

Interactive Physics

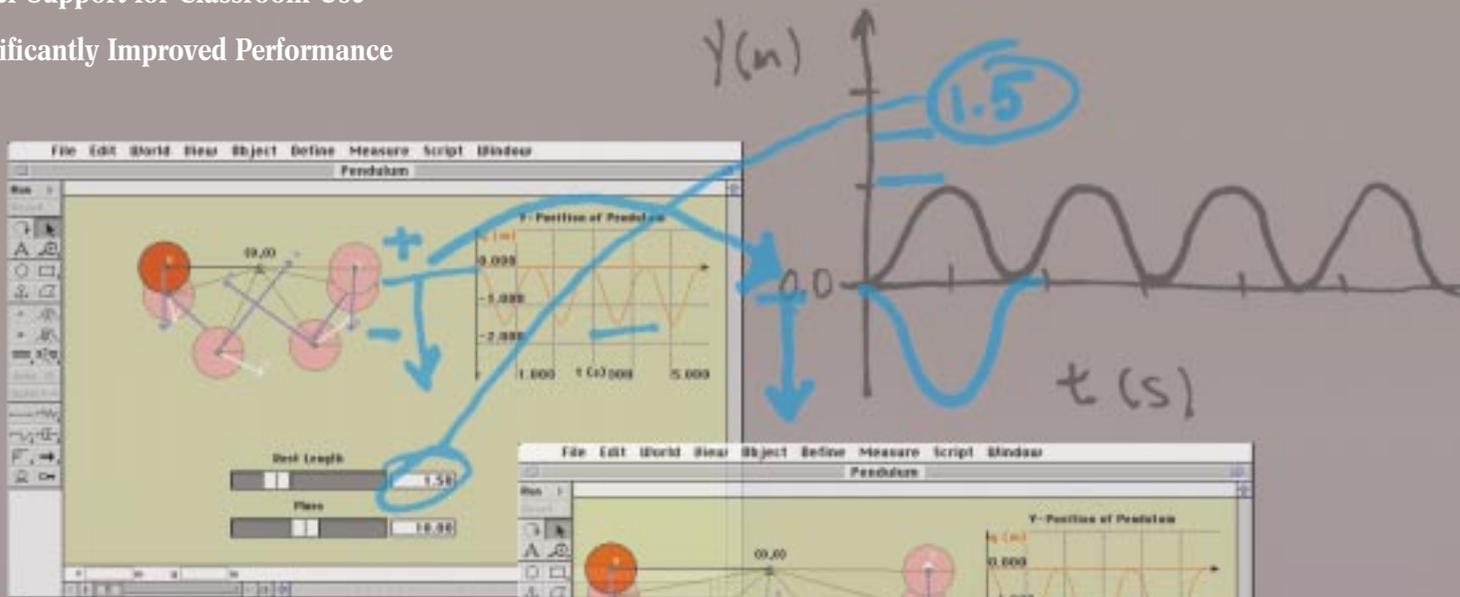
Enhanced User Interface

Powerful New Model Construction Features

Better Support for Classroom Use

Significantly Improved Performance

Version 3.0



State-of-the-Art Software

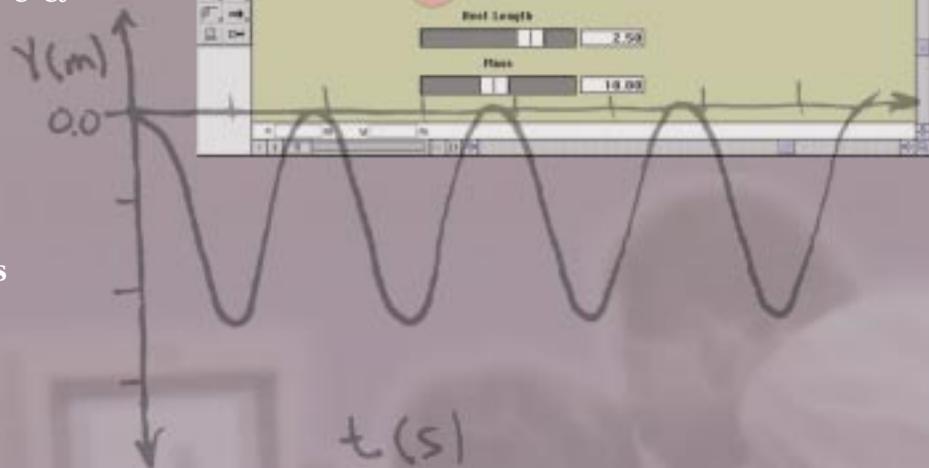
Supports State-of-the-Art Pedagogy

Easy to Learn, Fun to Use

Easy to Integrate into Your Curriculum

Comprehensive Coverage for Newtonian Mechanics

Widely Adopted by Publishers



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Lab packs and site licenses also available. Call today for more information.

