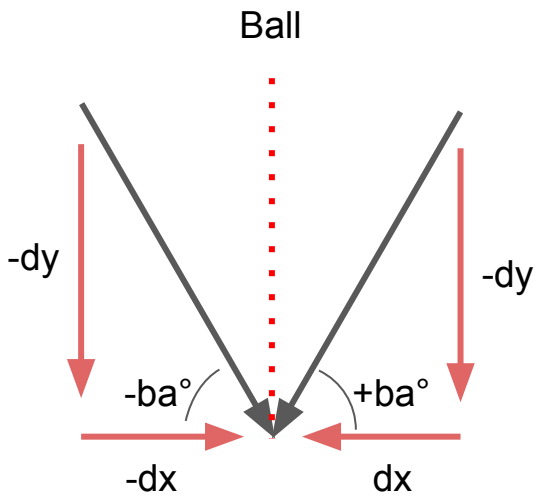
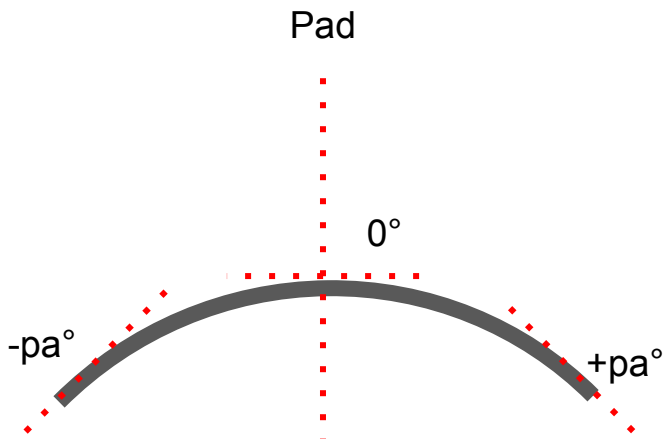
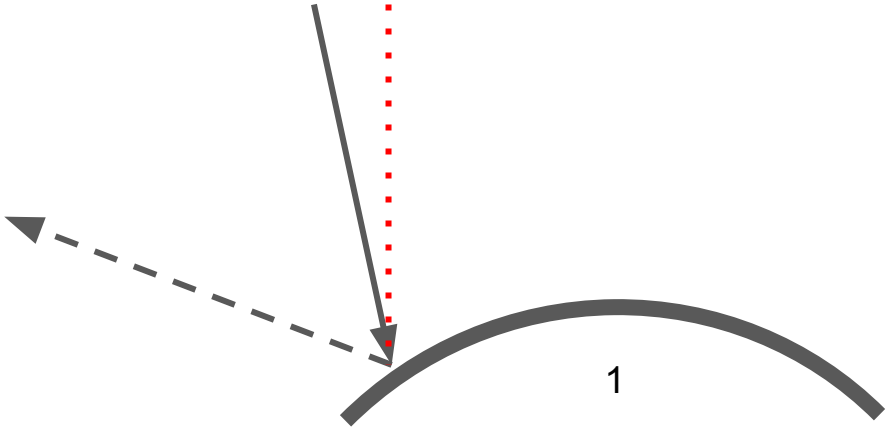
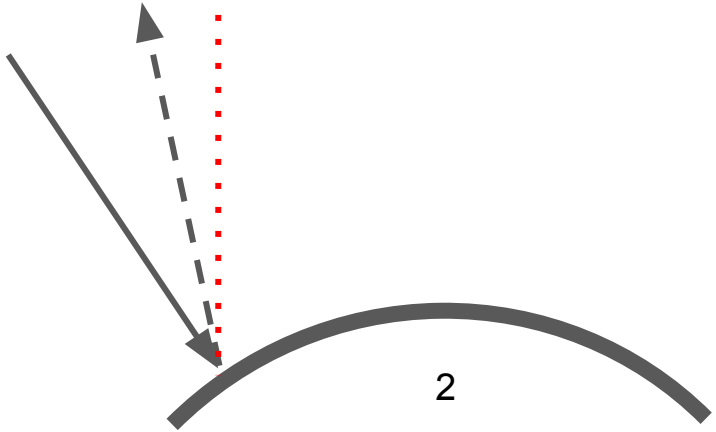
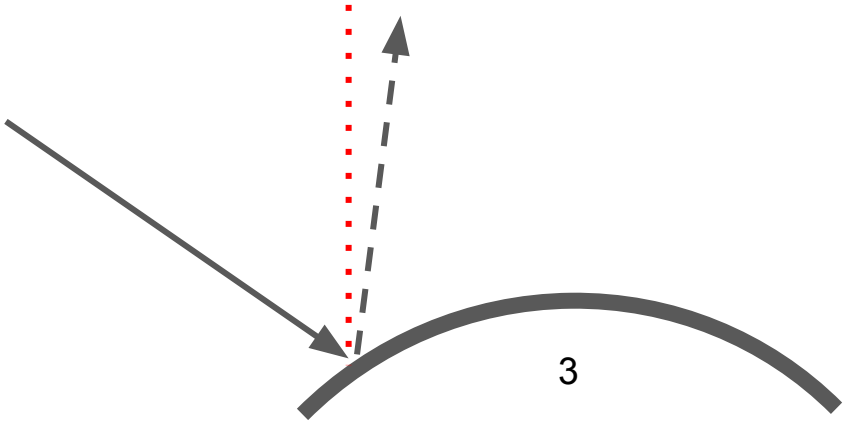
Ball & Pad


