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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Hello Box2D World; Downloading and installing Box2D for Flash; Hello Box2D World; Defining the Box2D World; Running the simulation; Summary; Chapter 2: Adding Bodies to the World; Your first simulation - a ball falling on the floor; Creating a circular shape; Creating a fixture; Using debug draw to test your simulation; Creating a box shape; Different body types - static, dynamic, and kinematic; Density, friction, and restitution; Creating a Totem Destroyer level Creating compound bodies Creating an oriented box shape; Creating any kind of convex polygons; Summary; Chapter 3: Interacting with Bodies; Selecting and destroying bodies with a mouse click; Assigning custom attributes to bodies; Looping through bodies and getting their properties; Summary; Chapter 4: Applying Forces to Bodies; Falling apples, revamped; Force, impulse, and linear velocity; Applying an impulse to get a linear velocity; Applying a force to get a linear velocity; Forces in a real game; Physics games aren't just a matter of physics; Placing the physics bird Shooting the physics bird Summary; Chapter 5: Handling Collisions; Checking for collisions; Box2D built-in collision listener; Trace the beginning and the end of a collision; Detect when you are about to

solve a collision and when you have solved it; Detecting when the idol falls on the floor in Totem Destroyer; Destroying bricks and killing pigs in Angry Birds; Summary; Chapter 6: Joints and Motors; Picking and dragging bodies - mouse joints; Keeping bodies at a given distance - distance joints; Making bodies rotate around a point - revolute joints; When Angry Birds meets Crush the Castle  
Controlling joints with motors  
Controlling motors with keyboard; Don't let some bodies collide - filtering collisions; Putting it all together; Summary; Chapter 7: Skinning the Game; Replacing debug draw with your own graphic assets; Summary; Chapter 8: Bullets and Sensors; Experiencing tunneling; Preventing tunneling - setting bodies as bullets; Allow bodies to overlap while detecting contacts with sensors; Summary; Index

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## Sommario/riassunto

This book is a step by step guide to create games with Box2D explained in a simple and friendly way. Are you familiar with ActionScript3 and want to explore the capabilities of physics in game design using Box2D, then this book is for you. You don't have to be an AS3 hero: if you know how to create classes and functions with AS3, then you can make your first physics game!

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