Newton's Park

REFERENCE SHEET

Launch Bar

Home Control Bar

Home
Go back to the main menu screen

Save
Save any progress made in your activity

Settings
Change general settings and preferences

Activity Builder
For teachers: edit or create activity questions

Photo Gallery
View, delete and export photos taken with stylus cam

zView / zShare
Connect to share your screen or create a recording

Visibility
Ability to show and hide labels and notes in the scene

Help
All done? Click here to return to Newton's Park

Sandbox

Gravity Bar

Zero Gravity
Gravity: 0.00

Moon
Gravity: 0.17

Mars
Gravity: 0.38

Earth
Gravity: 1.00

Jupiter
Gravity: 2.54

Planet X
Gravity: Unknown

Reset Experiment

Play Experiment

Review Experiment

Scene-based Context Menu

Add Note

Stylus Cam

Move

Object-based Context Menu

Delete Model

Stylus Cam

Move

Stylus

Primary Button
Selects objects and confirms choices

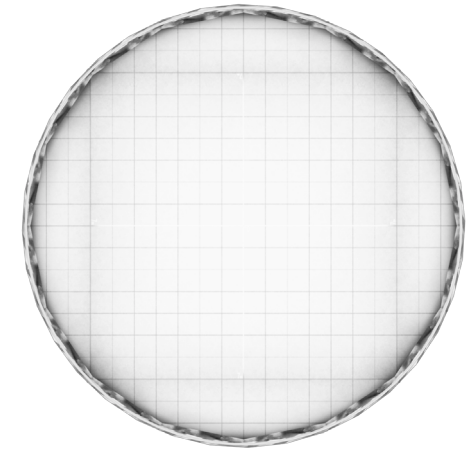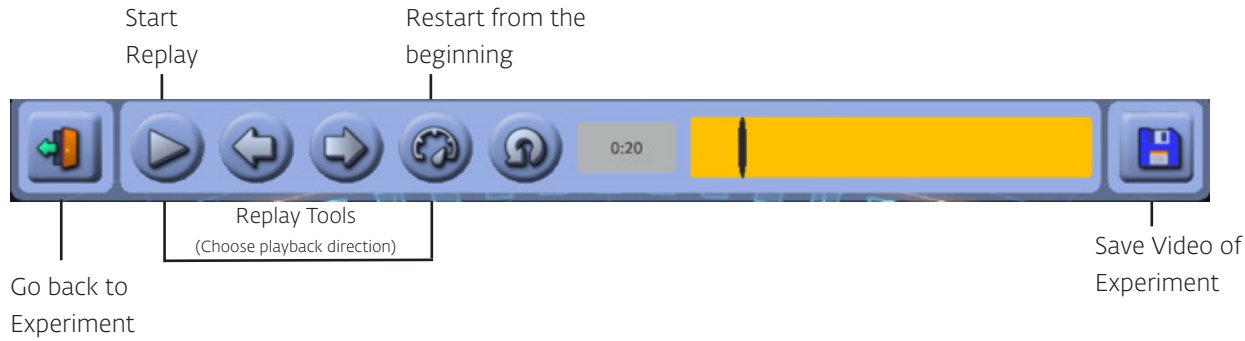**Secondary Button**
Activate the context menu

Backpack

Balls
Soccer, Bowling, Foam, Paint, Cannon, zBall, Sponge

Forces
Drop Collumn, Force Area, Projectile & Horizontal Launcher

Targets
Hoop, Bullseye, zBox, Putting Cup

Ramps
Straight, Platform, Curved, Deflector

Materials
Wood, Deflector, Metal, Carpet, Ice, Rubber

Blocks
Soccer, Bowling, Foam, Paint, Cannon, zBlock, Sponge

Trash
Drag models to this icon to delete them

7m

zSpace

Newton's Park

REFERENCE SHEET

Start Replay

Restart from the beginning

Replay Tools
(Choose playback direction)

Save Video of Experiment

Go back to Experiment

Each square in the grid is 1m x 1m

ACTION	KEYBOARD COMMAND
EXPERIMENT TOOLS	
Launch / Reset Experiment	Spacebar
Open Replay and Evaluate Mode	E
Delete Model	Hold model w/ stylus + Delete
Platform Tilt and rotate	All 4 arrow keys
Evaluation Mode - Move frame-by-frame through time slider	Left & Right arrow keys
Perform "Save" action (prompts "Save As" dialog if it is the first save)	CTRL-S
Reset the scene	F5, CTRL-R
Open / Close the Help Screen	F1

FORCE ARROWS

Acceleration

Gravity

Velocity

Impulse

zSpace