
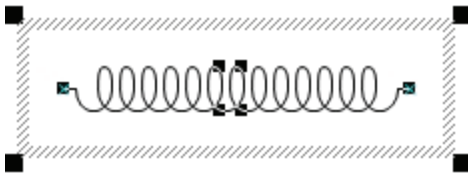


## Mechanics :



### Spring1:

Click on the button  to draw a spring ( type 1 ) as follow



When the spring is selected, you can modify it by moving one of the small black square which are around it. You can obtain the figure1 or figure2

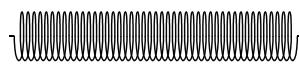


Figure1

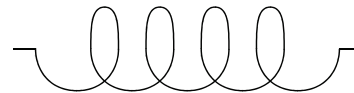


Figure2

You can also get other options in the properties.

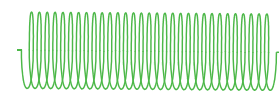
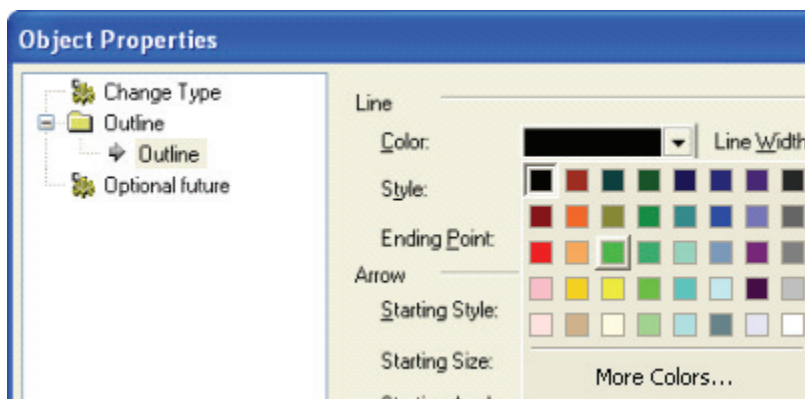



Figure3

### & Spring2 & Spring3:

Click on the button  or  to draw a spring ( type 1 or 2 ).


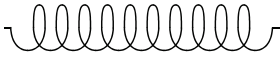
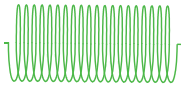


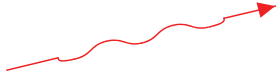




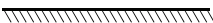








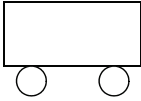
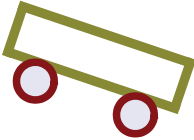

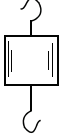





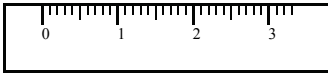








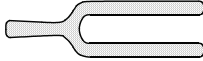

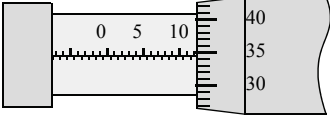
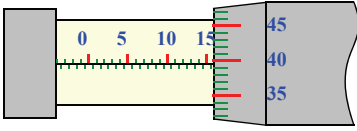

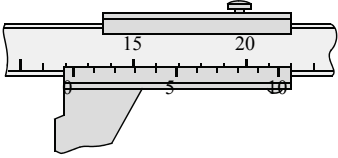
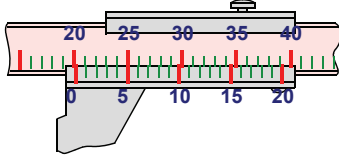
The same operations can be applied to spring2 or spring3.

From the properties you can change a type of spring from one to another

In the following table see the mechanics tool's icons with their corresponding names and pictures.

By selecting the properties in the contextual menu, you can get more options than the control points and the features in the drawing toolbar.


