



Notes

Song[x]
Extracts variable 'x' from the current song header.

drag = - velocity * PHY_DRAG
force = target.position - position + drag
acceleration = force / mass
velocity += acceleration / DELTA_TIME
position += velocity / DELTA_TIME

Constants

MAX_FORCE
Limit to force that can be generated.
nominally set to 10
PHY_DRAG
Drag parameter to smooth movement of position.
nominally set to 16
DELTA_TIME
Time slice for integration approximation.
nominally set to 2

bounds check and limit position

Return