Sources and sinks in WUFI® 2D
How to add a source…

A right click in the empty table allows generating a new source:
For this example I choose a heat source. A new line will appear which allows you to define the location of the source.

![Image of software interface]

Enter the coordinates of the source (the origin (0,0) is the lower left edge of the construction).

Hint: Moving the mouse over the construction shows you the coordinates. If you use them and subtract the coordinates of your origin (in this case 100/40), you easily get the needed coordinates. You also have to define the length and height here.

After that press “Edit” and you get a menu to define the source by itself:

![Image of software interface with menu]

The associated boundary is needed, if you like to use a fraction of solar radiation for example. The value is taken from the given boundary condition.