Simualtion dialog　模擬對話框

The simulation didalog can be accessed with [Menu bar --> Simulation --> Simulation settings] or by clicking following toolbar button.

可以通過[菜單欄->模擬->模擬設置]或單擊以下工具欄按鈕來訪問模擬對話框。

Time step　時間步

The simulation time step. Each time the main script was executed, the simulation time is incremented by the simulation time step. Using results in fast but inaccurate/unstable simulations. Small time steps on the other hand will (generally) land to more precise simulations, but will take more time. It is highly recommended to keep a default time step.

模擬時間步，每次執行腳本時，模擬時間都會以模擬時間步漸漸增加。使用較大的模擬時間步會產生快速但不準確/不穩定的模擬。另一方面，較小的模擬時間步能產生精確的模擬，但同時也會花費更多時間，官方建議保留默認的模擬時間步。

Simulation passes per frame (ppf)　模擬幀數

the number of simulation passes for one rendering pass. A value of 10 would mean that the main script is executed 10 times (10 simulation steps) before the screen is refreshed. If you have a slow graphic card, you can choose to display only one frame out of two for instance.

一個渲染遍的模擬遍數。如果數值為 10 表示刷新螢幕之前，主模擬已經執行 10 次(10 個模擬步驟)。如果你的顯卡有點慢，你可以選擇只顯示一幀。

Pause when simulation time higher than　當模擬時間高於

allows specifying a simulation time at which the simulation will be paused (e.g. to be able to analyze some results at a specific simulation time).

允許指定暫停模擬的模擬時間（例如，能夠在特定的模擬時間分析某些結果）

Pause on script error　暫停腳本錯誤

if enabled, then a simulation will be paused when a script error occurs.

如果啟用，則當腳本錯誤發生時，模擬將暫停。

Full screen at simulation start　模擬開始時全屏

if enabled, then simulation starts in full screen mode. Be aware that in full screen mode, dialogs and messages won't appear or won't be

visible, and only the left mouse button will be active. For that reason that mode is only recommended once a scene is properly configured and final. Full screen mode can be left with the esc-key, and toggled via the boolean parameter sim_booparam_fullscreen during simulation. Unler Linux and MacOS the full-screen mode might only partially be supported, and switching back to normal mode might fail on certain systems.

如果啟用，則模擬以全屏模式開始。請注意，在全屏模式下，對話框和消息將不會出現或無法看見，只有鼠標左鍵處於能使用狀態，因此，建議在正確配置的最終確定場景才建議使用該模式。可以使用 esc 鍵保留全屏模式，並在模擬過程中使用布爾參數 sim_booparam_fullscreen 進行切換。

Unler Linux 和 MacOS 可能僅部分支持全屏模式，並且在某些系統上切換回普通模式可能會失敗。

Real-time simulation, multiplication factor 實時模擬，倍增因子

if selected, then the simulation time will try to follow the real-time. A multiplication factor of X would try to run a simulation X times faster than real-time.

如果有選擇它，則模擬時間會嘗試比對真實時間。X 的乘數將使模擬運行比實時快 X 倍。

Try catching up when behind 落後時嘗試追趕

during real-time simulation, it can happen that the simulation time is not able to follow the real-time (e.g. because of some momentarily heavy calculations). In that case, if this check-box is selected, then the simulation time will try catching up the lost time (e.g. when the calculation load is again reduced), which results in an apparent speed-up.

在實時模擬中，可能會發生模擬時間無法跟上現實時間的狀況(例如，再某些時段的特別的繁重運算)。在這種狀態下，如果勾選此複選框，則模擬時間將嘗試趕上實時(例如，當計算附載減少時)，從而加快速度。

Reset scene to initial state 將場景重製為初始狀態

when selected, then all objects will be reset to their initial state: this includes the object local position, local orientation and its parent (as long as the object wasn't modified otherwise (e.g. scaled)), joint and path intrinsic positions, floating view positions and sizes, etc. This means that the next simulation run will execute in a same way as previous one, unless heavy changes were undertaken (shape scaling, object removal, etc.). Some minor

settings are ignored by this item.

使用後，所有對象將重製為初始狀態。這包括對象的橘度位置，局部方向及其附屬對象(只要未對對象進行其他修改(例如，縮放)，則關節和路徑的固有位置，浮動視圖的位置和大小等。)
這代表，除非有進行重大修改(形狀縮放，對象移除等)，否則下一次模擬運行將跟上一次一樣。
此選項會忽視一些次要設定。

Remove new objects　刪除新對象

when selected, then scene objects added during a simulation run will be removed at the end of the simulation.

如選擇此選項，則在模擬運行期間添加的場景對象將在模擬結束時刪除。