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Physics for Flash Games, Animation, and Simulations This book teaches ActionScript programmers how to incorporate real physics into their Flash animations, games, user interfaces, and simulations. Introduces Flash physics in an accurate, but approachable way, covering what is required to produce physically realistic simulations (as opposed to animations that look roughly right)

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sciences using proper mathematical equations to control
the motions. Using proper Physics equations for
animations is also useful for realistic games. This small
document is a tutorial in exploiting the capability of using
**The Essential Guide to Physics for Flash Games,
Animation ...**

To my mother, who made me possible; and to my wife and
daughter, who supported me in making this book possible.
DR To my family who have been so understanding while I
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