

Start Here! Exploring the work area

The main elements of Bright Spark are described below.



- Menu bar** The menu bar is used to access the range of tools and features in Bright Spark. Many of the menu options can be accessed by clicking on toolbar buttons or by pressing keyboard shortcuts.
- Toolbars** Toolbars provide quick ways to perform tasks in Bright Spark. Most toolbar buttons correspond to a menu command. You can find out what each button does by resting your pointer over the button: a box appears displaying the button name.
- Design sheet** The design sheet is where objects are placed and edited. The scroll bars allow you to move around the design. A range of panning and viewing options are also available.
- Gallery** The Gallery provides quick access to components. You can drag objects from the Gallery onto your design.
- Status bar** A small bar that shows the current voltage scale used for simulating circuits. You can change the scale by choosing **Options** from the **Edit** menu and selecting the **Simulation** tab. Click [here](#) for more information.