Ball
-dy
-dy
-ba°
+ba°
-dx
dx

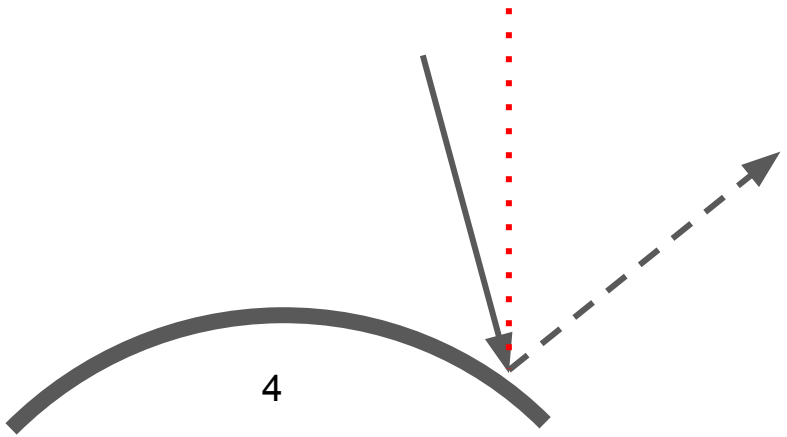

Pad
0°
-pa°
+pa°

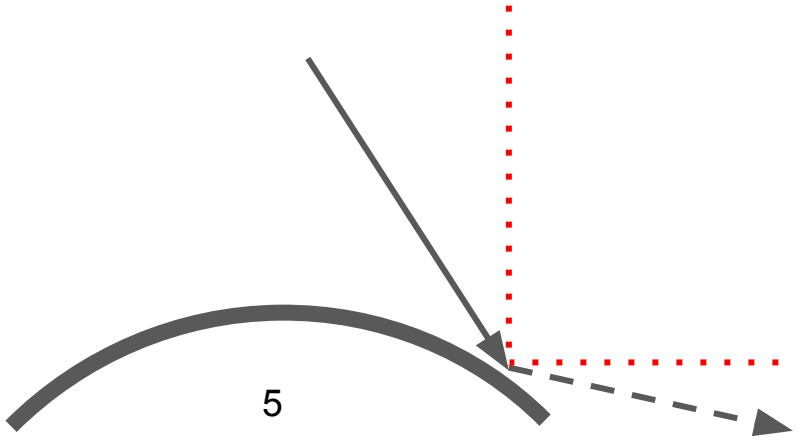




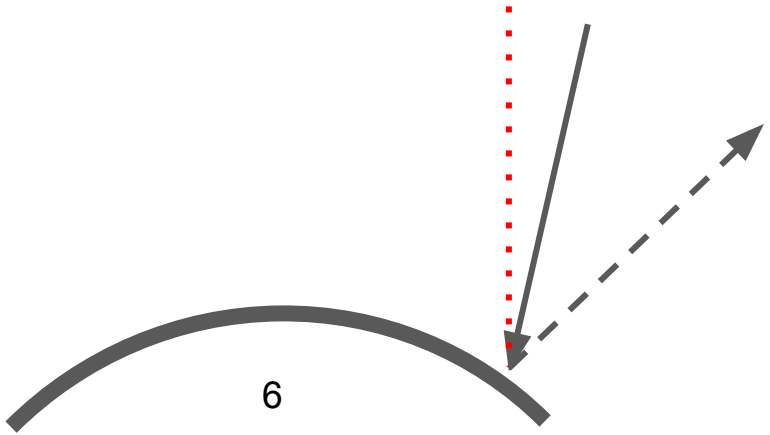


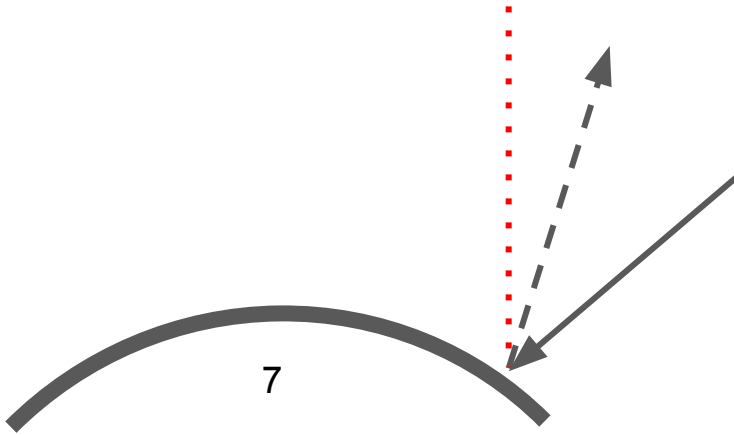
Bounce Conditions

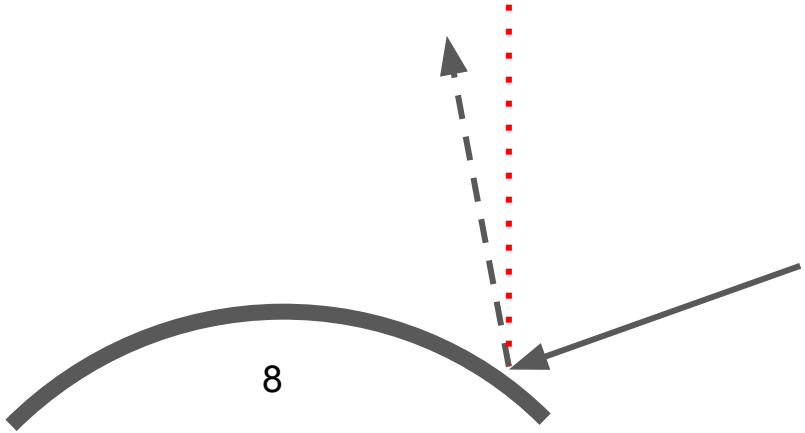




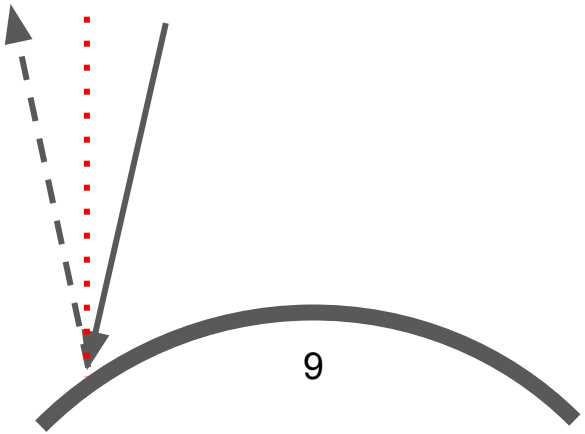
Bounce Conditions

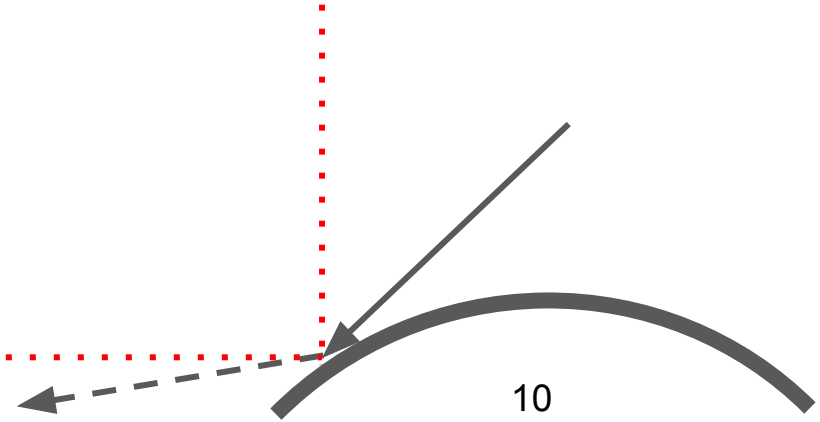






Bounce Conditions





Bounce Conditions

				Degrees				Radians							
no.	|a| (speed)	dx	dy	ba	pa	Angle Delta	nba	ba	pa	Angle Delta	nba	ndx	ndy		
1	5	0.87	-4.92	-80	-20	20	-60	-1.40	-0.35	0.35	-1.05	-2.50	4.33	if ba < 0 nba calc + & dx *-1	
