

Addendum

A couple of features were added to **Orbital Mech** after the manual was printed.

Under the "**Display**" menu, when "**Show Force**" is selected, a vector of length proportional to the force of gravity at the spacecraft appears from the center of the craft, and points in the direction of the force. Special thanks to Ward MacFarland for suggesting this.

Just below this item are two more related items: "**Increment Longevity**" and "**Decrement Longevity**". These alter the visibility period of the force vectors. Initially, the force vector of the prior cycle is erased and a new one drawn on each cycle, giving the effect of a continuously animated vector. When the longevity is increased, new vectors are drawn each cycle but are not erased until a number of cycles later, giving the effect of a train of vectors following the spacecraft. The "**Increment Longevity**" command increases the longevity period by four cycles each time it is selected, with a maximum longevity of a hundred cycles. The "**Decrement Longevity**" command has the obverse effect.

In the "**Max Window**" screen, a "**Save Screen?**" checkbox was added. When screen saving is disabled, the memory required by **Orbital Mech** is reduced, but screen printing from the "**File**" menu is disabled. The screen takes up about 20K bytes on a regular Mac, which has 512-by-322 pixels, but a large screen, say 1024-by-1024 would require 128K. Presumably, if you've got a large screen, you will also have a large memory, but if you use memory partitioning software, such as a RAM cache, a RAM disk, the Switcher, etc., be sure to leave enough room for **Orbital Mech**. It requires about 460K for 1024-by-1024 pixels and screen saving, 330K without, and for smaller screens, about 260K. Some desk accessories take up a lot of memory when activated, so be careful about using them in conjunction with memory partitioning software.