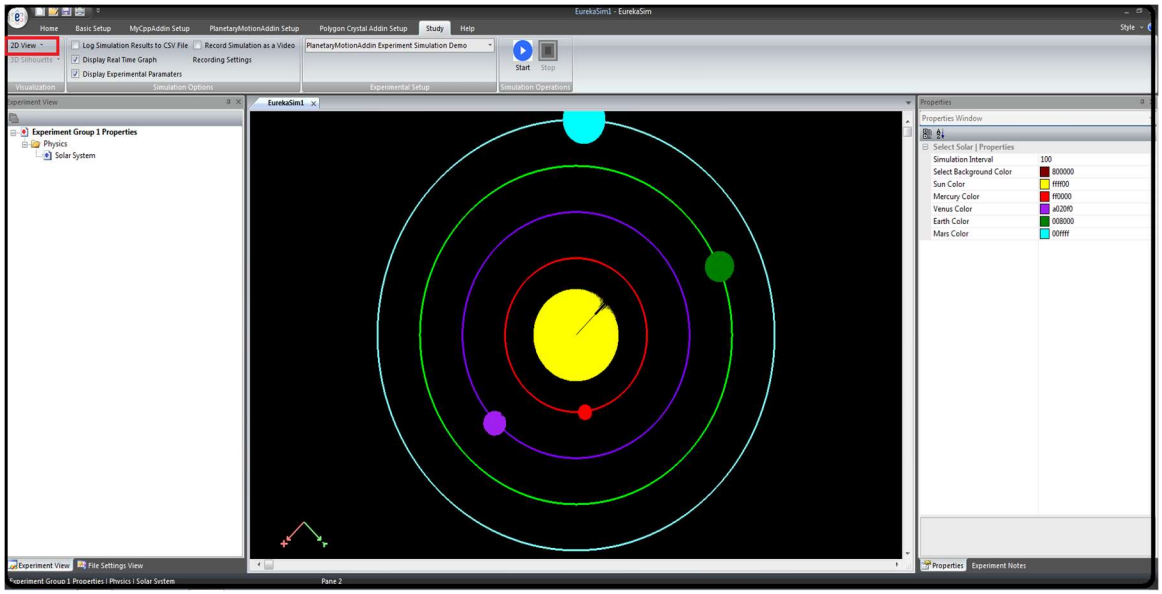
5. Now, Locate the Experiment View present on the left side of the Screen below the Ribbon tool Bar. Expand The Experiment Group 1 Properties and also Physics inside it, Double Click the Solar System File to Render the 3D Solar System Model In the Frame Buffer named **Eurekasim1.**



6. On the Right side of the application you can find the property window with functionality to set Simulation Interval and change the color of the Frame Buffer window and the other Celestial Bodies. Click on the Down Arrow at rightmost corner, and select the color for Different Objects.



7. Select 2D view From the drop down menu present below the **EurekaSim** Logo at the top left corner.



8. The Ribbon Toolbar Contains Simulation Operations to Start and Stop the Simulation. Press the Start button to Start Simulation.