

Entering Angles in Quest

Our normal convention for describing Vector directions in physics has been to take the measurement from the horizontal direction where the horizontal direction could be EAST or WEST. And the angle could be above the horizontal for example the vector to the right is 30° above the east therefore, we say it has the direction 30° N of E.

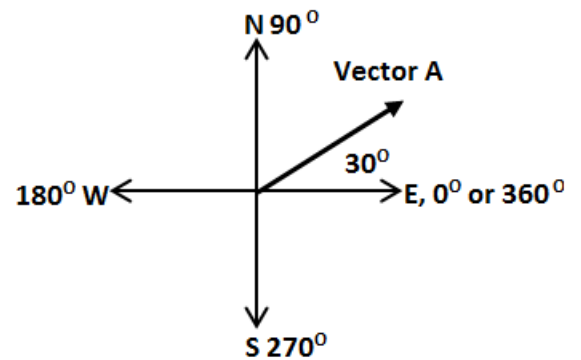


Figure 1

When entering directions in quest we still measure from the horizontal, however the angle does not range from 0° to 90° , instead it ranges from 0° to 180° . As in our previous example (figure 1), you would still enter the angle as 30° . However in the example to the right (figure 2) you would enter the angle as 130° .

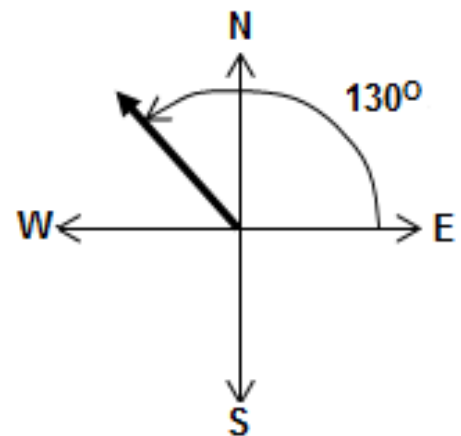


Figure 2

When a vector lies below the horizontal axis, we cannot enter text into quest to describe the location so you will need to enter it in as a negative number. For example, in figure 3 below, the direction would be as -75° and in figure 4 the direction would be entered as -130° .

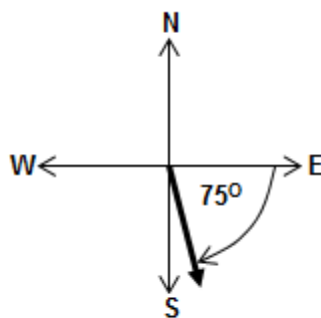


Figure 3

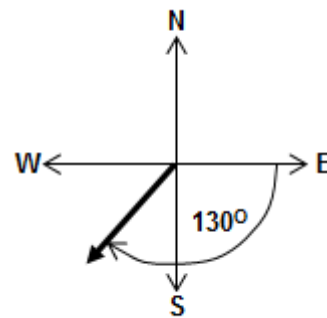


Figure 4