Box2D

What is Box2D:

Basically Box2D is a library (a lot of classes and .as files) that allows object interaction using math and physics equations and by that have real and nice reactions when objects collide. In other words, it will give us a 2D physics based object simulation.

How To Download:

http://box2dflash.sourceforge.net/

What's in it:

Inside the folder you will find:

- Docs: Folder containing all the classes' documentation. It follows the flash documentation convention. This should help you a lot understand the snippets and tests provided.

- Examples: Folder containing snippets to help you understand Box2D. They are not easy snippets, which is why I'm going to provide you with less complex snippets.

- Source: Folder containing the Box2D Library (all .as files that you need when working with Box2D). You should copy the Box2D folder and put it in your game's folder. Now

you are ready to import the needed files.

Tutorial Snippets:

Before you start with my tutorial snippets you need to:

- Copy the Box2D folder and put it in your game's folder
- Know that every Box2D class name starts with **"b2"** (b2Vec2, b2World ...)