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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 bodiesCreating 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 birdSummary; 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

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!