Knowledge Revolution
Insight through Interaction

Interactive Physics™ Version 3.0 New Features

Enhanced User Interface Simplifies Modeling and Simulation Authoring

- Better organized 2 column palette makes modeling tools more accessible.
- New online help systems enable you to reach proficiency quickly. For Macintosh™ users, we've added an Apple Guide™ system.

Interactive Physics' Apple Guide offers context sensitive help, and "intelligent assistance" to help you develop more sophisticated models and author better designed simulations. Our new WinHelp™ system for Windows™ offers easier access to documentation while you use the application.

New Modeling Features Enable You to Build More Powerful Models in Less Time

- Resize and reshape objects while they are still joined—no need to separate them first.
- Use a slider input to control geometric properties of an object (for example, height, width, and radius) and resize it quickly and easily. These changes are immediately evaluated and always consistent for ropes, rods, separators, length actuators and rotation motors.
- Specify an object's geometric properties with equations.
- Apply *Interactive Physics'* new "Object Snap" feature to position a body's constraints precisely. For example, attach a rope exactly at a body's center of a mass to build a pendulum.
- Specify the location of a body's center of mass with *Interactive Physics'* new "Geometry Window."
- Use "Join/Split" to create or modify joints between overlapping bodies. To specify a joint, attach a point to an object, position it exactly, and then connect it to a point on another object located elsewhere. Click on "Join" and the objects self-assemble. Click on "Split" to temporarily disassemble them for editing.
- Link a model to data contained in an Excel 4.0 spreadsheet or in a Mathcad™ data file. When the simulation runs it will use data contained in these files to change input parameters "on the fly."

Highly Requested Features Offer Better Support for Classroom Use

- Create simulation files that limit student access to "player only" features and lock-out editing capabilities to prevent unintended changes.
- "Save as Interactive Physics 2.5" to enable *Interactive Physics Version 2.5* owners access to models created in *Interactive Physics 3.0*.
- Export simulations to Video for Windows (.AVI) or Quicktime™ files to create animations for classroom presentations or portfolio assessments.
- Run external scripts that increase the capabilities of *Interactive Physics 3.0*. For example, use the "Run/Reset" script to automatically add these buttons to your simulations.

Increased Performance Shortens the Feedback Loop and Increases Interactivity

- Windows 95™ compliant version runs up to twice as fast.
- Power Macintosh native version runs up to 4 times faster on Power PC™ platforms. *Interactive Physics 3.0* also improves performance on 680xx machines.

System Requirements

Requires Windows 95 or NT™. (*Interactive Physics 2.5* still available for Windows 3.1™).

Minimum: 486 with 12 megabytes of RAM and 10 megabytes of free hard disk space

Recommended: Pentium™ with 16 megabytes of RAM and 15 megabytes of free hard disk space

Requires MacOS™ system 7.1 or greater.

Minimum: 8 megabytes of RAM and 8 megabytes of free hard disk space.

(*Interactive Physics 2.5* still available for Macintosh with under 8 megabytes of RAM.)

Recommended: 12 megabytes of RAM and 12 megabytes of free hard disk space

CD-ROM drive required for installation only

The Apple Guide™ and WinHelp™ Solution

Our new help systems provide instructions in a window that floats on top of the application. This allows you to accomplish each step in a learning sequence before proceeding. The system makes available to you the information you need when you most need it, taking advantage of your "teachable moment."

No need to bounce back and forth between the application and the manual, or suffer the overload of memorizing a long list of instructions.

With Apple Guide, users proceed through tasks one simple step at a time. Red coach marks drawn on the screen emphasize what needs to be done. And if you make a mistake, Apple Guide can detect it and provide additional instruction.† Apple Guide functions like a "guide on the side," showing you how to perform a task and gently letting you know when you make a mistake. In the sequence to the right, Apple Guide helps you build a simulation of a bouncing ball.

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† Note: coach marks and context checking are only available for Apple Guide. *Interactive Physics*™ is a trademark of Knowledge Revolution. © 1996 Knowledge Revolution.