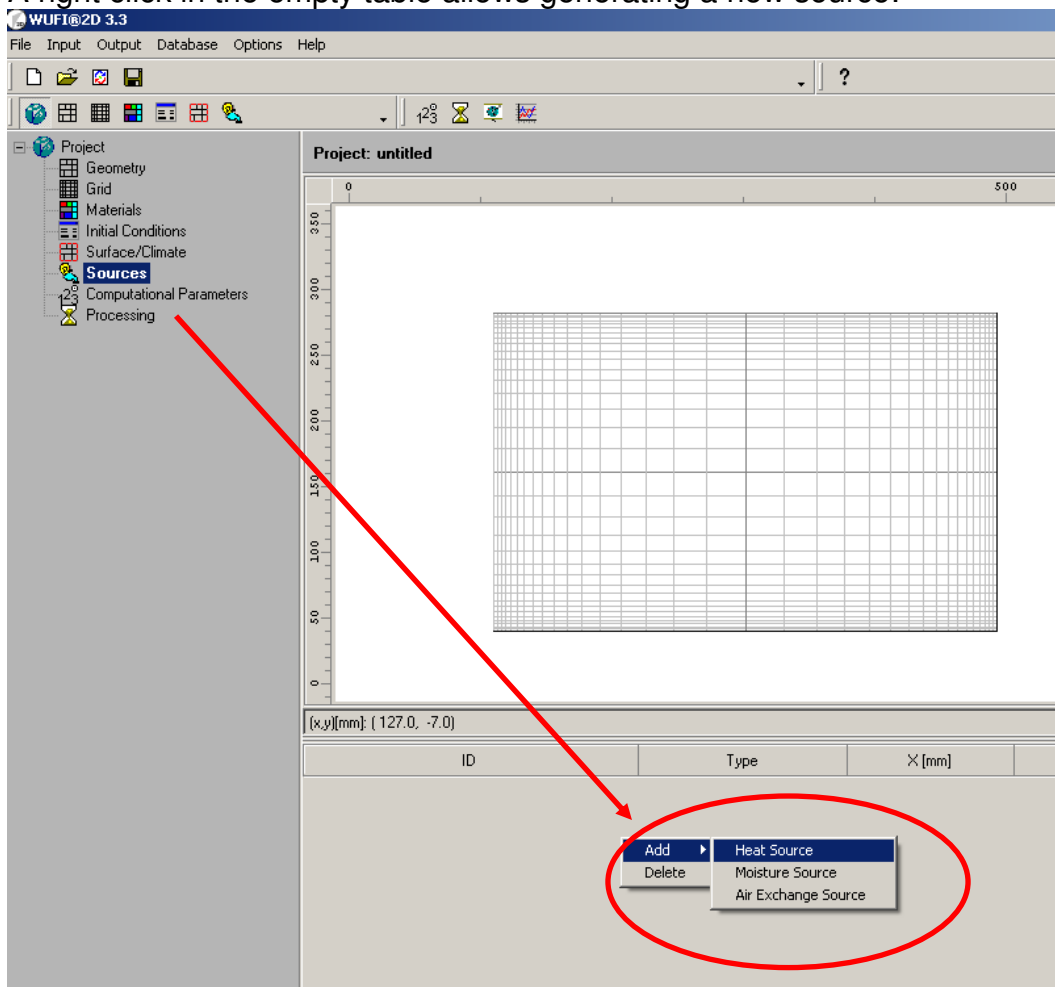


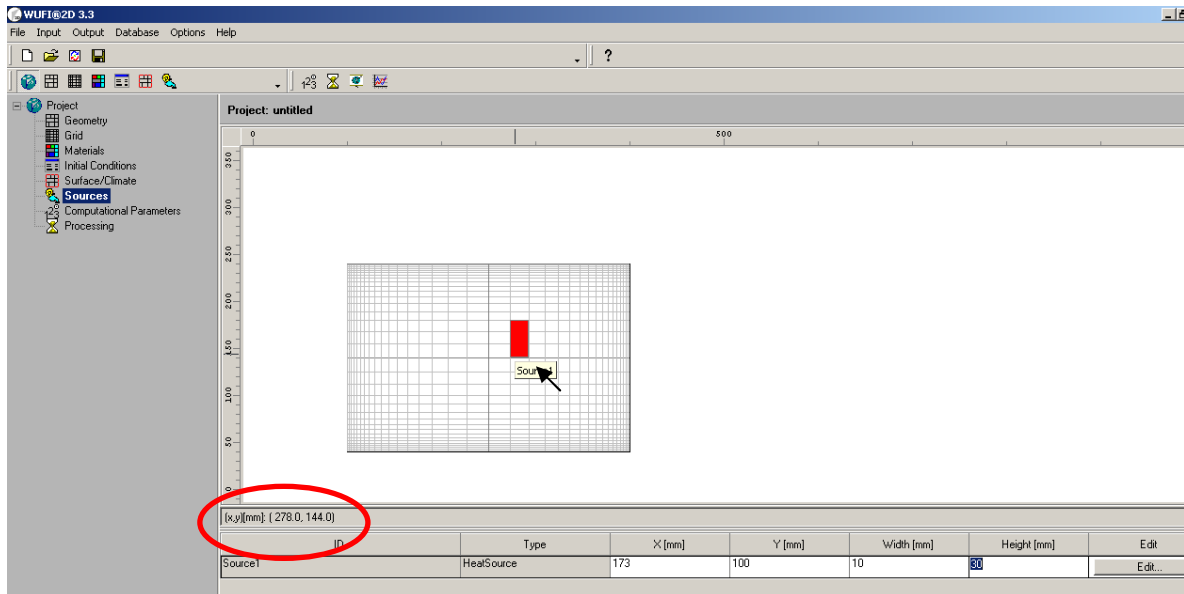
Sources and sinks in WUFI® 2D

How to add a source...

A right click in the empty table allows generating a new source:



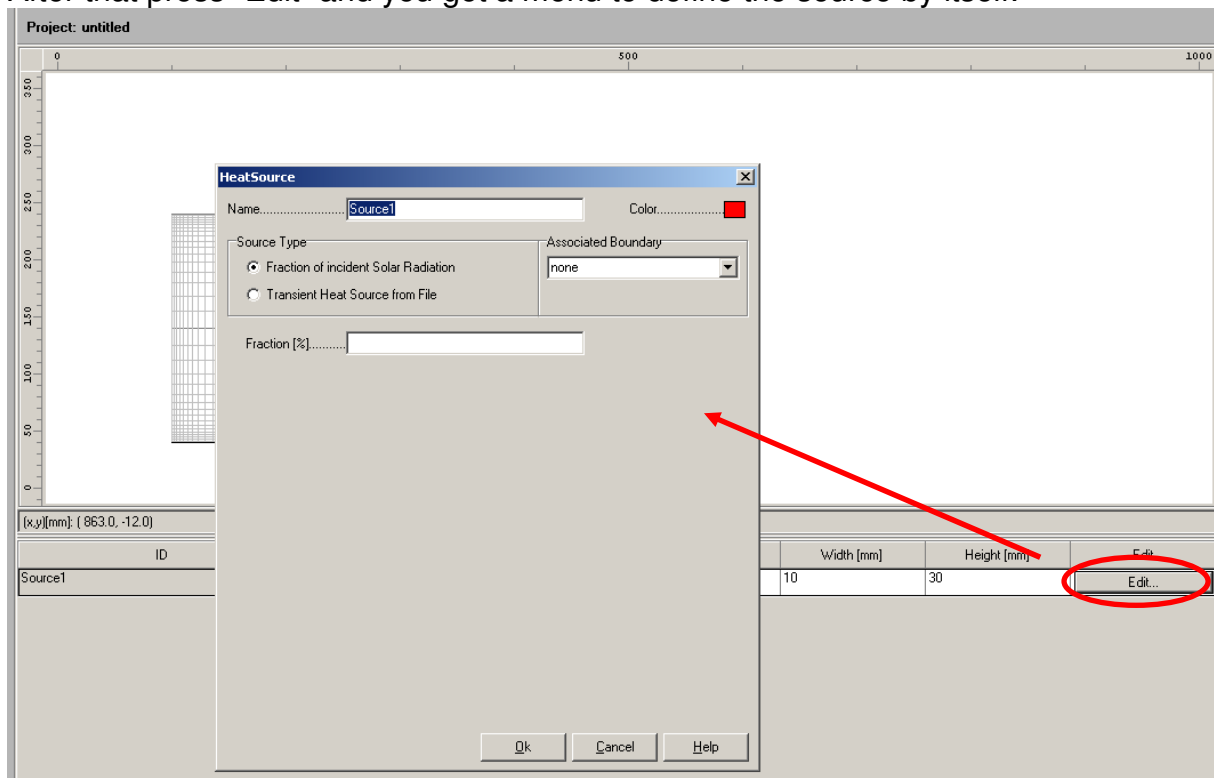
For this example I choose a heat source. A new line will appear which allows you to define the location of the source.



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:



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.