

Box2D project Car: A CS251 Report by Group 20.

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Outline

① Introduction

② Examples

How to make title page

Introduction

- The Box2D is a physics engine which helps us simulate the rube goldberg machine
- And one of them is simulation of a car in 2D space.

How to make title page

CS251 Base Code. Running on Box2D 2.3.0

Dominoes project %Keys:Accelerate=q;decelerate=w;stop=h;%rotate=i

operator-(b2Vec2 const&, b2Vec2 const&)
16.00%
(16.00%)

b2Dot(b2Vec2 const&, b2Vec2 const&)

Simulation Timesteps
Velocity Iterations
Position Iterations

Simulation Parameters
☒ Warm Starting
☒ Time of Impact
☐ Sub-Stepping

Display Options
Draw
☒ Shapes
☒ Joints

Pause
Single Step
Restart