

“Physics for Flash Games, Animation, and Simulations”

by Dev Ramtal and Adrian Dobre, published by Friends of ED, 2011

Notes on the “Airplane” simulation in chapter 16

Please note that there was a problem with the airplane model pictured in Figure 16.8 and coded in the Airplane.as listing in the book; it has been replaced herein with a simple cuboid.

Any further updates will be posted at www.physicscodes.com/as3book.