

Source files for “Physics for Flash Games, Animation, and Simulations”

by Dev Ramtal and Adrian Dobre, published by Friends of ED, 2011

These source code files are distributed for use as learning tools in conjunction with the book “Physics for Flash Games, Animation, and Simulations”, by Dev Ramtal and Adrian Dobre, published by Friends of ED. The files are provided as is, without any warranty, and may not be used for commercial purposes.

The files are given in three different versions for use with Adobe Flash CS3, Adobe Flash CS4 and above, and Adobe Flash Builder (formerly Flex Builder) version 3 and above. A few codes require Flash CS4 and above, and have therefore been removed from the Flash CS3 version.

You will need to have Flash Player 10 or above installed on your system. With Flash Builder you will need the debugger version of Flash Player to see `trace()` outputs.

Great care has been taken to ensure that the files work as expected. However, if you do encounter any problems or spot any bugs we’ll be very grateful to hear from you. Please contact us at www.physicscodes.com and we’ll try and fix any issues as quickly as we can.