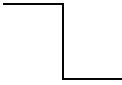
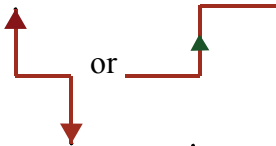

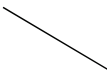










Icon	Object's name	Object default appearance	Object modified
	<b>Spring1</b>		
	<b>Spring2</b>		
	<b>Spring3</b>		
	<b>Ground or Wall surface</b>		
	<b>Wooding Block</b>		
	<b>Ball</b>		
	<b>Cart</b>		
	<b>Objet</b>		
	<b>Weight</b>		
	<b>Ruler</b>		

	<b>Sound Wave</b>		
	<b>Tuning Fork</b>		
	<b>Micrometer Caliper</b>		
	<b>Vernier Caliper</b>		

### Connecting lines:




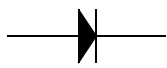
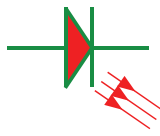

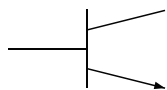
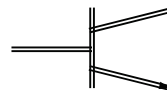

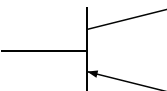


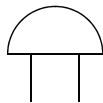
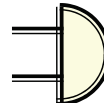

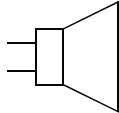
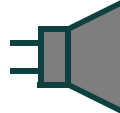

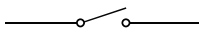


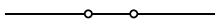


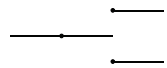


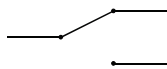


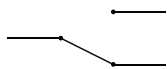


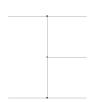
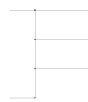

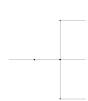
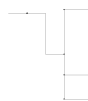

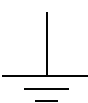




They are used to link two connecting point of any object ( Optics, Mecanics, Electromagnetics and/or Geometry )

















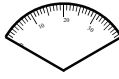
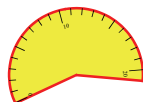




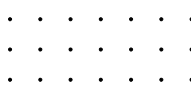


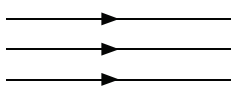
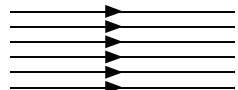

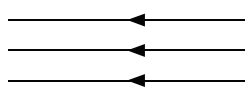
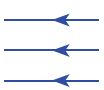

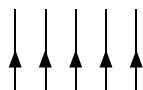


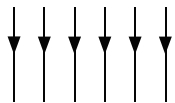
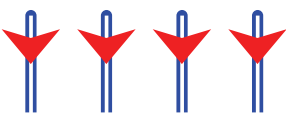

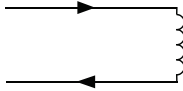

Icon	Object's name	Object default appearance	Linking two points
	<b>Connecting lines</b>		
			
			
			
			


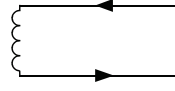











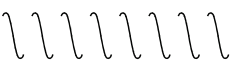


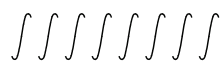
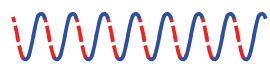

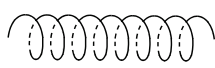


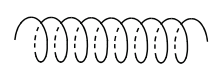




**Electromagnetics:**



Icon	Object's name	Object default appearance	Modified object
	Electric Source		
	Light Bulb		
	Resistor		
	Variable Resistor		
	Adjustable Resistor		
	Variable Resistor		
	Capacitor		
	Fuse		
	Electrolytic Capacitor		
	Adjustable Capacitor		


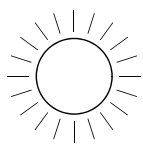

	<b>Diode</b>		 Combining with an electromagnetic field you can obtain a LED
	<b>Triode (NPN)</b>		
	<b>Triode (PNP)</b>		
	<b>Electric Bell</b>		
	<b>Speaker</b>		
	<b>Switch (Off)</b>		
	<b>Switch (On)</b>		
	<b>Selector Switch (Off)</b>		
	<b>Selector Switch (On 1)</b>		
	<b>Selector Switch (On 2)</b>		
	<b>Circuit Coonector Component</b>		
	<b>Circuit Coonector Component</b>		
	<b>Ground</b>		
	<b>Antenna</b>		









