# physics: a module for Asymptote

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#### 1 Introduction

This manual describes a module called *physics* which adds some functionalities to Asymptote specially aimed at making the kind of illustrations that are found in Physics textbooks, as the ones shown in figure 1

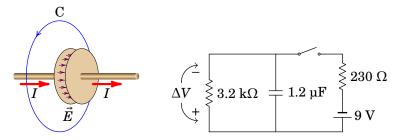


Figure 1: Some images made with Asymptote and the module physics.

## 2 Usage

To use this module you must have a copy of its source file physics.asy and import it, as in the following two examples, which draw the two images shown in figure 1.

```
Example 1
import physics;
picture c;
cylinder(c,3,50,0.6,hsv(36,0.4,1));
add(shift(-50,0)*rotate(-90)*c);
draw(shift(-10,0)*scale(30,50)*arc((0,0),1,0,360),blue,
     ArcArrow(HookHead, 2, position=1.5));
label("C",(-10,50),N);
filldraw(scale(15,25)*unitcircle, hsv(36,0.3,0.9), black+0.3);
for(int a=90; a<280; a+=20)
  fieldline(scale(12,20)*dir(a)--scale(12,20)*dir(a)+(10,0),
            rgb(0.4,0,0.4)+0.4,0.6);
filldraw(shift(10,0)*scale(15,25)*unitcircle,hsv(36,0.3,0.9),
         black+0.3);
add(shift(10,0)*rotate(-90)*c);
label("$\sqrt{E}$",(5,-25),SW);
vector("$I$",(-45,-7),25,0,S,red);
vector("$I$",(20,-7),25,0,S,red);
```

#### **Example 2**

```
import physics;
pair[]
  z={(0,0),(60,0),(120,0),(0,70),(60,70),(120,70),(120,30)};
draw(z[0]--z[2]^^z[3]--z[4]);
resistor("3.2 k$\Omega$",z[0],z[3],E);
capacitor("1.2 µF",z[1],z[4],E);
resistor("230 $\Omega$",z[5],z[6],E);
emfn("9 V",z[6],z[2],E);
openswitch(z[4],z[5]);
vgaugep("$\Delta V$",(-10,10),(-10,60));
```

#### 3 Functions reference

#### 3.1 Drawing

Draws a vector using pen p, starting at point orig and ending at point dest or with magnitude mag and in the direction ang, starting from point orig. Label s will be typed aligned according to align. Unlike draw, the current pen will be used for type the label, rather than the vector pen p.

Draws a vector going into the figure's plane, using pen p, at point orig. Label s will be typed aligned according to align, using the current pen rather than the vector pen p.

Draws a vector coming out of the figure's plane, using pen p, at point orig. Label s will be typed aligned according to align, using the current pen rather than the vector pen p.

pen darkerpen (pen p=currentpen, real f)

#### 3.2 3D objects projected into 2D

```
guide boxy(pair o=(0,0),real dx, real dz)
guide boxz(pair o=(0,0),real dx, real dy)
guide boxx(pair o=(0,0),real dy, real dz)
pair isometric(real x, real y, real z)
```

### 3.3 Shading

```
real f=0.3, pair c=(0,0), pen p=currentpen)
```

#### 3.4 Circuit diagrams