1a. Zoom
Use the first two icons to zoom in/out and the last one to do a zoom frame. Click and drag a quadrilateral to zoom a specific area.

1b. Operations
To *Rotate* (first icon), click on the screen, use the mouse and click again on the screen when done. To *Pan* (second icon) follow the same procedure. Use the remaining icons to get different views.

1c. Render
Choose between two different renders: *Smooth* (no mesh visible) and *Mesh*, where the mesh is displayed.

2a&2b. Navigation
Click the red cross of either the wizard or the general window to exit. Click any of the numbered tabs to quickly access a particular section of the program.

1d. Data
Measure distance: Select two nodes in the geometry to know their exact distance.
Get coordinates: Select a node to obtain its coordinates.

1e. Screenshot
Click to obtain a screenshot of the current display. Select the path to save the image and choose the desired format.

1f. Info
Register: Click to enter the license of the program.
About: Click to obtain additional info about the program.

2c&2d. Navigation
Click *Save* or *Save As* to save the current state of the project. Press *Back* and *Next* to navigate between the different sections or press *Finish* to close the current project and start a new one.

GiD x64

SpreadDEM Beta

SpreadDEM   1 Model   2 Fertilizer   3 Inlet   4 Conditions   5 Settings   6 Results

Spread pattern results
Click on the buttons below to obtain the diagrams of the fertiliser distribution

Static spread pattern | Moving transverse distribution | Coefficient of variation

Particles motion results
Load the postprocess results of the particles flow simulation.

Results: ● No results
           ○ Displacement vectors   - Scale factor: 0.05
           ○ Velocity vectors   - Scale factor: 0.01
           ○ Particle radius   - Particle size factor: 1

Particle trajectory: Pick   Delete   Delete All

AVI/MS Video 1   Step value: 0.045000000

Save   Save As   < Back   Next >   Finish

Hotkeys
Use the mouse wheel to zoom in/out with respect to the position of the cursor in the screen. Use the combination *Shift + Left Mouse Button* to rotate and *Shift + Right Mouse Button* to pan. Click Esc or the mouse wheel to finish any operation.

Tips
For the program to properly register any inserted data, the *Return* key MUST be used after filling a field. When importing a disc, the user must pay special attention that the angular velocity vector is in the exact position and has the correct orientation.

3. Animation
Click on the folder icon to choose a name for the animation and a path to save it. The red button will become active. Click it to turn it green and hit *Play* to start the recording. Record all the results by letting the movie slider progress all the way to the end or make a partial recording by hitting *Stop* when done.