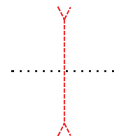


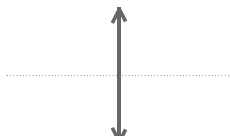













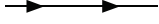


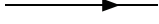


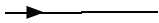

	<b>Ammeter</b>		
	<b>Micro Ammeter</b>		
	<b>Milliammeter</b>		
	<b>Voltmeter</b>		
	<b>Electric motor</b>		
	<b>Dial</b>		
	<b>Electromagnetic Field</b>		
	<b>Electromagnetic Field</b>		
	<b>Electromagnetic Field</b>		
	<b>Electromagnetic Field</b>		
	<b>Electromagnetic Field</b>		
	<b>Electromagnetic Field</b>		
	<b>Induction coil</b>		

	<b>Induction coil</b>		
	<b>Electron</b>		
	<b>Positron</b>		
	<b>Incoming current</b>		
	<b>Winding 1</b>		
	<b>Winding 2</b>		
	<b>Winding 3</b>		
	<b>Winding 4</b>		
	<b>Winding 5</b>		

**Optics:**

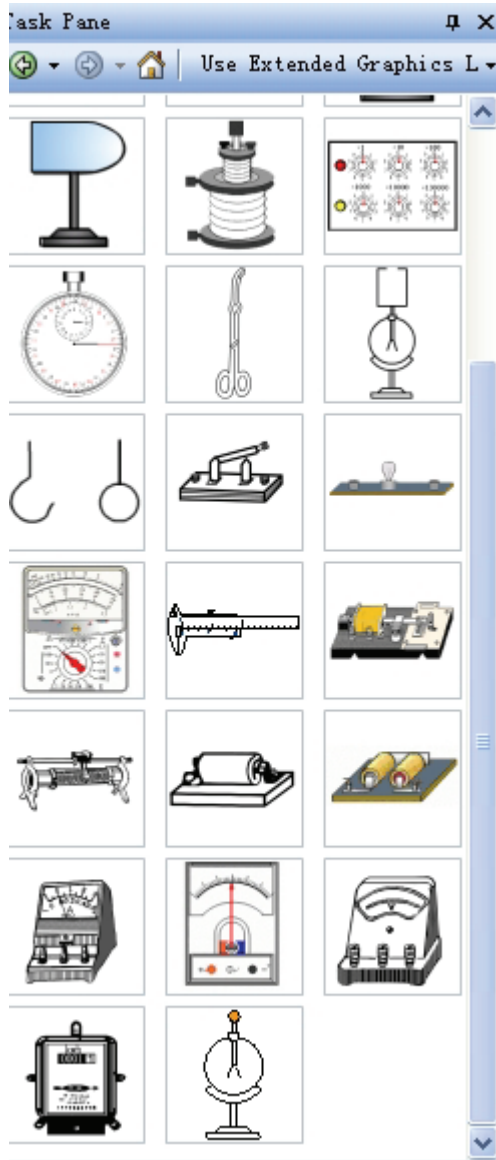


<b>Icon</b>	<b>Object's name</b>	<b>Object default appearance</b>	<b>Modified object</b>
	<b>Sun</b>		

	<b>Concave Lens</b>		
	<b>Convex Lens</b>		
	<b>Concave Lens</b>		
	<b>Convex Lens</b>		
	<b>Concave Mirror</b>		
	<b>Convex Mirror</b>		
	<b>Sound Wave</b>		
	<b>Line with arrow in the middle</b>		
	<b>Line with two arrows in the middle</b>		
	<b>Line with arrow in the second part</b>		
	<b>Line with arrow in the first part</b>		

## Additional tools of extended graphics

It is also possible to combine additional images from Additional extended graphics from task pane.



To insert any image into your document, you have to double click on it