Adding More Elements to Your View

If you are not already in the Edit mode for your simulation, click EDIT from the main screen or choose the simulation from the list of simulations and press the EDIT button.

If you want to add a new element, press the plus (+) key and choose the element you want from the menu. If you want to edit an existing element, press on that element, and it will go into edit mode for that element. If you already have a couple of elements on the screen and need to select an element that is visually beneath an element, press the SELECTION ROTATOR (see picture on the right) to cycle through all the elements on the screen until the one you want to edit is highlighted—then press on that element.

When you have selected an element, the topmost area will change to give the element name, such as "Editing Element: GreyTurbulent1". You start in the mode in which you can move the element by pressing its center and moving your mouse or finger. Resize the element by using the cursor in the bottom left, or rotate by pressing and rotating the circular arrow over the effect.

You can press the move/resize button, pencil, or X (delete) to continue changing other characteristics or delete this effect. When you are finished editing this effect, press the DONE button.

If you want to move this element visually above other elements (towards you) or behind other elements (away from you), use the up and down arrows in the bottom left corner. When the effect has reached the top (closest), the arrow will grey out (as illustrated), similarly, when the effect has reached the bottom (farthest away).

When you are finished editing the effect, press the DONE button. When you are finished editing the simulation, press the DONE button again. If you want to test your simulation, press the PLAY (>) button, then when you press the BACK button, you will return to the Edit mode.