2	5	2.50	-4.33	-60	-20	-20	-80	-1.05	-0.35	-0.35	-1.40	-0.87	4.92	if ba < 0 nba calc + & dx *-1	
3	5	4.33	-2.50	-30	-20	-80	-110	-0.52	-0.35	-1.40	-1.92	1.71	4.70	if ba < 0 nba calc + & dx *-1	
4	5	0.87	-4.92	-80	20	-60	-140	-1.40	0.35	-1.05	-2.44	3.83	3.21	if ba < 0 nba calc + & dx *-1	
5	5	4.33	-2.50	-30	20	-160	-190	-0.52	0.35	-2.79	-3.32	4.92	0.87	if ba < 0 nba calc + & dx *-1	if nba < -180 dy = -
6	5	-0.87	-4.92	80	20	20	60	1.40	0.35	0.35	1.05	2.50	4.33	if ba > 0 nba calc -	
7	5	-2.50	-4.33	60	20	-20	80	1.05	0.35	-0.35	1.40	0.87	4.92	if ba > 0 nba calc -	
8	5	-4.33	-2.50	30	20	-80	110	0.52	0.35	-1.40	1.92	-1.71	4.70	if ba > 0 nba calc -	
9	5	-0.87	-4.92	80	-20	-60	140	1.40	-0.35	-1.05	2.44	-3.83	3.21	if ba > 0 nba calc -	
10	5	-4.33	-2.50	30	-20	-160	190	0.52	-0.35	-2.79	3.32	-4.92	0.87	if ba > 0 nba calc -	if nba > 180 dy = -

Angle Delta = |(2 x ba°) + (2 x pa°)| - 180°

If ba° < 0:
    nba° = ba° + Angle Delta
    ndx = ball_speed x cos(|nba|) x -1

If ba° > 0:
    nba° = ba° - Angle Delta
    ndx = ball_speed x cos(|nba|)

If nba < -180° or nba > 180°:
    ndy = |ball_speed x sin(nba°)| x -1
Else:
    ndy = |ball_speed x sin(nba°)|