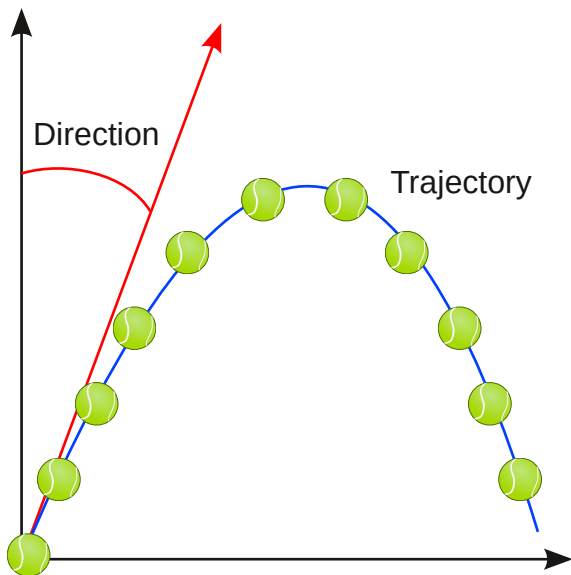


Trajectory & Gravity

When you throw an object the gravity will pull it down...

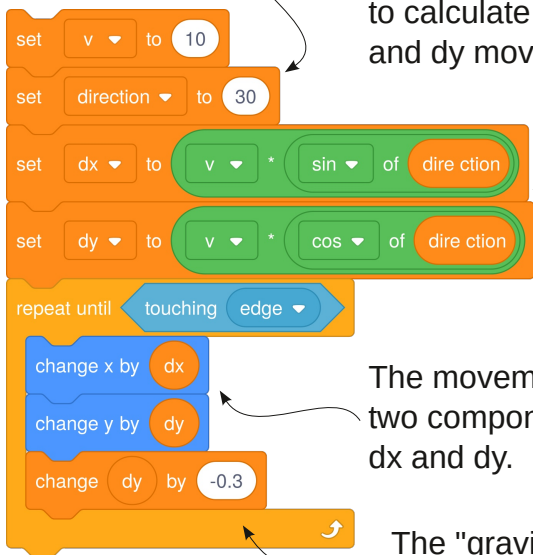




Try this code

Set the v speed as usual. The direction is in degrees.

Use trigonometry to calculate the dx and dy movements



The movement has two components: dx and dy.

The "gravity" value: a bigger value will make the ball fall faster.