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# **Objects**

* **Space bar** summons an object at your mouse cursor
* Objects can be moved by holding down the **left mouse button** on them and dragging them around
  + Moving them will reset them to their previously changed variables such as velocity and acceleration(time is reset to zero too)
* Objects have their own variables such as their own position, velocity, acceleration, and time
* Objects will automatically be deleted if their position is negative
  + Ex. (-5, 2) or (5, -3)
* Cannot summon more than 15 existing objects

# **Editing**

* **Left Shift** controls whether time flows or not, switching time to true or false
* **EDITING CAN ONLY BE DONE IF TIME IS FALSE**
* **Editing Settings**
  + Setting variables such as increment, time, gravity, and scale can be edited
  + Editing Number Valued Variables (Ex. gravity and scale)
    - Hover mouse over the variable, scroll up to increase, scroll down to decrease
    - The value of increment will determine the amount of change while editing the valued variables
      * Ex. Increment 0.1 changes gravity from 9.8 to 9.7 or 9.9
  + Editing Non-Numbered Valued Variables (Ex. time and increment)
    - Hover mouse over a variable, left click to select or change bool
  + Scale is the number of pixels per meter
    - Ex. Scale 37 = 37 pixels per meter
  + Editing the value of gravity will only affect the acceleration of newly summoned objects, not the existing ones
* **Editing Objects** 
  + **Right-clicking** an object allows you to edit it
  + This will display their variables on the panel to the right
  + Editing Numbered Value Variables (Ex. Velocity: Vx, Vy)
    - Hover the mouse over them and scroll up to increase or scroll down to decrease
    - The value of increment will determine the amount of change while editing the valued variables
      * Ex. Increment 0.1 changes gravity from 9.8 to 9.7 or 9.9
  + **Left and Right arrow** changes the value of all existing object’s time by the set increment (when time is false)
  + Changing mass also changes the size of the object