Trajectory

Use function CalculateMovement to calculate the next positions. This will return an array of positions calculated.

For example:

```
using UnityEngine;
using Dweiss;


public class CalcMovement : MonoBehaviour {


    void Update() {

    Rigidbody rigidbody = GetComponent<Rigidbody>();

    rigidbody.CalculateMovement(stepCount, timeBeteenStep, addedV, addedF);

    }

}
```